

Cleric Spell Book

V 9.5

* Additional spells from the Defenders of the Faith handbook.

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0 – Level

Create Water – Conjunction (Creation)

Components: V, S

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Effect: Up to 2 gallons of water / level

Duration: Instantaneous

Save Throw: None

Spell Resistance: No

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 a n area three times as large (possibly creating a downpour or filling many small receptacles).

Note: Conjunction spells can't create substances or objects within a creature.

Detect Magic – Divination

Components: V, S

Casting Time: 1 Action

Range: 60ft

Area: ¼ circle emanating from you to the extreme of the range.

Duration: Concentration, up to 1 minute / level

Save Throw: None

Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area of subject: *1st Round:* Presence or absence of magical auras. *2nd Round:* Number of different magical auras and the strength of the strongest 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 a Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + ½ caster level for a nonspell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker auras.

Note: The spell can penetrate barriers, but 1ft of stone or common metal, a thin sheet of lead, or 3ft of wood or dirt blocks it. Outsiders and elementals are not magical in themselves, but if they are conjured, the spell registers.

Inflict Minor Wounds – Necromancy

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Save Throw: Will ½

Spell Resistance: Yes

When laying your hand upon a creature, you channel negative energy that deals 1 point of damage. Since undead are powered by negative energy, this spell cures them of damage, rather than harming them.

Cure Minor Wounds – Conjunction (Healing)

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Instantaneous

Save Throw: Will ½

Spell Resistance: Yes (harmless)

When laying your hand upon a living creature, you channel positive energy that cures 1 point of damage.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save for half damage.

Detect Poison – Divination

Components: V, S

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Target: One creature, object, or 5ft area

Duration: Instantaneous

Save Throw: None

Spell Resistance: No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a successful Wisdom check (DC 20). A character with the Alchemy skill may try a Alchemy check (DC 20) if the Wisdom check fails, or may try the Alchemy check first.

Guidance – Divination

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Save Throw: None

Spell Resistance: Yes

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 lies.

Light – Evocation (Light)

Components: V, M/DF

Casting Time: 1 Action

Range: Touch

Target: Object touched

Duration: 10 min / level (D)

Save Throw: None

Spell Resistance: No

This spell causes an object to glow like a torch, shedding light in a 20ft radius from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Arcane Material Component: A firefly or a piece of phosphorescent moss.

Mending – Transmutation

Components: V, S

Casting Time: 1 Action

Range: 10ft

Duration: Instantaneous

Target: One object up to 1 lb.

Save Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Mending repairs small breaks or tears in objects (not warps). In metallic objects, it will weld a broken ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over. The spell can repair a magic item, but the item's magical abilities are not restored. (For restoring a broken magic item's abilities, see the item creation feats in Ch. 5) The spell cannot mend broken magic rods, staffs, or wands.

Read Magic – Universal

Components: V, S, F

Casting Time: 1 Action

Target: You

Duration: 10 minutes / level

This spell allows you to read 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 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 successful Spellcraft check (DC 13) or a *Symbol* with a successful Spellcraft check (DC 19).

Focus: A clear crystal or mineral prism.

1st – Level

Bane – Enchantment (Compulsion) (Mind-Affecting)

Components: V, S, DF

Casting Time: 1 Action

Range: 50ft

Area: All enemies within 50ft

Duration: 1 minute / level

Save Throw: Will negates

Spell Resistance: Yes

Bane fills your enemies with fear and doubt. They suffer a -1 morale penalty on their attack rolls and a -1 morale penalty on saving throws against fear effects.

Bane counters and dispels *Bless*

Purify Food and Drink – Universal

Components: V, S

Casting Time: 1 Action

Range: 10ft

Duration: Instantaneous

Target: 1 cu. ft / level of contaminated food and water.

Save Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell makes spoiled, rotten, 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. Note: Water weighs about 8 lbs. per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 lbs.

Resistance – Abjuration

Components: V, S, M/DF

Casting Time: 1 Action

Range: Touch

Duration: 1 minute

Target: Creature touched

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the subject with magical energy that protects her from harm, granting her a +1 resistance bonus on saves.

Arcane Material Component: A miniature cloak.

Virtue – Transmutation

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: 1 minute

Save Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

The subject gains one temporary hit point.

Bless – Enchantment (Compulsion) (Mind-Affecting)

Components: V, S, DF

Casting Time: 1 Action

Range: 50ft

Area: All allies within 50ft

Duration: 1 minute / level

Save Throw: None

Spell Resistance: Yes (harmless)

Bless fills your allies with courage. They gain a morale bonus of +1 on their attack rolls and morale bonus of +1 on saving throws against fear effects.

Bless counters and dispels *Bane*.

Bless Water – Transmutation (Good)

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Save Throw: Will negates (object)

Spell Resistance: Yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water (pg 113). Holy water is considered blessed, which means it has special effects on certain creatures.

Material Component: 5 lbs. of powdered silver (worth 25gp)

Cause Fear – Necromancy (Fear) (Mind-Affecting)

Components: V, S

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Target: One living creature

Duration: 1d4 rounds

Save Throw: Will negates

Spell Resistance: Yes

The affected creature becomes frightened. It suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. It flees from you as well as it can. If unable to flee, the creature may fight. Creatures with 6 or more HD are immune.

Cause Fear counters and dispels *Remove Fear*.

Comprehend Languages – Divination

Components: V, S, M/DF

Casting Time: 1 Action

Target: You

Duration: 10 min. / level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages (such as writing in another language). In either case, you must touch the creature or the writing. Note that the ability to read does not necessarily impart insight into the material, merely its literal meaning. Not also that 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, other than to know it is magical, but the spell is often useful when deciphering treasure maps. 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.

Arcane Material Components: A pinch of soot and a few grains of salt.

**Burial Blessing* – Abjuration (Good)

Components: V, S, M, XP

Casting Time: 10 minutes

Range: Touch

Target: Corpse touched

Duration: Permanent

Save Throw: Will negates

Spell Resistance: Yes

By means of this spell, the cleric wards a corpse from evil or influences and effects. Unless the corpse is desecrated or the blessing is countered, the corpse cannot be magically animated and rise as an undead minion (a ghoul or vampire, for example). Also, anyone trying to disturb the body is struck by a sudden fear and must make a Will save or flee the location for 1 minute per caster level. If the protected corpse is subsequently brought back to life, the burial blessing ends.

Material Component: The caster's holy symbol and a vial of holy or unholy water, according to alignment, which is sprinkled on the corpse.

XP Cost: 100 XP.

Command – Enchantment (Compulsion)

(Language Dependant) (Mind-Affecting)

Components: V

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Target: One living creature

Duration: 1 round

Save Throw: Will negates

Spell Resistance: Yes

You give the subject a one-word command, which she obeys to the best of her ability. A very reasonable command causes the subject to suffer a penalty on the saving throw (from a -1 to -4, at the DM's discretion). Typical commands are "Flee," "Die" (which causes the creature to feign death), "Halt," "Run," "Stop," "Fall," "Go," "Leave," "Surrender," and "Rest." (A *Command* of "Suicide" fails because "suicide" is generally used as a noun, not as a command.)

Cure Light Wounds – Conjunction (Healing)

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature Touched

Save Throw: Will ½

Spell Resistance: Yes (harmless)

Cures 1d8 + 1 point per caster level (max. +5)

or damages undead for the same amount (Will save of ½ damage).

Curse Water – Transmutation (Evil)

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Save Throw: Will negates (object)

Spell Resistance: Yes (object)

This transmutation imbues a flask (1 pint) of water with negative energy, turning it into unholy water. Unholy water damages good outsiders the way holy water damages undead.

Material Component: 5 lbs. of powdered silver (worth 25gp)

Detect (Chaos/Evil/Law/Good) – Divination

Components: V, S, DF

Casting Time: 1 Action

Range: 60ft

Area: ¼ circle emanating from you to the end of the range

Duration: Concentration, up to 10 minutes / level (D)

Save Throw: None

Spell Resistance: No

You can sense the presence of the alignment chosen at casting. The amount of information revealed depends on how long you study a particular area or subject. *1st round:* Presence of absence of alignment chosen. *2nd round:* Number of alignment auras (creatures, objects, or spells) in the area and the strength of the strongest alignment aura present. If you are of opposite alignment, the strongest alignment chosen at casting is “overwhelming” (see below), and the strength is at least twice your character level, you are stunned for 1 round and the spell ends. While you are stunned, you can’t act, you lose your Dexterity bonus to AC, and attackers gain +2 bonus to attack you. *3rd round:* The strength and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Note: The spell penetrates barriers, but 1ft of common stone or metal, a thin sheet of lead, or 3ft of wood or dirt blocks it.

Divine Favor – Evocation

Components: V, S, DF

Casting Time: 1 Action

Target: You

Duration: 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus to attack and weapon damage rolls for every three caster levels you have (minimum +1, max. +6) The bonus doesn’t apply to spell damage.

Deathwatch – Necromancy

Components: V, S

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Area: ¼ circle emanating from you to the end of the range

Duration: 10 minutes / level

Save Throw: None

Spell Resistance: No

Using the foul sight granted by the powers of unlife, 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 less hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (as a construct). This spell foils any spell or ability that allows creatures to feign death.

Detect Undead – Divination

Components: V, S, M/DF

Casting Time: 1 Action

Range: 60ft

Area: ¼ circle emanating from you to the end of the range

Duration: Concentration, up to 1 minutes / level (D)

Save Throw: None

Spell Resistance: No

You can detect the aura that surrounds undead. The amount of information revealed depends on how long you study a particular area or subject: *1st Round:* Presence of absence of undead auras. *2nd Round:* Number of different undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, the strongest undead aura’s strength is “overwhelming” (see below), and the strength is at least twice your character level, you are stunned for 1 round and the spell ends. While you are stunned, you can’t act, you lose your Dexterity bonus to AC, and attackers gain +2 bonus to attack you. *3rd round:* The strength and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Note: The spell penetrates barriers, but 1ft of common stone or metal, a thin sheet of lead, or 3ft of wood or dirt blocks it.

Doom – Enchantment (Compulsion) (Fear)

(Mind-Affecting)

Components: V, S, DF

Casting Time: 1 Action

Range: Medium (100ft + 10ft / level)

Target: One living creature

Duration: 1 minute / level

Save Throw: Will negates

Spell Resistance: Yes

This curse fills a single subject with a feeling of horrible dread and causes her to weaken and lose confidence. The subject is shaken suffering a -2 morale penalty to attack rolls and saving throws.

Endure Elements – Abjuration

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: 24 hours

Save Throw: None

Spell Resistance: Yes

This abjuration grants a creature limited protection to damage from whichever one of five energy types you select: acid, cold, fire, electricity, or sonic. Each round, the spell absorbs the first 5 points of damage the creature would otherwise take from the specified energy type, regardless of whether the source of damage is natural or magical. The spell protects the recipient's equipment as well.

Endure Elements absorbs only damage. The character could still suffer unfortunate side effects, such as drowning in acid (since drowning damage comes from lack of oxygen) or becoming encased in ice.

Note: *Endure Elements* overlaps (and does not stack with) *Resist Elements* and *Protection from Elements*. If a character is warded by *Protection from Elements* and one or both of the other spells, the protection spell absorbs damage until it is exhausted. If a character is warded by *Resist Elements* and *Endure Elements* at the same time, the *resist* spell absorbs damage but the *endure* spell does not.

Invisibility to Undead – Abjuration

Components: V, S, DF

Casting Time: 1 Action

Range: Touch

Target: One touched creature / level

Duration: 10 minutes / level (D)

Save Throw: Will negates

Spell Resistance: Yes

Undead cannot perceive the warded creatures. Non-intelligent undead are automatically affected and act as though the warded creatures are not there. Intelligent undead get saving throws. If they fail, they can't see the warded creatures. However, if they have reason to believe unseen opponents are present, they can attempt to find or strike them. If a warded character attempts to turn or command undead, touches an undead, or attacks any creature (even with a spell), the spell ends for all recipients. Note: An intelligent undead creature gets one saving throw against the spell. It either sees all the warded creatures or none of them.

Entropic Shield – Abjuration

Components: V, S

Casting Time: 1 Action

Target: You

Duration: 1 minute / level

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 suffers a 20% miss chance (similar to the effects of concealment). This miss chance affects all ranged attacks for which the attackers make attack rolls, including arrows, magic arrows, *Melf's Acid Arrow*, *Ray of Enfeeblement*, and so forth. It does not affect other attacks that simply work at a distance, such as dragon breath.

Inflict Light Wounds – Necromancy

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Save Throw: Will ½

Spell Resistance: Yes

Inflicts 1d8 + 1 point per caster level (max. +5) or heals undead for the same amount.

Magic Stone – Transmutation

Components: V, S, DF

Casting Time: 1 Action

Range: Touch

Target: Up to 3 pebbles touched

Duration: 30 minutes or until discharged

Save Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You transmute up to three pebbles, which can be no larger than a marble. If hurled, they have a range increment of 20ft. If slung, treat them as sling bullets (range increment 50ft). The spell gives them a +1 enchantment bonus to attack and damage rolls. The creature using the stones makes a normal ranged attack to use a *Magic Stone*. Each *Magic Stone* that hits deals 1d6 + 1 points of damage (including the enhancement bonus). Against undead creatures, this damage is doubled (2d6 + 2 points).

Magic Weapon – Transmutation

Components: V, S, DF

Casting Time: 1 Action

Range: Touch

Target: Weapon touched

Duration: 1 minute / level

Save Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Magic Weapon gives a weapon a +1 enhancement bonus to attack and damage rolls. If you're a good cleric, the cleric of a good deity, or a paladin, the weapon is considered blessed, which means it has special effects on certain creatures. Cannot be used on natural weapons or unarmed strikes.

Obscuring Mist – Conjuration (Creation)

Components: V, S

Casting Time: 1 Action

Range: 30ft

Effect: Cloud centered on you spreads 30ft and is 20ft high

Duration: 1 minute / level

Save Throw: None

Spell Resistance: No

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5ft. A creature 5ft away has ½ 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 the *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.

Protection from (Chaos/Evil/Law/Good) – Abjuration
(Lawful, Good, Chaotic, Evil)

Components: V, S, M/DF

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: 1 minute / level (D)

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell wards a creature from attacks by creatures of the same alignment as chosen when spell was cast. Also, protects from mental control, and from summoned or conjured 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:

1st: The subject gets a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by creatures of chosen alignment.

2nd: The barrier blocks any attempt to possess the warded

creature (as by magic jar attack) or to exercise mental control over the creature (as by a vampire's supernatural domination ability, which works similar to *Dominate Person*). The protection does not prevent vampire's domination itself, but it prevents the vampire from mentally commanding the protected creature. If the protection from chosen alignment effect ends before the domination effect does, the vampire would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment. 3rd: The spell prevents bodily contact by summoned or conjured 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. Elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured 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.

Arcane Material Component: A little powdered silver with which you trace a 3ft diameter circle on the floor (or ground) around the creature to be warded.

Random Action – Enchantment (Compulsion)

(Mind-Affecting)

Components: V, S, DF

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Target: One living creature

Duration: 1 round

Save Throw: Will negates

Spell Resistance: Yes

The enchanted creature is compelled to act randomly for 1 round. Rather than deciding its action for itself, the subject of the spell takes an action determined randomly on the following table.

On 1d8 1: Attack self (succeed on any attack roll other than a natural 1).

2: Attack nearest being (for the purpose, a familiar counts as part of the subject's "self").

3: Flee away from caster at top possible speed.

4: Drop anything held.

5: Stand motionless (as if stunned).

6: Do nothing but defend (total defense).

7: Speak (in the subjects native tongue, usually regarding surface thoughts) or make noises (if not capable of speech).

8: Attack caster with melee or ranged weapons (or close with caster if attacking is not possible).

Remove Fear – Abjuration

Components: V, S

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Target: One creature + one additional creature / 4 levels, no two of which can be more than 30ft apart.

Duration: 10 minutes (see text)

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You instill courage in the subject, granting the creature a +4 morale bonus against *Fear* and fear effects for 10 minutes.

If the subject is suffering from a fear effect when receiving the spell, it gets a new save with a +4 morale bonus.

Remove Fear counters and dispels *Cause Fear*.

Sanctuary – Abjuration

Components: V, S, DF

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: 1 round / level

Save Throw: Will negates

Spell Resistance: No

Any opponent attempting to strike or otherwise 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 the casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker 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 or effect spells (*Fireball*, *Summon Monster*, etc.). While protected by this spell, the subject cannot attack without breaking the spell but may use nonattack spells or otherwise act. This allows a warded cleric to heal wounds, for example, or to *Bless*, perform an *Augury*, summon creatures, cast a *Light* spell in the area, and so on.

Shield of Faith – Abjuration

Components: V, S, M

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: 1 minute / level

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus, with an additional +1 to the bonus for every six levels you have (max. +5).

Material component: A small parchment with a bit of holy text written upon it.

Summon Monster I – Conjuraction (Summoning)

Components: V, S, F/DF

Casting Time: 1 Full round

Range: Close (25ft + 5ft / 2 levels)

Effect: One summoned creature

Duration: 1 round / level (D)

Save Throw: None

Spell Resistance: No

This spell summons an outsider (extraplanar creature). 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 outsider, you can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn. Choose a 1st–level creature from the Summon Monster table.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of the type. For example, *Summon Monster I* is a lawful and evil spell when cast to summon a dire rat.

Arcane Focus: A tiny bag and a small (not necessarily lit) candle.

1 st		3 rd		5 th		7 th	
Celestial dog (animal)	LG	Fiendish crocodile	CE	Yeth hound	NE	Invisible stalker	N
Celestial badger (animal)	CG	(animal)		Fiendish dire boar	NE	Xorn, large	N
Fiendish dire rat	LE	Dretch	CE	Fiendish rhinoceros	NE	Arrowhawk, large	N
Fiendish hawk (animal)	CE	Fiendish leopard (animal)	CE	(animal)		Tojanida, large	N
		Fiendish wolverine	CE	Fiendish shark, large	NE	Slaad, blue	CN
		(animal)		(animal)		Hamatula (devil)	LE
2 nd		4 th		Salamander, medium	NE	Osyluth (devil)	LE
Celestial eagle (animal)	CG	Lantern archon (celestial)	LG	Shadow mastiff	NE	Fiendish dire tiger	CE
Formian worker	LN	Giant owl	NG	Fiendish viper, large	CE	Bebilith	CE
Lemure (devil)	LE	Giant eagle	CG	(animal)		Fiendish octopus	CE
Fiendish squid (animal)	LE	Celestial lion (animal)	CG	Quasit	CE	giant (animal)	
Fiendish wolf (animal)	LE	Tojanida, Small	N	Fiendish dire wolverine	CE		
Fiendish shark, Med. (animal)	NE	Xorn, Small	N	Fiendish giant	CE	8 th	
Fiendish Viper, Tiny (animal)	CE	Arrowhawk, Small	N	crocodile (animal)		Lillend	CG
		Magmin	CN	Fiendish tiger (animal)	CE	Formian taskmaster	LN
Fiendish hyena [treat as wolf (animal)]	CE	Imp (devil)	LE	Fiendish girallon	CE	(alone)	
Fiendish octopus (animal)	CE	Fiendish dire ape	LE			Janni (genie)	N
		Fiendish dire wolf	LE	6 th		Elemental, greater	N
		Hell hound	LE	Celestial dire bear	LG	Barghest, medium	LE
		Varguouille	NE	Celestial unicorn	CG	Cornugon (devil)	E
3 rd		Fiendish viper, Med. snake (animal)	CE	Elemental, large	N	Fiendish squid	LE
Celestial bear, black (animal)	LG	Howler	CE	Rast	N	giant (animal)	
Celestial bison (animal)	NG			Xorn, medium	N	Salamander, large	NE
Triton	NG			Slaad, red	CN	Succubus (demon)	CE
Celestial dire badger	CG	5 th		Chaos beast	CN		
Azer	LN	Celestial bear, brown (animal)	LG	Kyton	LE	9 th	
Elemental, Small	N	Hound archon (celestial)	LG	Barbazu (devil)	LE	Lammasu	LG
Thoqqua	N	Celestial orca, whale (animal)	NG	Bezekira	LE	Couatl	LG
Fiendish dire weasel	LE			Erinyes (devil)	LE	Astral deva (celestial)	NG
Fiendish gorilla (animal)	LE	Celestial pegasus	CG	Belker	NE	Cheale eladrin (celestial)	CG
Fiendish snake, constrictor (animal)	LE	Celestial dire lion	CG	Fiendish viper, huge snake (animal)	CE	Elemental, elder	N
Fiendish boar	NE	Formian warrior	LN			Barghest, large	LE
Fiendish dire bat	NE	Elemental, medium	N	7 th		Xill	LE
Fiendish lizard, Giant (animal)	NE	Mephit, any	N	Celestial elephant (animal)	NG	Rakshasa	LE
		Arrowhawk, medium	N			Gelugon (devil)	LE
Salamander, Small	NE	Tojanida, medium	N	Avoral guardinal (celestial)	NG	Night hag	NE
Fiendish shark, Lrg. (animal)	NE	Achaierai	LE			Nightmare	NE
		Fiendish griffon	LE	Djinni	CG	Vrock (demon)	CE
Fiendish viper, Small snake (animal)	CE	Fiendish snake, giant constrictor (animal)	LE	Ravid (alone)	N		
				Elemental, huge	N		

2nd – Level

Aid – Enchantment (Compulsion) (Mind-Affecting)

Components: V, S, DF

Casting Time: 1 Action

Range: Touch

Target: Living creature touched

Duration: 1 minute / level

Save Throw: None

Spell Resistance: Yes (harmless)

Aid is almost like a *Bless* and a proactive *Cure Light Wounds* spell rolled into one. The subject is encouraged just as with *Bless* (+1 moral bonus to attack rolls and saves against *Fear* effects), plus it gains 1d8 temporary hit points (see pg 129 of the Player's Handbook).

Augury – Divination

Components: V, S, F

Casting Time: 1 Action

Target: You

Duration: Instantaneous

An *Augury* can tell you whether a particular action will bring good or bad results for you in the immediate future. For example, if a party is considering destroying a weird seal that closes a portal, an *Augury* might determine whether it's a good idea. The base chance for receiving a meaningful reply is 70% + 1% per caster level; the DM makes the roll secretly. The DM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results: "Weal" (if the action will probably bring good results); "Woe" (for bad results); "Weal and Woe" (for both); and "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 resulted from a failed or successful augury. The augury can only see into the future only about half an hour, so anything that might happen after that does not affect the augury. Thus, it might miss, the long-term consequences of the contemplated action. All *Auguries* cast by the same person about the same topic within half an hour use the same dice result as the first *Augury*.

Focus: A set of marked sticks, bones, or similar tokens of at least 25gp value.

Bull's Strength – Transmutation

Components: V, S, M/DF

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: 1 hour / level

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes stronger. The spell grants an enhancement bonus to strength of 1d4 + 1 points, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Arcane Material Component: A few hairs, or a pinch of dung, from a bull.

Animal Messenger – Enchantment (Charm) (Mind-Affecting)

Components: V, S, M

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Target: One Tiny animal

Duration: 1 day / level

Save Throw: None

Spell Resistance: Yes

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get the animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding.

You can mentally impress on the animal a certain place well known to you or an obvious landmark (such as the peak of a distant mountain or mouth of a nearby river).

The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries.

Note that unless the intended recipient of a message is expecting a messenger in the form of a bird or other small animal, the carrier may be ignored. The intended recipient of a message gains no special ability to communicate with the animal or read any attached message (if it's in a language she doesn't know, for example). The spell works only on animals with an Intelligence score of 1 or 2.

Material Component: A morsel of food the animal likes.

**Brambles* - Transmutation

Components: V, S, M

Casting Time: 1 Action

Range: Touch

Target: Wooden weapon touched

Duration: 1 round / level

Save Throw: None

Spell Resistance: No

small magical thorns or spikes protrude from the surface of a wooden weapon, such as a club, greatclub, nunchaku, or quarterstaff. For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and deals an additional +1 point of damage per caster level (max. +10). This spell works only on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow, or a metal mace.

Material Component: A small thorn.

Calm Emotions – Enchantment (Compulsion)

(Mind-Affecting)

Components: V, S, DF

Casting Time: 1 Action

Range: Medium (100ft + 10ft / level)

Target: 1d6 creatures / level, all of whom must be within 30ft of each other

Duration: Concentration, up to 1 round / level (D)

Save Throw: Will negates

Spell Resistance: Yes

This spell calms agitated creatures. You have no control over the affected creatures, but this spell 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, except to protect themselves. Any aggressive action or life-threatening damage against *Calmed* creatures immediately breaks the spell on the threatened creatures.

This spell automatically suppresses (but does not dispel) mind-affecting such as *Bless*, *Confusion*, *Emotion*, and *Fear*, as well as negating a bard's ability to inspire courage or a barbarian's rage. When the *Calm Emotions* spell ends, the original spell takes hold of the creature again, provided its duration has not expired in the meantime.

Cure Moderate Wounds – Conjuraction (Healing)

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature Touched

Duration: Instantaneous

Save Throw: Will ½

Spell Resistance: Yes (harmless)

Cures 2d8 + 1 point per caster level (max. +10) or damages undead for the same amount (Will save of ½ damage).

Death Knell – Necromancy (Death, Evil)

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Living creature touched

Duration: Instantaneous / 10 min per target HD

Save Throw: Will negates

Spell Resistance: Yes

You draw forth the ebbing life force of a badly wounded creature and use it to fuel your own power. Upon casting this spell, you touch a living creature with -1 HP or lower. If the subject fails its saving throw, it dies, and you gain 1d8 temporary HP and +2 Str. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant you access to more spells.) These effects last for 10 minutes per HD of the target creature.

Consecrate – Evocation

Components: V, S, M, DF

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Area: 20ft radius emanation

Duration: 2 hours / level

Save Throw: None

Spell Resistance: No

This spell blesses an area with positive energy. All Charisma checks made to turn undead within this area gain a +3 sacred bonus. Undead entering this area suffer minor disruption, giving them a -1 sacred penalty on attack rolls, damage rolls, and saving throws. Undead 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 listed above are doubled (+6 sacred bonus to turning, -2 penalty to undead rolls). You cannot consecrate an area with a similar fixture of a deity other than your own patron.

Consecrate counters and dispels *Desecrate*.

Material Components: A little holy water and 25gp worth (5 lbs.) of silver dust which must be sprinkled around the area.

Darkness – Evocation (Darkness)

Components: V, M/DF

Casting Time: 1 Action

Range: Touch

Target: Object touched

Duration: 10 minutes / level (D)

Save Throw: None

Spell Resistance: No

This spell causes an object to radiate darkness out to a 20ft radius. Not even creatures who can normally see in the dark (such as with darkvision) can see in an area shrouded in magical *Darkness*. Normal lights (torches, candles, lanterns, and so forth) do not work, nor do light spells of lower level (*Flare*, *Light*, *Dancing Lights*). *Darkness* and the 2nd level spell *Daylight* cancel each other, leaving whatever light conditions normally prevail in the overlapping areas of the spells. Higher-level light spells (such as the 3rd level cleric spell *Daylight*) are not affected by *Darkness*.

If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

Darkness counters or dispels light spells of equal or lower level.

Arcane Material Component: A bit of bat fur and either a drop of pitch or a piece of coal.

Delay Poison – Conjunction (Healing)

Components: V, S, DF

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: 1 hour / level

Save Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes temporarily immune to poison. Any poison in the subject's system, or any poison the subject is exposed to during the spell's duration, does not affect the subject until the spell has expired. *Delay poison* does not cure any damage that poison may have already done.

**Divine Flame* - Abjuration

Components: V, S

Casting Time: 1 Action

Range: 15ft

Area: 15ft radius emanation, centered on you

Duration: 1 round / level

Save Throw: Fortitude ½

Spell Resistance: Yes

Divine Flame creates an immobile ward against cold creatures, such as frost giants. Cold creatures entering or staying in the area take 1d4 points of damage per caster level (max. 5d4, Fortitude save for ½). This damage continues every round the creature remains in the area, and the Fortitude save is allowed each round.

Endurance – Transmutation

Components: V, S, DF

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: 1 hour / level

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creature gains greater vitality and stamina. The spell grants the subject an enhancement bonus (1d4 + 1 points) to Con, adding the usual benefits to HP, Fortitude saves, Constitution checks, and so forth.

Note: HP gained by a temporary increase in Constitution score are not temporary HP. They go away when the character's Constitution drops back to normal. They are not lost first as temporary HP are.

Desecrate – Evocation

Components: V, S, M, DF

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Area: 20ft radius emanation

Duration: 2 hours / level

Save Throw: None

Spell Resistance: Yes

This spell imbues an area with negative energy. All Charisma checks made to turn undead within this area suffer a -3 profane penalty. Undead entering this area gain a +1 profane bonus to attack rolls, damage rolls, and saving throws. Undead created within or summoned into a desecrated area gain +1 HP per HD. If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the effects are doubled (turning at -6, +2 profane bonuses to undead rolls, +2 HP per HD).

If the area contains a similar fixture of a deity, pantheon, or higher power other than your patron, the *Desecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses to undead as listed above.

Desecrate counters and dispels *Consecrate*.

Material Component: A little unholy water and 25gp worth (5 lbs.) of silver dust which must be sprinkled around the area.

**Divine Zephyr* - Abjuration

Components: V, S

Casting Time: 1 Action

Range: 15ft

Area: 15ft radius emanation, centered on you

Duration: 1 round / level

Save Throw: Fortitude ½

Spell Resistance: Yes

Divine Zephyr creates an immobile ward against fire creatures, such as fire giants. Fire creatures entering or staying in the area take 1d4 points of damage per caster level (max. 5d4, Fortitude save for ½). This damage continues every round the creature remains in the area, and the Fortitude save is allowed each round.

Enthrall – Enchantment (Charm) (Language-Dependent)

(Mind-Affecting) (Sonic)

Components: V, S

Casting Time: 1 Full Round

Range: Medium (100ft + 10ft / level)

Target: Any number of creatures

Duration: Up to 1 hour

Save Throw: Will negates

Spell Resistance: Yes

If you have the attention of a group of creatures, you can use this spell to hold them spell bound. 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.

(DMs guide for information about attitudes). Those of a race or religion unfriendly to yours have a +4 bonus to the saving throw. Creatures with 4 or more HD or with Wisdom scores of 16 or higher remain attitude of indifferent. They gain new saving throws if they witness actions that they oppose. The enchantment 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-rounds delay still applies) if you lose concentration or do anything other than speaking or singing.

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 or heckling. This check is based on the character with the highest Charisma and has a +2 bonus for each other jeerer who can make a Charisma check to 10 or higher. The heckling ends the spell if it beats your opposed Charisma check. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked (or subjected to an overtly hostile act), the spell ends and the audience becomes immediately unfriendly toward you (or hostile, for audience members with 4 or more HD and Wisdom 16+).

Inflict Moderate Wounds – Necromancy

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature Touched

Duration: Instantaneous

Save Throw: Will ½

Spell Resistance: Yes

Inflicts 2d8 + 1 point per caster level (max. +10) or heals undead for the same amount.

Find Traps - Divination

Components: V, S

Casting Time: 1 Action

Range: Medium (100ft + 10ft / level)

Target: You

Duration: 1 minute / level

You gain intuitive insight into the workings of traps. You can use your Search skill to detect traps just as a rogue can but gain no special bonus on your Search checks.

Gentle Repose – Necromancy

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Living humanoid touched

Duration: 1d6+2 rounds

Save Throw: Fortitude negates

Spell Resistance: Yes

Imbuing you with negative energy, this spell allows you to paralyze a single humanoid for 1d6+2 rounds with a successful melee touch attack. Additionally, the paralyzed subject exudes a carrion stench that causes retching and nausea in a 10ft radius. Those in the radius (excluding you) must make a Fortitude save or suffer a -2 penalty to all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks until the spell ends.

Material Component: A small scrap of cloth taken from the clothing worn by a ghoul or a some earth from a ghoul's lair.

Hold Person – Enchantment (Compulsion) (Mind-Affecting)

Components: V, S, F/DF

Casting Time: 1 Action

Range: Medium (100ft +10ft / level)

Target: One humanoid of Medium-size or smaller

Duration: 1 round / level

Save Throw: Will negates

Spell Resistance: Yes

The subject freezes in place, standing helpless. He is aware and breathes normally but cannot take any physical actions, even speech. He can, however, execute purely mental actions (such as casting a spell with no components). A winged creature who is *Held* cannot flap its wings and falls. A swimmer can't swim and may drown.

Arcane Focus: A small, straight piece of iron.

**Knife Spray* – Evocation

Components: V, S

Casting Time: 1 action

Range: Close (25ft + 5ft / 2 levels)

Area: Cone

Duration: Instantaneous

Save Throw: Reflex ½

Spell Resistance: Yes

You cause moisture in the air to sparkle, coalesce, then spray away from your fingertips, driving into all creatures in the cone of effect. Each creature in the area takes 1d6 points of damage, plus 1 additional point per caster level (max. +5). A Reflex save is allowed for ½ damage.

Lesser Restoration – Conjunction (Healing)

Components: V, S

Casting Time: 3 Rounds

Range: Touch

Target: Creature Touched

Duration: Instantaneous

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Lesser Restoration dispels any magical effects reducing one of the subject's ability scores (such as *Ray of Enfeeblement*) or cures 1d4 points of temporary ability damage to one of the subject's ability scores (such as from a shadow's touch or poison). It does not restore permanent ability drain (such from a wraith's touch).

Remove Paralysis – Conjunction (Healing)

Components: V, S

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Target: Up to four creatures, no two of which can be more than 30ft apart

Duration: Instantaneous

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You can free one of more creatures from the effects of any temporary paralysis or from related magic, including a ghoul's touch, a *hold* spell, or a *slow* spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save against the effect that afflicts it with a +4 resistance bonus. If cast on three of four creatures, each receives another save with a +2 resistance bonus. The spell does not restore ability scores reduced by penalties, damage or loss.

Shield Other – Abjuration

Components: V, S, F

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Target: One creature

Duration: 1 hour / level (D)

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of the subject's wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus to saves. Additionally, the subject takes only ½ damage from all wounds and attacks (including those inflicted by special abilities) that deal it 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 *Disintegration*, 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.

Focus: A pair of platinum rings (worth at least 50gp each) worn by both you and the warded creature.

Make Whole – Transmutation

Components: V, S

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Target: One object of up to 10 cu. ft / level

Save Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

As *Mending*, except *Make Whole* completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staves, or wands. The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized.

Shatter – Evocation (Sonic)

Components: V, S, M/DF

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Area or Target: 3ft radius spread; or one solid object or one crystalline creature.

Duration: Instantaneous

Save Throw: Will negates (object) or Fortitude ½

Spell Resistance: Yes (object)

Shatter creates a loud, ringing noise that shatters brittle, nonmagical objects; sunder 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, such as vials, bottles, flasks, jugs, windows, mirrors, and so forth. All such objects within a 3ft 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 smashed.

You can also, target *Shatter* against a single solid object, regardless of composition, weighing up to 10 lbs. per caster level.

Targeted against a crystalline creature (of any weight), *Shatter* deals 1d6 points of damage per caster level (max. 10d6), with a Fortitude save for ½ damage.

Arcane Material Component: A chip of mica.

Silence – Illusion (Glamer)

Components: V, S

Casting Time: 1 Action

Range: Long (400ft + 40ft / level)

Area: 15ft radius emanation centered on a creature, object, or point in space

Duration: 1 min / level

Save Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

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 SR, if any. Items in a creature's possession or magic items that emit sound receive saves and SR, and unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks, such as *Command*, harpy song, a *Horn of Blasting*, etc.

Spiritual Weapon – Evocation (Force)

Components: V, S, DF

Casting Time: 1 Action

Range: Medium (100ft + 10ft / level)

Effect: Magic weapon of force

Duration: 1 round / level (D)

Save Throw: None

Spell Resistance: Yes

A melee weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8 damage per hit. The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you 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 the round the spell is cast and continuing each round thereafter. It uses your base attack bonus as its attack bonus (possibly allowing it multiple attacks per round in subsequent rounds). It strikes as a spell, not as a weapon, so, for example, it can strike incorporeal creatures. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. You feats (such as *Weapon Focus*) or combat actions (such as charging) 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 standard action to switch 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. The *Spiritual Weapon* cannot be attacked or damaged.

If an attacked creature has SR, the resistance is checked 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, many of which have individual names. 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.

Speak with Animals – Divination

Components: V, S

Casting Time: 1 Action

Target: You

Duration: 1 minute / level

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make animals any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If the animal is friendly, it may do some favor or service for you (as determined by the DM).

Note: This spell does not work on beasts, magical beasts, or vermin.

Sound Burst – Evocation (Sonic)

Components: V, S, F/DF

Casting Time: 1 Action

Range: Close (25ft +5ft / 2 level)

Area: 10ft radius spread

Duration: Instantaneous

Save Throw: Will partial

Spell Resistance: Yes

You blast an area with a tremendous cacophony. Creatures in the area take 1d8 points of sonic damage and must succeed at Will saves to avoid being stunned for 1 round. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

Deafened creatures are not stunned but are still damaged.

Arcane Focus: A small musical instrument.

Deity or Alignment	Spiritual Weapon
Boccob	Quarterstaff
Corellon Larethian	Longsword “Sahandrian”
Ehlonna	Longsword
Erythnul	Morningstar (with a blunt stone head)
Fharlanghn	Quarterstaff
Garl Glittergold	Battleaxe “Arumdina”
Gruumsh	Spear
Heironeous	Longsword “The Blade of Valor”
Hextor	Flail
Kord	Greatsword
Moradin	Warhammer “Soulhammer”
Nerull	Scythe

Deity or Alignment	Spiritual Weapon
Obad-Hai	Quarterstaff
Olidammarra	Rapier
Pelor	Mace
St. Cuthbert	Mace
Vecna	Dagger
Wee Jas	Dagger
Yondalla	Short sword “Hornblade”
Good	Hammer “The Hammer of Justice”
Evil	Flail “The Scourge of Souls”
Law	Sword “The Sword of Truth”
Chaos	Battleaxe “The Blade of Change”

Summon Monster II – Conjuraction (Summoning)

Components: V, S, F/DF

Casting Time: 1 Full round

Range: Close (25ft + 5ft / 2 levels)

Effect: One or more creatures, no two of which can be no more than 30ft apart.

Duration: 1 round / level (D)

Save Throw: None

Spell Resistance: No

As *Summon Monster I*, except that you can summon one 2nd – level creature or 1d3 1st – level creatures of the same type.

Undetectable Alignment – Abjuration

Components: V, S

Casting Time: 1 Action

Range: Close (25ft +5ft / 2 levels)

Target: One creature or object

Duration: 24 hours

Save Throw: Will negates (object)

Spell Resistance: Yes (object)

An *Undetectable Alignment* spell conceals the alignment of an object or a creature from all forms of divination.

Zone of Truth – Enchantment (Compulsion)
(Mind-Affecting)

Components: V, S, DF

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Area: 5ft radius / level emanation

Duration: 1 minute / level

Save Throw: Will negates

Spell Resistance: Yes

Creatures within the emanation area (of those who enter it) can’t speak any deliberate and intentional lies. Creatures are allowed a save to avoid the effects when the spell is cast or when they first enter 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.

3rd – Level

Animate Dead – Necromancy (Evil)

Components: V, S, M

Casting Time: 1 Action

Range: Touch

Target: One or more corpses touched

Duration: Instantaneous

Save Throw: None

Spell Resistance: No

undead than your have caster levels with a single casting of *Animate Dead*.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 2 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled (you choose which creatures are released). If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward this limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones (so a purple worm skeletons are not allowed). If a skeleton is made from a corpse, the flesh falls off the bones. The statistics for a skeleton depend on its size; they do not depend on what abilities the creature may have had while alive. See the Monster Manual for details.

Zombies: A zombie can be created only from a mostly intact corpse. The creature must have a true anatomy (so gelatinous cube zombies are not allowed). The statistics for a zombie depend on its size, not on what abilities the creature may have had while alive. See the Monster Manual.

Material Component: You must place a black onyx gem at least 50gp into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless, burned-out shells.

**Beastmask* – Illusion (Glamer)

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Living creature touched

Duration: 5 minutes + 1 minute / level

Save Throw: Will disbelieves

Spell Resistance: Yes

This spell disguises the target so that an animal or beast will believe the creature is a natural or dire animal. For example, an individual cloaked by this glamer as a wolf might move through a wolf pack unhindered. You must set the animal form at the time of casting. If the form you choose is more than one size larger or two sizes smaller than the target's size, the spell fails. Your illusion deceives the senses of animals and beasts: sight, hearing, smell, and touch. The spell does not allow communication with animals or beasts, nor does it bestow any of the animal form's characteristics.

Blindness / Deafness – Transmutation

Components: V

Casting Time: 1 Action

Range: Medium (100ft + 10ft / level)

Target: One living creature

Duration: Permanent (D)

Save Throw: Fortitude negates

Spell Resistance: Yes

The subject becomes blinded or deafened, as you choose.

In addition to the obvious effects, a blinded creature suffers

A 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength and Dexterity based skills. A deafened character, in addition to the obvious effects, suffers a -4 penalty on initiative and a 20% chance to miscast and lose any spell with a verbal (V) component that he tries to cast.

The Dungeon Master's Guide has more details on the effects of blindness and deafness.

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands. The skeletons or zombies can follow you, or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The undead remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead, you can't create more HD of

undead than your have caster levels with a single casting of *Animate Dead*.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 2 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled (you choose which creatures are released). If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward this limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones (so a purple worm skeletons are not allowed). If a skeleton is made from a corpse, the flesh falls off the bones. The statistics for a skeleton depend on its size; they do not depend on what abilities the creature may have had while alive. See the Monster Manual for details.

Zombies: A zombie can be created only from a mostly intact corpse. The creature must have a true anatomy (so gelatinous cube zombies are not allowed). The statistics for a zombie depend on its size, not on what abilities the creature may have had while alive. See the Monster Manual.

Bestow Curse – Transmutation

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: Permanent

Save Throw: Will negates

Spell Resistance: Yes

You place a curse on the creature touched. You choose one of the three following effects, depending on the version selected:

- ~ -6 effective decrease to an ability score (minimum 1).
- ~ -4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks.
- ~ Each turn, the target has a 50% chance to act normally; otherwise, he takes no action.

**Blessed Aim* – Divination

Components: V, S

Casting Time: 1 Action

Range: 60ft

Target: 60ft spread, centered on you

Duration: Concentration

Save Throw: Will negates (harmless)

Spell Resistance: No

This spell grants a +2 morale bonus on all ranged attacks for your allies within the spread.

**Briar Web* – Transmutation

Components: V, S, DF

Casting Time: 1 Action

Range: Medium (100ft + 10ft / level)

Area: Plants in a 40ft radius spread

Duration: 1 minute / level

Save Throw: See text

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap, twist, and entwine about creatures in the area or those who enter the area, holding them fast. Creatures that stand still are entangled, but experience no other effect and take no damage. Those that attempt actions (attack, cast spell with a somatic component, move, and the like) take thorn damage of 1d4 points, plus 1 point per caster level, and must make a successful Reflex save or be entangled. A character who tries to cast a spell must also make a Concentration check (DC 15 + spell level + damage taken) or lose the spell.

A creature that fails the Reflex save is entangled, can't move, and suffers a -2 penalty on attack rolls and a -4 penalty to effective Dexterity. An entangled creature can try to break free and move at half normal speed by using a full-round action to make a Strength check or Escape Artist check (DC 20). A nonentangled creature can move through the area at half speed, taking damage as described above. Each round nonentangled creatures remain in the area, the plants attempt to entangle them.

The plants provide $\frac{1}{4}$ cover for every 5ft of substance between a creature in the area and an opponent — $\frac{1}{2}$ for 10ft of briar web, $\frac{3}{4}$ for 15ft, and total cover for 20ft or more.

Note: The DM may alter the effects of the spell somewhat, based on the nature of the available plants.

Create Food and Water – Conjunction (Creation)

Components: V, S

Casting Time: 10 minutes

Range: Close (25ft + 5ft / 2 levels)

Effect: Food and water to sustain three humans or one horse / level for 1 day

Duration: 24 hours (see text)

Save Throw: None

Spell Resistance: No

The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland. The food decays and becomes inedible within 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. The water doesn't go bad as the food does.

**Chain of Eyes* – Divination

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Living creature touched

Duration: 1 hour / level

Save Throw: Will negates

Spell Resistance: Yes

You can use a creature's vision instead of your own. While this spell gives you no control over the creature, each time it comes into physical contact with another living being, you can choose to transfer your sensor to the new creature. In this way, your sensor can infiltrate a closely guarded area. During your turn in a round, you can use a free action to switch from seeing through the current creature's eyes to seeing normally or back again.

Contagion – Necromancy

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Living Creature touched

Duration: Instantaneous

Save Throw: Fortitude negates

Spell Resistance: Yes

The subject contracts a disease, which strikes immediately (no incubation period). You infect the subject with blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom. See the *Dungeon Master's Guide* for descriptions of each disease.

Continual Flame – Evocation (Light)

Components: V, S, M

Casting Time: 1 Action

Range: Touch

Effect: Illusory flame

Duration: Permanent

Save Throw: None

Spell Resistance: No

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The flame looks like a regular flame, but it creates no heat and doesn't use oxygen. The flame can be covered and hidden but not smothered or quenched.

Material Component: You sprinkle ruby dust (worth 50gp) on the item that is to carry the flame.

Cure Serious Wounds – Conjunction (Healing)

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature Touched

Duration: Instantaneous

Save Throw: Will $\frac{1}{2}$

Spell Resistance: Yes (harmless)

Cures 3d8 + 1 point per caster level (max. +15) or damages undead for the same amount (Will save for $\frac{1}{2}$ damage).

**Curse of the Brute* – Transmutation

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: 1 round / level

Save Throw: Fortitude negates

Spell Resistance: Yes

You can grant an enhancement bonus up to +1 per caster level to one physical ability of the creature touched (Str, Dex, Con). However, this temporarily suppresses both the creature's Intelligence and Charisma, each by the amount of the enhancement bonus. If this lowers any ability below 3, the spell fails. Thus, a 5th level cleric might cast *Curse of the Brute* on a barbarian to increase the barbarian's Str by 4 points. Doing this increases the barbarian's Str by 4 points but lowers his Int and Cha by 4 points each. If the barbarian's original Int or Cha was 6 or lower, the spell would fail without effect.

Deeper Darkness – Evocation (Darkness)

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Object touched

Duration: 1 day / level

Save Throw: None

Spell Resistance: No

This spell causes the object touched to shed absolute darkness in a 60ft radius. Even creatures who can normally see in the dark cannot see through this magical darkness. If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of *Deeper Darkness* (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Deeper Darkness counters or dispels any light spell of equal or lower level, including *Daylight* and *Light*.

Daylight – Evocation (Light)

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Object touched

Duration: 10 minutes / level

Save Throw: None

Spell Resistance: No

The object touched sheds light as bright as full daylight in a 60ft radius. Creatures who suffer penalties in bright light suffer them while exposed to this magical light. If the spell is cast on a small object that is then placed inside or under a lightproof 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*.

Dispel Magic – Abjuration

Components: V, S

Casting Time: 1 Action

Range: Medium (100ft + 10ft / level)

Target: One spellcaster, creature, or object;
or 30ft radius burst

Duration: Instantaneous

Save Throw: None

Spell Resistance: No

(but not counter) the ongoing effects of supernatural abilities as well as spells. *Dispel Magic* affects spell-like effects just as it affects spells.

Note: the effects of spells with instantaneous duration can't be dispelled, because the magic effect is already over before the dispel magic can take effect. Thus, you can't use *Dispel Magic* to repair fire damage caused by a *Fireball* or to turn a petrified character back to flesh. (The magic has departed, leaving only burned flesh or perfectly normal stone in its wake.)

You choose to use *Dispel Magic* in one of three ways: a targeted dispel, an area dispel, or a counterspell:

Targeted Dispel: One object, creature, or spell is the target of the spell. You make a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20+1 per caster level (max +10) against a DC of 11 + the spell's caster level.

For example, Mialee, at 5th level, targets *Dispel Magic* on a *Hasted*, *Mage Armored*, *Strengthened* drow. All three spells were cast on the drow by a 7th-level wizard. Mialee make a dispel check (1d20 + 5 against DC 18) three times, once each for the *Haste*, *Mage Armor* and *Strength* effects. If she succeeds at a particular check, that spell is dispelled (the drow's SR doesn't help him); if she fails, that spell remains in effect.

If the spellcaster targets an object or creature who is the effect of an ongoing spell (such as a monster summoned by *Summon Monster*), she makes a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface (such as a *Bag of Holding*) is temporarily closed. Remember that a magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and creatures of demigod or higher status are unaffected by mortal magic such as this. You automatically succeed at your dispel check against any spell that you cast yourself.

Area Dispel: The spell affects everything within a 30ft radius.

For each creature who is the target of one or more spells, you make a dispel check against the spell with the highest caster level. If that fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the *Dispel* so far as that target is concerned) or fail all your checks. The creature's magic items are not affected.

For each object that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by area dispels.

For each ongoing area or effect spell centered within the *Dispel Magic*'s area, you make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the *Dispel*, you make a dispel check to end the effect, but only within the area of the *Dispel Magic*.

If an object or creature who is the effect of an ongoing spell, such as a monster summoned by *Summon Monster*, is in the area, you make a dispel check to end the spell that conjured the object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

You may choose to automatically succeed at dispel checks against any spell that you have cast.

**Flame of Faith* – Evocation

Components: V, S, M

Casting Time: 1 Action

Range: Touch

Target: Nonmagical weapon touched

Duration: 1 round / level

Save Throw: None

Spell Resistance: No

You can temporarily turn any single normal or masterwork melee weapon into a magical, flaming one. For the duration of the spell, the weapon acts as a +1 *flaming burst weapon* that deals an additional +1d6 points of fire damage. On a critical hit, the weapon deals +1d10 points of bonus fire damage if the weapon's critical multiplier is x2, +2d10 points if the weapon's multiplier is x3, and +3d10 points if the multiplier is x4. This spell effect does not stack with a weapon's enhancement bonus or with a *flaming* or *flaming burst* weapon bonus.

Material Focus: A lump of phosphorus, touched to the target weapon.

Glyph of Warding – Abjuration

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target or Area: Object touched or up to 5 sq. ft / level

Duration: Permanent until discharged

Save Throw: See text

Spell Resistance: Yes (object)

subtype, or species (such as “drow” or “aberration”). *Glyphs* can also be set with respect to alignment or to pass those of your religion. They cannot be set according to class, HD, or level. *Glyphs* respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple *glyphs* cannot be cast on the same area. However, if a cabinet has three drawers, each could be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. The *glyph* can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the *glyph* and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead*, *Polymorph*, and *Nondetection* can fool a *glyph*.

Read Magic allows you to identify a *Glyph of Warding* with a successful Spellcraft check (DC 13). Identifying the *glyph* does not discharge it and allows you to know the basic nature of the *glyph* (Version, type of damage caused, what spell is stored).

The DM may decide that the exact *glyphs* available to a cleric depend on your deity. He or she might also make new *glyphs* available according to the magical research rules.

Note: Magic traps such as *Glyph of Warding* are hard to detect and disable. A rogue (only) can use the Search skill to find the *glyph* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for *Glyph of Warding*.

Depending on the version selected, a *glyph* either blasts the intruder or activates a spell.

Blast Glyph: A blast deals 1d8 points of damage per two caster levels to the intruder and to all within 5ft of the intruder (max. 5d8). This damage is acid, cold, fire, electricity, or sonic (caster’s choice, made at time of casting). Those affected can make Reflex saves to take ½ damage.

Spell Glyph: You can store any harmful spell of up to 3rd level that you know. All level-dependent features of the spell are based on your level at the time of casting. If the spell has targets, it targets the intruder. If the spell has an area or an amorphous effect (such as a cloud), the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. All saving throws operate as normal, except that the DC is based on the level of the *glyph*.

Material Component: You trace the *glyph* with incense, which must first be sprinkled with powdered diamond worth at least 200gp.

This powerful inscription harms those who enter, pass, or open the warded area or object. A *glyph* can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set the conditions of the ward. Typically, any creature violating the warded area without speaking a pass phrase (which you set when casting the spell) is subject to the magic it stores. *Glyphs* can be set according to physical characteristics (such as height or weight) or creature type,

subtype, or species (such as “drow” or “aberration”). *Glyphs* can also be set with respect to alignment or to pass those of your religion. They cannot be set according to class, HD, or level. *Glyphs* respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple *glyphs* cannot be cast on the same area. However, if a cabinet has three drawers, each could be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. The *glyph* can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the *glyph* and tracery become nearly invisible.

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The DM may decide that the exact *glyphs* available to a cleric depend on your deity. He or she might also make new *glyphs* available according to the magical research rules.

Note: Magic traps such as *Glyph of Warding* are hard to detect and disable. A rogue (only) can use the Search skill to find the *glyph* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for *Glyph of Warding*.

Depending on the version selected, a *glyph* either blasts the intruder or activates a spell.

Blast Glyph: A blast deals 1d8 points of damage per two caster levels to the intruder and to all within 5ft of the intruder (max. 5d8). This damage is acid, cold, fire, electricity, or sonic (caster’s choice, made at time of casting). Those affected can make Reflex saves to take ½ damage.

Spell Glyph: You can store any harmful spell of up to 3rd level that you know. All level-dependent features of the spell are based on your level at the time of casting. If the spell has targets, it targets the intruder. If the spell has an area or an amorphous effect (such as a cloud), the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. All saving throws operate as normal, except that the DC is based on the level of the *glyph*.

Material Component: You trace the *glyph* with incense, which must first be sprinkled with powdered diamond worth at least 200gp.

Helping Hand – Evocation

Components: V, S, DF
Casting Time: 1 Action
Range: 5 miles
Effect: Ghostly hand
Duration: 1 hour / level
Save Throw: None
Spell Resistance: No

a subject that fits the description. The amount of time it takes to find the subject depends on how far away she is.

You create the ghostly image of a hand, which you can send to find someone within 5 miles. The hand then beckons to that person and leads her to you if she follows it.

When the spell is cast, the hand appears in front of you. You then specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class. When the description is complete, the hand streaks off in search of

Distance	Time to Locate
Up to 100ft	1 round
1000ft	1 minute
1 mile	10 minutes
2 miles	1 hour
3 miles	2 hours
4 miles	3 hours
5 miles	4 hours

Once the hand locates the subject, it beckons her to follow it. If she follows, the hand points in your direction, leading her in the most direct, feasible route. The hand hovers 10ft in front of the subject, moving before her at a rate of anywhere up to 240ft per round. Once the hand leads the subject to you, it disappears.

The subject is not compelled to follow the hand or act in any particular way toward you. If she chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to you, the hand disappears; she will have to rely on her own devices to locate you.

If more than one subject within a 5 mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears.

The ghostly hand has no physical form. It is invisible to anyone except you and potential subjects. It cannot engage in combat or execute any other task aside from locating the subject and leading her back to you. The hand does not pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when you cast the spell.

Inflict Serious Wounds – Necromancy

Components: V, S
Casting Time: 1 Action
Range: Touch
Target: Creature Touched
Duration: Instantaneous
Save Throw: Will ½
Spell Resistance: Yes
Inflicts 3d8 + 1 point per caster level (max. +15) or heals undead for the same amount.

Invisibility Purge – Evocation

Components: V, S
Casting Time: 1 Action
Target: You
Duration: 1 minute / level
You surround yourself with a sphere of power with a radius of 5ft per caster level that negates all forms of invisibility. Anything invisible becomes visible while in the area.

**Lesser Telepathic Bond* – Divination (Mind-Affecting)

Components: V, S
Casting Time: 1 Action
Range: 30ft
Target: You and one willing creature within 30ft
Duration: 10 minutes / level
Save Throw: None
Spell Resistance: No

You forge a telepathic bond with another creature with an Intelligence score of 6 or higher. The bond can be established only with a willing subject. You can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

Locate Object – Divination

Components: V, S, F/DF

Casting Time: 1 Action

Range: Long (400ft + 40ft / level)

Area: Circle, entered on you, with a radius of the range

Duration: 1 minute / level

Save Throw: None

Spell Resistance: No

You sense the direction of a well-known or clearly visualized object. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, and even a ladder. You can search for general items such as a stairway, a sword, or a jewel, in which case you locate the nearest one of its type if more than one is within range. Attempting to find a specific item, such as a particular piece of jewelry, requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique object (such as “Baron Vulden’s signet ring”) unless you have observed that particular item firsthand (not through divination).

The spell is blocked by lead. Creatures cannot be found by this spell. *Polymorph Any Object* fools it.

Arcane Focus: A forked twig.

Magic Vestment – Transmutation

Components: V, S, DF

Casting Time: 1 Action

Range: Touch

Target: Armor or shield touched

Duration: 1 hour / level

Save Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You imbue a suit of armor or a shield that you touch with an enhancement bonus of +1 per three caster levels (max. +5 at 15th level). An outfit of regular clothing counts as a suit of armor that grants no AC bonus for the purposes of this spell.

Note: An enhancement bonus increases the armor or shield’s benefit to the wearer’s AC. A suit of armor cannot have more than +5 in total bonuses (even if some of its bonus is from other than enhancement).

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 succeed at a Fortitude save (DC 18). At any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell’s duration runs out 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 5d6 points of damage. *Stone Shape* deals you 3d6 points of damage but does not expel you. *Transmute Rock to Mud* expels you and then slays you instantly unless you succeed at a Fortitude save (DC 18), in which case you are merely expelled. Finally, *Passwall* expels you without damage.

Magic Circle against (Chaos / Evil / Good / Law) –

Abjuration (Lawful / Good / Evil / Chaotic)

Components: V, S, DF

Casting Time: 1 Action

Range: Touch

Area: Emanates 10ft from touched creature

Duration: 10 minutes / level

Save Throw: Will negates (harmless)

Spell Resistance: No

As *Protection from Alignment*, except that it encompasses a much larger area and its duration is longer.

Unlike *Protection from Alignment*, this spell has a special function that you may choose when casting the spell. A *Magic Circle* can be focused inward rather than outward. In this case, it serves as an immobile, temporary magical prison for a summoned creature. The creature cannot cross the circle’s boundaries. (See summoning, page 157, for more information on using this spell in conjunction with summoning spells.)

You must beat a creature’s SR in order to keep it at bay (as in the third function of *Protection from Alignment*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies’ SR.

If a creature too large to fit into the spell’s area is the subject of the spell, the spell acts as a normal *Protection from Alignment* spell for that creature only.

This spell is not cumulative with *Protection from Alignment* and vice versa.

Meld into Stone – Transmutation

Components: V, S, DF

Casting Time: 1 Action

Target: You

Duration: 10 minutes / level (D)

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 lbs 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

Negative Energy Protection – Abjuration

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Living creature touched

Duration: 1 round / level

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains partial protection from undead creatures who use negative energy and certain weapons and spells that drain energy levels. The *Negative Energy Protection* spell uses positive energy, which can offset the effects of a negative energy attack. Each time the warded creature is struck by a negative energy attack that drains levels or ability scores, it rolls 1d20 + caster level against a DC 11 + the attacker's HD.

If the warded creature succeeds, the energies cancel with a bright flash of light and a thunderclap. The warded creature takes only hit point damage from the attack and does not suffer any drain of experience levels or ability scores, regardless of the number of levels or ability score points the attack would have drained. An attacking undead creature takes 2d6 points of damage from the positive energy. An attacking caster or weapon receives no damage. If the warded creature does not succeed, the negative energy attack deals its normal damage. An attacking undead creature in such a situation does not take any positive energy damage.

Protection from Elements – Abjuration

Components: V, S, DF

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: 10 minutes / level or until discharged

Save Throw: None

Spell Resistance: Yes

As *endure elements*, but *protection from elements* grants temporary invulnerability to the selected energy type. When the spell absorbs 12 points per caster level of elemental damage, it is discharged.

Note: *Protection from Elements* overlaps (and does not stack with) *Resist Elements* and *Endure Elements*. If a character is warded by *Protection from Elements* and one or both of the other spells, the protection spell absorbs damage until it is exhausted. If a character is warded by *Resist Elements* and *Endure Elements* at the same time, the resist spell absorbs damage but the endure spell does not.

Remove Curse – Abjuration

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Remove Curse counters and dispels *Bestow Curse*.

Obscure Object – Abjuration

Components: V, S, M/DF

Casting Time: 1 Action

Range: Touch

Target: One object touched of up to 100 lbs / level

Duration: 8 hours

Save Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell hides an object from location by a spell, a *crystal ball*, and other forms of scrying.

Arcane Material Component: A piece of chameleon skin.

Prayer – Conjunction (Creation)

Components: V, S, DF

Casting Time: 1 Action

Range: 30ft

Target: All allies and foes within a 30ft radius burst centered on you

Duration: 1 round / level

Save Throw: None

Spell Resistance: Yes

You bring special favor upon your self and your allies while bringing disfavor to your enemies. You and your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while foes suffer a -1 penalty on such rolls.

Remove Blindness / Deafness – Conjunction (Healing)

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Save Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Remove Blindness / Deafness cures blindness or deafness (caster's choice), whether the effect is normal or magical. 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*.

Remove Curse instantaneously removes all curses on an object or a person. *Remove Curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the person afflicted with any such

Remove Disease – Conjuraton (Healing)

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Save Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Remove Disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime, rot grubs, and others.

Note: Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Speak with Dead – Necromancy (Language-Dependant)

Components: V, S, DF

Casting Time: 10 minutes

Range: 10ft

Target: One dead creature

Duration: 1 minute / level

Save Throw: Will negates

Spell Resistance: No

You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it.

You may ask up to one question per two caster levels.

Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any).

Answers are usually brief, cryptic, or repetitive. If the creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.

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 let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember being questioned. Any corpse that has been turned into an undead creature can't be spoken to with *Speak with Dead*.

Searing Light – Evocation

Components: V, S

Casting Time: 1 Action

Range: Medium (100ft +10ft / level)

Effect: Ray

Duration: Instantaneous

Save Throw: None

Spell Resistance: Yes

Focusing holy power like a ray of the sun, you project a blast of light from your open palm. You must succeed at 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 (max. 5d8). Undead creatures take 1d6 points of damage per caster level (max. 10d6), and undead creatures particularly vulnerable to sunlight, such as vampires, take 1d8 points of damage per caster level (max. 10d8). Constructs and inanimate objects take only 1d6 points of damage per two caster levels (max. 5d6).

Speak with Plants – Divination

Components: V, S

Casting Time: 1 Action

Target: You

Duration: 1 minute / level

You can comprehend and communicate with plants, including normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If the plant creature is friendly, it may do some favor or service for you (as determined by the DM).

**Spikes* – Transmutation

Components: V, S, M

Casting Time: 1 Action

Range: Touch

Target: Wooden weapon touched

Duration: 1 hour / level

Save Throw: None

Spell Resistance: No

As *Brambles*, except that the affected weapon gains a +2 enhancement bonus on its attacks, and its threat range is doubled.

Stone Shape – Transmutation

Components: V, S, M/DF

Casting Time: 1 Action

Range: Touch

Target: Stone or stone object touched, up to 10 cu. ft + 1 cu. ft / level

Duration: Instantaneous

Save Throw: None

Spell Resistance: No

You can form an existing piece of stone into any shape that suits your purpose. For example, you can make a stone weapon, a special trapdoor, or a crude idol. *Stone Shape* also permits you to reshape a stone door to make an exit where one didn't exist or to seal a door shut. While it's possible to make crude coffer, 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.

Arcane Material Component: Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered.

**Sword Stream* – Evocation

Components: V, S

Casting Time: 1 Action

Range: Close (25ft +5ft / 2 levels)

Target: 5ft wide out to limit of range

Duration: Instantaneous

Save Throw: Reflex ½

Spell Resistance: Yes

Sword Stream causes moisture in the air to sparkle, coalesce, then shoot away from our fingertips in a high-pressure stream. Each creature in the effect takes 1d8 points of damage, plus 1 additional point per caster level (max. +10).

Water Walk – Transmutation

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: One touched creature / level

Duration: 10 minutes / level

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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 subject's feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat.) The creatures can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast under water (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60ft per round until they can stand on it.

Summon Monster III – Conjunction (Summoning)

Components: V, S, F/DF

Casting Time: 1 Full round

Range: Close (25ft + 5ft / 2 levels)

Effect: One or more creatures, no two of which can be no more than 30ft apart.

Duration: 1 round / level (D)

Save Throw: None

Spell Resistance: No

As *Summon Monster I*, except that you can summon one 3rd – level creature or 1d3 2nd – level creatures of the same type, or 1d4+1 1st – level creatures of the same type.

**Sweet Water* – Divination

Components: V, S, M

Casting Time: 1 Action

Range: Long (400ft + 40ft / level)

Effect: A well shaft, 10ft diameter, up to 100ft deep

Duration: Instantaneous

Save Throw: None

Spell Resistance: No

This spell locates a source of fresh water within 100ft of the surface. If a water source is in range, it excavates a well shaft down to that water. Otherwise, the spell fails.

Material Component: A shovel or spade.

Water Breathing – Transmutation

Components: V, S, M/DF

Casting Time: 1 Action

Range: Touch

Target: Living creatures touched

Duration: 2 hours / level

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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.

Arcane Material Component: A short reed or piece of straw.

Wind Wall – Evocation

Components: V, S, M/DF

Casting Time: 1 Action

Range: Medium (100ft + 10ft / level)

Effect: Wall up to 10ft / level long and 5ft / level high (S)

Duration: 1 round / level

Save Throw: None (see text)

Spell Resistance: No

Wind Wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall suffers a 30% miss chance. (A giant thrown boulder, a siege 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. A 5th level caster can create a wall up to 50ft long and up to 25ft high, which is sufficient to form a cylinder of wind 15ft in diameter.

Arcane Material Component: A tiny fan and a feather of exotic origin.

4th – Level

Air Walk – Transmutation

Components: V, S, DF

Casting Time: 1 Action

Range: Touch

Target: Creature (Gargantuan or smaller)

Duration: 10 minutes / level

Save Throw: None

Spell Resistance: Yes (harmless)

The transmuted creature can tread on air as if walking on solid ground. Moving maximum upward or downward angle possible is 45 degrees, at a rate equal to ½ the creature's normal speed. A strong wind (21+ mph) can push an air walker along or hold her back. At the end of her turn each round, the wind blows her 5ft for each 5 miles per hour of wind speed. The creature can, at the DM's option, be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or suffering physical damage from being buffeted about. You can cast *air walk* on a specially trained mount so it can be ridden through the air. You train a mount to air walk with the Handle Animal skill (air walking counts as an unusual task, pg 68).

An invisible vertical curtain of wind appears. It is 2ft 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 or Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a

**Beast Claws* – Transmutation

Components: V, S, M

Casting Time: 1 Action

Target: You

Duration: 1 round / level

Save Throw: None

Spell Resistance: No

Beast Claws changes your hands and fingers, giving you long, curving claws and heavy knuckles. These claws act as slashing melee weapons (damage 1d6 plus any magical or normal bonuses such as from Str, threat range 19-20). You can attack with your transformed hands and not provoke an attack of opportunity. The claws do not hinder your manual dexterity or spellcasting.

Material Component: The claw of a bird of prey, such as an eagle or falcon.

**Castigate* – Evocation (Sonic)

Components: V

Casting Time: 1 Action

Range: 10ft

Area: 10ft radius emanation

Duration: Instantaneous

Save Throw: Fortitude ½

Spell Resistance: Yes

This spell allows you to verbally rebuke foes. By shouting your deity's teachings about other alignments, you inflict pain on those who hear, and those in the area need not understand your divine words to be affected. This spell has no effect on creatures that cannot hear. Otherwise, you deafen foes of the same alignment for 1d4 rounds (save for half). Foes within one alignment step of your alignment take 1 point of damage per caster level (max. 10). Foes whose alignment is more than one step different from yours take 1d4 points of damage per caster level (max. 10d4). A saving throw is allowed for half damage from this spell.

Control Water – Transmutation

Components: V, S, M/DF

Casting Time: 1 Action

Range: Long (400ft + 40ft / level)

Area: Water in a volume of 10ft / level x 10ft / level x 2ft / level (S)

Duration: 10 minutes / level (D)

Save Throw: None

Spell Resistance: No

Depending on the version you choose, the *Control Water* spell raises or lowers water.

Lower water: this causes water (or similar liquid) to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 2ft per caster level. The water is lowered within a squarish depression whose sides are up to 10ft long per caster level. In extremely large and deep bodies of water, such as 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. 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 near the raised water, the water can spill over onto dry land.

For either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Arcane Material Component: A drop of water (to *raise water*) or a pinch of dust (to *lower water*)

Discern Lies – Divination

Components: V, S, DF

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Target: One creature / level, no two of which can be more than 30ft apart

Duration: Concentration, up to 1 round / level

Save Throw: Will negates

Spell Resistance: No

Each round, you concentrate on one subject, who must be in speaks a lie by discerning disturbances in her 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 subject.

Dismissal – Abjuration

Components: V, S, F/DF

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Target: One extraplanar creature

Duration: Instantaneous

Save Throw: Will negates

Spell Resistance: Yes

Add the creature's HD to its saving throw and subtract your level as well. 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.

Arcane Focus: Any item that is distasteful to the subject.

Cure Critical Wounds – Conjunction (Healing)

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Save Throw: Will ½

Spell Resistance: Yes (harmless)

Cures 4d8 + 1 point per caster level (max. +20) or damages undead for the same amount (Will save for ½ damage).

Death Ward – Necromancy

Components: V, S, DF

Casting Time: 1 Action

Range: Touch

Target: Living creature touched

Duration: 10 minutes / level

Save Throw: None

Spell Resistance: Yes (harmless)

The subject is immune to all death spells and magical death effects. The spell does not protect against other sorts of attacks, such as hit point loss, poison, petrification, or other effects even if they might be lethal.

Dimensional Anchor – Abjuration

Components: V, S

Casting Time: 1 Action

Range: Medium (100ft + 10ft / level)

Effect: Ray

Duration: 1 minute / level

Save Throw: None

Spell Resistance: Yes (harmless)

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck is covered with a shimmering emerald field that completely blocks bodily extradimensional travel. Forms of movement barred by the *Dimensional Anchor* include *Astral Projection*, *Blink*, *Dimension Door*, *Ethereal Jaunt*, *Etherealness*, *Gate*, *Maze*, *Plane shift*, *Shadow Walk*, *Teleport*, and similar spell-like or psionic abilities. It prevents the use of a *Gate* or *Teleportation Circle* for the duration of the spell. The *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 such as a basilisk's gaze. Also, it does not prevent summoned creatures from disappearing at the end of a summoning spell.

This spell forces an extraplanar creature back to its proper plane. Add the creature's HD to its saving throw and subtract your level as well. 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.

Divination – Divination

Components: V, S, M

Casting Time: 10 minutes

Target: You

Duration: Instantaneous

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 can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen.

For example, suppose the question is “Will we do well if we venture into the ruined temple of Erythnul?” The DM knows that a terrible troll guarding 10,000gp and a +1 shield lurks near the entrance but estimates that your party could beat the troll after a hard fight. Therefore the divination response might be: “Ready oil and open flame light your way to wealth.” In all cases, the DM controls what information you receive. Note that if your party doesn’t act on the information, the conditions may change so that the information is no longer useful. (For example, the troll could move away and take the treasure with it.) The base chance for a correct divination is 70% + 1% per caster level. The DM adjusts the chance if unusual circumstance requires it (if, for example, unusual precautions against divination spells have been taken). If the dice roll fails, you know the spell failed, unless specific magic yielding false information is a work.

As with *Augury*, multiple *Divinations* about the same topic by the same caster use the same dice result as the first *Divination* and yield the same answer each time.

Material Component: Incense and a sacrificial offering appropriate to your religion, together worth at least 25gp.

Giant Vermin – Transmutation

Components: V, S, DF

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Targets: Up to 3 vermin, no two of which can be more than 30ft apart

Duration: 1 minute / level

Save Throw: None

Spell Resistance: Yes

The HD to which they can be grown depends upon your level, see the accompanying table.

The DM should also consult the vermin entry in the Monster Manual for more information on what abilities a giant vermin is likely to have. A flying insect can generally carry a rider two size categories smaller than itself.

Any 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 whoever or whatever is near them.

Caster Level	Target’s New HD	New Size	AC	Attack/Damage	Fort	Saves Reflex	Will
7-9	3d8+6	Large	14	+4 /1d8+4	+5	+0	+1
10-12	4d8+16	Huge	14	+8/2d6+8	+8	+0	+1
13-15	5d8+20	Huge	14	+8/2d6+8	+8	+0	+1
16-18	6d8+24	Huge	14	+9/2d6+8	+9	+1	+2
19-20	7d8+28	Huge	14	+9/2d6+8	+9	+1	+2

Divine Power – Evocation

Components: V, S, DF

Casting Time: 1 Action

Target: You

Duration: 1 round / level

Calling upon the diving power of your patron, you imbue yourself with strength and skill in combat. You gain the base attack bonus of a fighter of your total character level, an enhancement bonus to Strength sufficient to raise your Strength score to 18 (if it is not already 18 or higher), and 1 temporary hit point per level.

Freedom of Movement – Abjuration

Components: V, S, M, DF

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: 10 minutes / level

Save Throw: None

Spell Resistance: Yes (harmless)

This spell enables you or the 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 *Hold Person*, *Paralysis*, *Solid Fog*, *Slow*, and *Web* spells.

The spell also allows a character to move and attack normally while underwater, even with cutting weapons such as axes and swords and 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, allow water breathing.

Material Component: A leather thong, bound around the arm or a similar appendage.

You turn one or more normal-sized insects, arachnids, or other vermin into larger forms resembling the giant vermin described in the Monster Manual. Only one type of vermin can be transmuted (so a single casting cannot affect both an ant and a fly), and all must be grown to the same number of HD.

Greater Magic Weapon – Transmutation

Components: V, S, M/DF

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Target: One weapon of fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 hour / level

Save Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell gives a weapon an enhancement bonus to attack and damage of +1 per three caster levels (max. +5). An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attacks.

Alternatively, you can affect up to fifty arrows, bolts, or bullets. The projectiles must all be of the same type, and they have to be together in one group (such as in the same quiver). Projectiles (but not thrown weapons) lose their transmutation when used.

If you're a good cleric, the cleric of a good deity, or a paladin, the weapon is considered blessed, which means it has special effects on certain creatures.

Arcane Material Component: Powdered lime and carbon.

Imbue with Spell Ability – Evocation

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Permanent until discharged

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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 bestowal. Only cleric abjurations, divinations, or conjuration (healing) spells can be transferred. The number and level of spells that the subject can be granted depends on her HD; even multiple castings of *Imbue with Spell Ability* can't exceed this limit. If your limit of 4th level spells decreases, and it drops below the current number of active *Imbue with Spell Ability* spells, the more recently cast imbued spells are dispelled.

HD of Recipient	Spells Imbued
1-2	One 1 st level spell
3-4	Up to two 1 st level spells
5+	Up to two 1 st and one 2 nd level spell

The transferred spell's variable characteristics (range, duration, area, etc.) function according to your level, not the level of the recipient. Once you cast *Imbue with Spell Ability* on another character, you cannot prepare a new 4th level spell to replace it until the recipient uses the transferred spells or is slain. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. To cast a spell with a verbal component, the recipient must be able to speak. To cast a spell with a somatic component, she must have humanlike hands. To cast a spell with a material component or focus, she must have the materials or focus.

**Harrier* – Conjuration (Creation)

Components: V, S

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Target: One creature

Duration: 1 round / level or until target dies

Save Throw: None

Spell Resistance: No

Harrier creates an incorporeal magical bird of prey the size of a dire bat (roughly 5ft long with a 10ft wingspan). The bird operates independently of the caster for the duration of the spell. When you invoke *Harrier*, choose a target. The bird then attacks the target for the duration of the spell, or until the target dies.

Harrier: CR 3; Large magical beast; HD 4d10 (22);

Initiative +5; Speed 20ft, Fly 50ft (good);

AC 19 (touch 14, flat-footed 9);

Attack +9 melee (1d8, energy);

Face/Reach 10ft by 5ft / 5ft;

SA Touch attack; SQ Incorporeal; AL N;

Saves Fort +4, Ref +9, Will +3;

Str --, Dex 20, Con --, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +7, Spot +7, Weapon Finesse (Energy)

Touch Attack (SU): The harrier's attack is a touch attack for the purpose of determining the AC of its target.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% miss chance to ignore any damage from a corporeal source. Can pass through solid objects as will, and own attacks pass through armor. Always moves silently.

Inflict Critical Wounds – Necromancy

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature Touched

Duration: Instantaneous

Save Throw: Will ½

Spell Resistance: Yes

Inflicts 3d8 + 1 point per caster level (max +15) or heals undead for the same amount.

Lesser Planar Ally – Conjunction (Calling)

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25ft + 5ft / 2 levels)

Effect: One summoned elemental or outsider of up to 8 HD

Duration: Instantaneous

Save Throw: None

Spell Resistance: No

By casting this spell, you request your deity to send you an elemental or outsider (of up to 8 HD) 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 for you, and the creature may request some service in return. The more demanding your request, the greater return favor the creature asks for. This bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

If you agree to the service, the creature performs the task you requested, reports back to you afterward (if possible), and returns to its home plane. You are honor bound to perform the return favor.

A creature may accept some form of payment, such as a magic item, in return for its service. The creature may keep it or may deliver the item to another member of your religion somewhere else, where it can help the religion's cause.

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. For example, *Lesser Planar Ally* is a fire spell when it calls a fire elemental.

**Recitation* – Conjunction (Creation)

Components: V, S, DF

Casting Time: 1 Action

Range: 60ft

Area: All allies and foes within a 60ft radius burst centered on you

Duration: 1 round / level

Save Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Neutralize Poison – Conjunction (Healing)

Components: V, S, M/DF

Casting Time: 1 Action

Range: Touch

Target: Creature or object of up to 1 cu. ft / level

Duration: Instantaneous

Save Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional damage or 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. For example, if a poison has dealt 3 points of temporary Constitution damage to a character and threatens to deal more damage later, this spell prevents the future damage but does not repair the damage already done.

This spell also neutralized the poison in a poisonous creature or object. A poisonous creature, such as a wyvern, replenishes its poison at its normal rate.

Arcane Material Component: A bit of charcoal.

Poison – Necromancy

Components: V, S, DF

Casting Time: 1 Action

Range: Touch

Target: Living creature touched

Duration: Instantaneous (see text)

Save Throw: Fortitude negates (see text)

Spell Resistance: Yes

Calling upon the venomous powers of natural predators, you inflict the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 temporary Constitution damage immediately and another 1d10 of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + ½ caster level + caster's Wisdom modifier).

Repel Vermin – Abjuration

Components: V, S, DF

Casting Time: 1 Action

Range: 10ft

Area: 10ft radius emanation centered on you

Duration: 10 minutes / level

Save Throw: None or Will negates (see text)

Spell Resistance: Yes

An invisible barrier holds back vermin. A vermin with less than ½ your level in HD cannot penetrate the barrier. A vermin with at least ½ your level in HD can penetrate the barrier if it succeeds at a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters less aggressive vermin.

Restoration – Conjunction (Healing)

Components: V, S, M

Casting Time: 3 Rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *Lesser Restoration*, except the spell also dispels negative energy levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than 1 day per caster level. Thus, if a 10th level character has been struck by a wight and drained to 9th level, *Restoration* brings the character up to exactly the minimum number of experience points necessary to restore her to 10th level (45,000 XP), gaining her an additional HD and level functions accordingly.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (caster's choice if more than one is drained).

Material Component: Diamond dust worth 100gp that is sprinkled over the target.

Spell Immunity – Abjuration

Components: V, S, DF

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: 10 minutes / level

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded 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 warded creature effectively has unbeatable SR regarding the specified spell or spells. Naturally, that *Spell Immunity* doesn't protect a creature from spells for which SR doesn't apply. *Spell Immunity* protects against spells, spell-like 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. Thus, a creature given immunity to *Lightning Bolt* is still vulnerable to *Shocking Grasp* or *Chain Lightning*. A creature can have only one *Spell Immunity* spell in effect on it at a time.

Sending – Evocation

Components: V, S, M/DF

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round (see text)

Save Throw: None

Spell Resistance: No

You contact a particular creature with whom 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. Creature with Intelligence scores as low as 1 can understand the sending, though the subject's ability to react is limited normally 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, at the option of the DM.)

Arcane Material Component: A short piece of fine copper wire.

Status – Divination

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: One creature touched / 3 levels

Duration: 1 hour / level

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When a cleric needs to keep track of comrades that may get separated, *Status* allows him to mentally monitor their relative position and general condition. The cleric is aware of direction and distance to the creatures and their status: unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc. 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 they leave it, the spell ceases to function for them.

Summon Monster IV – Conjunction (Summoning)

Components: V, S, F/DF

Casting Time: 1 Full round

Range: Close (25ft + 5ft / 2 levels)

Effect: One or more creatures, no two of which can be more than 30ft apart.

Duration: 1 round / level (D)

Save Throw: None

Spell Resistance: No

As *Summon Monster I*, except that you can summon one 4th – level creature or 1d3 3rd – level creatures of the same type, or 1d4+1 lower level creatures of the same type.

Tongues – Divination

Components: V, M/DF

Casting Time: 1 Action

Range: Touch

Target: Creature touch

Duration: 10 minute / level

Save Throw: None

Spell Resistance: No

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. Naturally, the subject can speak only one language at a time, although she 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 herself understood as far as her voice carries. This spell does not predispose any creature addressed toward the subject in any way.

**Weapon of the Deity* – Transmutation

Components: V, DF

Casting Time: 1 Action

Target: Your weapon

Duration: 1 round / level

You must be using your deity's favored weapon to cast this spell. You may use the weapon as if you had

proficiency with it even if you normally do not. The weapon gains a +1 enhancement bonus on attack and damage rolls and an additional special ability (see the list below). A double weapon gains this enhancement bonus and special ability for only one of its two heads, as chosen by the caster. When you reach 9th caster level, the enhancement bonus of the weapon increases to +2. At 12th level, the bonus rises to +3, at 15th level it is +4, and at 18th level it is +5.

Annam (giants): +1 Improved Unarmed Attack, *defending*

Blibdoolpoolp (kuo-toa): +1 *shocking pincer staff*

Boccob: +1 *spell storing quarterstaff*

Callarduran Smoothhands (svirfneblin):

+1 *defending battleaxe*

Deep Sashelas (aquatic elves): +1 *keen longsword*

Diirinka (derro): +1 *spell storing dagger of venom*

Eadro (locathahs, merfolk): +1 *frost shortspear*

Ehlonna: +1 *forst longsword*

Erythnul: +1 *mighty cleaving morningstar*

Fharlanghn: +1 *defending quarterstaff*

Garl Glittergold (gnomes): +1 *throwing battleaxe*

Grolantor (hill giants, ettins, ogres):

+1 *mighty cleaving club*

Gruumsh (orcs): +1 *returning shortspear*

Heironeous: +1 *shocking longsword*

Hextor: +1 *mighty cleaving heavy flail*

Hiatea (giants, especially females): +1 distance shortspear

Hruggek (bugbears): +1 *mighty cleaving morningstar*

Iallanis (good giants): +1 Improved Unarmed Attack,

Defending

Iuz: +1 *mighty cleaving greatsword*

Kaelthiere (evil fire creatures): +1 *flaming shortspear*

Kord: +1 *mighty cleaving greatsword*

Kurtulmak (kobolds): +1 *shocking halfspear*

Laduguer (duergar): +1 *defending warhammer*

Laogzed (troglydites): +1 *mighty cleaving javelin*

Lolth (driders, drow): +1 *keen whip*

**Unfailing Endurance* – Transmutation

Components: V, S

Casting Time: 1 Full round

Range: Touch

Target: Living creature touched / level

Duration: 1 day / level

Save Throw: None

Spell Resistance: Yes

You can render living creatures virtually immune to fatigue or exhaustion. You must touch each creature to be affected as you cast the spell. The benefits include:

Endurance: This feat confers a +4 bonus on any check made for performing a physical action that extends over a period of time (running, swimming, holding breath, and so on).

Morale Bonus: Subjects gain an additional +4 moral bonus that stacks with the bonus from the Endurance feat. This bonus also applies to saving throws against spells and magical effects that cause weakness, fatigue, exhaustion, or enfeeblement.

Extended Activity: Affected creatures may engage in up to 12 hours of hard labor or forced marching without suffering from fatigue or continue up to 16 hours and become fatigued instead of exhausted.

Maglubiyet (goblins, hobgoblins):

+1 *mighty cleaving battleaxe*

Memnor (evil cloud giants): +1 *mighty cleaving morningstar*

Merrshaulk (yuan-ti): +1 *longsword of venom* (as dagger)

Moradin (dwarves): +1 *throwing warhammer*

Nerull: +1 *keen scythe*

Obad-Hai: +1 *defending quarterstaff*

Olidammara: +1 *keen rapier*

Panzurriel (evil sea creatures): +1 *shocking quarterstaff*

Pelor: +1 *flaming heavy mace*

Sekolah (sahuagin): *trident of fish command*

Semuanya (lizardfolk): +1 *mighty cleaving greatclub*

Sixin (xill): +1 *frost short sword*

Skerrit (centaurs): +1 *flaming shortspear*

Skoraeus Stonebones (stone giants):

+1 *mighty cleaving warhammer*

St. Cuthbert: +1 *mighty cleaving heavy mace*

Stronmaus (storm and cloud giants): +1 *shocking warhammer*

Surtr (fire giants): +1 *flaming greatsword*

Thrym (frost giants): +1 *frost greataxe*

Vaprak (ogres): +1 *mighty cleaving greatclub*

Vecna: +1 *frost dagger*

Wee Jas: +1 *dagger of venom*

Yondalla (halfings): +1 *defending short sword*

Good: +1 *frost warhammer*

Evil: +1 *mighty cleaving light flail*

Neutral: +1 *defending heavy mace*

Law: +1 *flaming longsword*

Chaos: +1 *shocking battleaxe*

**Weather Eye – Divination*

Components: V, S, M, DF

Casting Time: 1 hour

Range: 1 mile radius +1 mile / level

Area: 1 mile radius +1 mile / level, centered on you

Duration: Instantaneous

Save Throw: None

Spell Resistance: No

You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather, then *Weather Eye* reveals as much information as a *Detect Magic* spell.

Material Component: Incense.

Divine Focus: A scrying device of some kind (bowl, mirror, crystal ball, and so forth).

5th – Level

Atonement – Abjuration

Components: V, S, M, F, DF, XP

Casting Time: 1 hour

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Save Throw: None

Spell Resistance: Yes

points in order to expunge the subject's burden. Naturally, many casters first assign a subject of this sort a quest (*Geas / Quest*) or similar penance to determine if the creature is truly contrite before casting the *Atonement* spell on its behalf.

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 cost in XP.

Restore Class: A paladin who has lost her class features due to unwillingly or unwittingly committing an evil act may have her paladinhood restored to her by this spell. Note: A paladin who willingly and deliberately commits an evil act can never regain her paladinhood.

Restore Cleric or Druid Spell Powers: A cleric or druid who has lost his ability to cast spells because he incurred the anger of his deity may regain his spell powers by seeking *Atonement* from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric loses 500 XP for his intercession. If the transgression was unintentional, he does not lose XP.

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).

Note: Normally, changing alignment is up to the player (for PCs) or the DM (NPCs). This use of *Atonement* simply offers a believable way for a character to change her alignment drastically, suddenly, and definitively.

Material Component: Burning incense.

Focus: In addition to your holy symbol or normal diving focus, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500gp.

XP Cost: When cast for the benefit of creatures whose guilt was the result of deliberate acts, the cost to you is 500 XP per casting.

**Bear's Heart – Transmutation*

Components: V, S

Casting Time: 1 Action

Range: 20ft

Target: One living ally / level within 20ft

Duration: 1 round / level

Save Throw: Will negates

Spell Resistance: No

You turn your living allies (one per caster level) into fierce warriors, but exhaust them in the process. Allies gain a +4 enhancement bonus to Strength, and also +1d4 temporary hit points per caster level. When the spell ends, any remaining temporary hit points from its effect are lost, and each ally take 1 point of subdual damage per level of the caster.

This spell removes the burden of evil acts or 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 and acts of knowing and willful nature, you must intercede with your deity at the cost of 500 experience

**Blight* – Necromancy

Components: V, S, DF

Casting Time: 1 Action

Range: Touch

Target: Plants within 100ft spread or plant creature

Duration: Instantaneous

Save Throw: None or Fortitude ½

Spell Resistance: Yes

This spell has two versions. To cast either version, you must touch a plant and breathe on it.

Blight Area: When the spell is cast on a single normal plant, all normal plants in a 100ft spread wither and die. Flowers wilt, leaves fall to the ground, and foliage withers. The spell has no effect on the soil, so new growth can replace the dead plants. This effect allows no saving throw.

Blight Plant Creature: When cast on a single mobile or intelligent plant, such as a shambling mound or a treant, this spell deals 1d6 points of damage per level of the caster (max. 15d6). The plant receives a Fortitude save for ½ damage.

Dispel (Chaos/Evil/Law/Good) – Abjuration

(Lawful/Good/Chaotic/Evil)

Components: V, S, DF

Casting Time: 1 Action

Range: Touch

Target: You and a touched creature of the appropriate alignment from another plane; or you and an enchantment or alignment spell on a touched creature or object

Duration: 1 round / level or until discharged

Save Throw: See text

Spell Resistance: See text

Various energies surround you. This power has three effects:

1. You gain a +4 deflection bonus to AC against attacks by chosen aligned creatures.
2. On making a successful melee touch attack against a creature of the chosen alignment from another plane, you can choose to drive that creature back to its home plane. The creature negates the effects with a Will save (SR applies). This use discharges and ends the spell.
3. With a touch, you can automatically dispel any one enchantment cast by a creature of the chosen alignment or any one spell of the chosen alignment. *Exception:* Spells that can't be dispelled by *Dispel Magic* also can't be dispelled by *Dispel Alignment*. Saving throws and SR do not apply to this effect. This use discharges and ends the spell.

Circle of Doom – Necromancy

Components: V, S

Casting Time: 1 Action

Range: 20ft

Area: All living enemies and undead creatures within a 20ft radius burst centered on you

Duration: Instantaneous

Save Throw: Fortitude ½

Spell Resistance: Yes

Negative energy bursts in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level (max. +20) to nearby living enemies.

Like *Inflict* spells, *Circle of Doom* cures undead in its area rather than harming them.

Commune – Divination

Components: V, S, M, DF, XP

Casting Time: 10 minutes

Target: You

Duration: 1 round / level

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 entity'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, the DM should give a short phrase (five words or less) as an answer instead. The spell, at best, provides information to aid character decisions. The entities contracted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

Material Component: Holy (or unholy) water and incense.

XP Cost: 100 XP.

**Divine Agility* – Transmutation

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Living creature touched

Duration: 1 round / level

Save Throw: Will negates (harmless)

Spell Resistance: No

Calling on the divine power of your patron, you imbue a living creature with agility and skill in combat. You confer the base Reflex save bonus of a rogue of your total character level, an enhancement bonus to Dexterity sufficient to raise the target creature's Dexterity score to 18 (if it is not already 18 or higher), and the Spring Attack feat on the target creature for the duration of the spell.

Ethereal Jaunt – Transmutation

Components: V, S

Casting Time: 1 Action

Target: You

Duration: 1 round / level (D)

You become ethereal, along with your equipment. You are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane.

When the spell expires, you return to material existence.

Note: An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down (albeit at half normal speed). As an incorporeal creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing onto the Material Plane are limited to 60ft. Force effects (such as *Magic Missile* and *Wall of Force*) and abjurations affect the 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 (such as the basilisk and its gaze attack). By contrast, treat other ethereal creatures and ethereal objects as if they had become 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 5ft that you so travel.

Hallow – Evocation (Good)

Components: V, S, M, DF

Casting Time: 1 day

Range: Touch

Area: 10ft / level radius emanating from the touched point.

Duration: Instantaneous

Save Throw: None

Spell Resistance: See text

Hallow makes a particular site, building, or structure a holy site. This has four major effects.

First, the site or structure is guarded by a *Magic Circle against Evil* effect.

Second, all Charisma checks to turn undead gain a +4 sacred bonus and Charisma checks to command undead suffer a -4 sacred penalty. Spell resistance does not apply to this effect. (Note: This provision does not apply to the druid version of the spell.)

Third, any dead body interred in the *Hallowed* site cannot be turned into an undead creature.

Finally, you may choose to fix a single spell effect to the *Hallow* site. The spell effect lasts for one year and functions throughout the entire consecrated site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. For example, you may create a *Bless* effect that aids all creatures of your alignment or faith in the area, or a *Curse* effect that hinders enemy faith. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *Hallow* again.

Spell effects that may be tied to a *Hallow* site include *Aid*, *Bane*, *Bless*, *Cause Fear*, *Darkness*, *Daylight*, *Deeper Darkness*, *Detect Evil*, *Detect Magic*, *Dimensional Anchor*, *Discern Lies*, *Dispel Magic*, *Endure Elements*, *Freedom of Movement*, *Invisibility Purge*, *Negative Energy Protection*, *Protection from Elements*, *Remove Fear*, *Resist Elements*, *Silence*, *Tongues*, and *Zone of Truth*. Spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *Hallow* (and its associated spell effect) at a time.

Hallow counters but does not dispel *Unhallow*.

Material Components: Herbs, oils, and incense worth at least 1,000gp, plus 1,000gp per level of the spell to be included in the hallowed area.

Flame Strike – Evocation (Fire)

Components: V, S, DF

Casting Time: 1 Action

Range: Medium (100ft + 10ft / level)

Area: Cylinder (10ft radius / 40ft high)

Duration: Instantaneous

Save Throw: Reflex ½

Spell Resistance: Yes

A *Flame Strike* produces a vertical column of diving fire roaring downward. The spell deals 1d6 points of damage per caster level (max. 15d6). Half the damage is fire damage, but the rest results directly from diving power and is therefore not subject to being reduced by *Protection from Elements* (fire), *Fire Shield* (*Chill Shield*), and similar magic.

Greater Command – Enchantment (Compulsion)

(Language – Dependant) (Mind-Affecting)

Components: V

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Target: One creature / level, no two of which can be more than 30ft apart.

Duration: 1 round / level

Save Throw: Will negates

Spell Resistance: Yes

You give the subjects a one-word command, which they obey to the best of their ability. A very reasonable command causes the subject to suffer a penalty on the saving throw (from a -1 to -4, at the DM's discretion). Typical commands are "Flee," "Die" (which causes the creature to feign death), "Halt," "Run," "Stop," "Fall," "Go," "Leave," "Surrender," and "Rest." (A *Command* of "Suicide" fails because "suicide" is generally used as a noun, not as a command.) 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.

Healing Circle – Conjunction (Healing)

Components: V, S

Casting Time: 1 Action

Range: 20ft

Area: All living allies and undead creatures within a 20ft radius burst centered on you

Duration: Instantaneous

Save Throw: Fortitude ½

Spell Resistance: Yes (harmless)

Positive energy spreads out in all directions from the point of origin, curing 1d8 points of damage +1 point per caster level (max. +20) to nearby living allies.

Like *Cure* spells, *Healing Circle* damages undead in its area rather than curing them (Fortitued save for ½ damage).

Mark of Justice – Transmutation

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Permanent (see text)

Save Throw: None

Spell Resistance: Yes

When moral suasion fails to win a criminal over to right conduct, you can use *Mark of Justice* to encourage the criminal to walk the straight and narrow path.

You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark.

When activated, the mark *Curses* the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of *Bestow Curse*.

Since this spell take 10 minutes to cast and involves writing on the target, you can cast only it on someone who is willing or restrained.

Like *Bestow Curse*, *Mark of Justice* cannot be dispelled, but it can be removed with a *Break Enchantment*, *Limited Wish*, *Miracle*, *Remove Curse*, or *Wish* spell. *Remove Curse*, however, works only if the caster is at least as high level as your *Mark of Justice*. These restrictions apply regardless of whether the mark has activated.

Insect Plague – Conjunction (Summoning)

Components: V, S, DF

Casting Time: 1 full round

Range: Long (400ft + 40ft / level)

Effect: Cloud of insects 180ft in diameter

Duration: 1 minute / level

Save Throw: See text

Spell Resistance: No

A horde of creeping, hopping, and flying insects swarm in a thick cloud when you cast this spell. The insects limit vision to 10ft, and spellcasting within the cloud is impossible.

Creatures inside the *Insect Plague*, regardless of AC, sustain 1 point of damage at the end of each round they remain within, due to the bites and stings of the insects. Invisibility is no protection. All creatures with 2 or fewer HD are driven from the cloud at their fastest possible speed in a random direction and flee until they are at least 100ft away from the insects. Creatures with 3 to 5 HD flee as well, though a Will save negates this effect. (This urge to flee is an extraordinary fear effect.)

Heavy smoke drives off insects within its bounds. Fire also drives insects away. For example, a *Wall of Fire* in a ring shape keeps a subsequently cast *Insect Plague* outside its confines, but a *Fireball* spell simply clears insects from its blast area for 1 round. A single torch is ineffective against this vast horde of insects. Lightning, cold, and ice are likewise ineffective, while a strong wind (21+ mph) that covers the entire spell area disperses the insects and ends the spell.

Plane Shift – Transmutation

Components: V, S, F

Casting Time: 1 Action

Range: Touch

Target: Creature touched, or up to eight willing creatures holding hands

Duration: Instantaneous

Save Throw: Will negates

Spell Resistance: Yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, up to eight can be affected by the *Plane Shift* at the same time. Pinpoint accuracy as to a particular arrival location on the intended plane is nigh impossible.

From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination.

Note: *Plane Shift* transports the creatures instantaneously and then ends. The creatures need to find other means if they are to travel back

Focus: A small, forked metal rod. The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures. Forked rods keyed to certain planes may be difficult to come by, as decided by the DM.

Raise Dead – Conjunction (Healing)

Components: V, S, M, DF

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Save Throw: None (see text)

Spell Resistance: Yes (harmless)

Raise Dead cures hit point damage up to a total of 1 hit point per HD. Any ability scores damaged to 0 is raised to 1.

Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature who has died of old age. Coming back from the dead is an ordeal. The subject of the spell loses one level when it is raised, just as if it had lost a level to an energy-draining creature. This level loss cannot be repaired by any spell. If the subject is 1st level, it loses 1 point of Constitution instead. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as though it had been used to cast a spell, in addition to losing spell slots for losing a spell.

Material Component: A diamond worth at least 500gp.

Righteous Might – Transmutation

Components: V, S, DF

Casting Time: 1 Action

Target: You

Duration: 1 round / level

You grow to double your height, and your gear grows proportionally. This increase has the following effects:

Old damage	New Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d6
1d12	2d8

For example, Jozan, a human, casts *Righteous Might*. He becomes large, loses 1 from his AC and base attack bonus, and gains +4 to his Strength score (from 12 to 16), for an additional +2 ability bonus on melee attacks and damage. Additionally, his morningstar is now Large, and it deals 2d6 points of damage instead of 1d8 (plus whatever magical bonuses may apply). Magical properties of magic items that get bigger do not change.

The cleric restores life to a deceased creature. The cleric can raise creatures who have been dead only up to 1 day per caster level. In addition, the subject's soul must be free and willing to return (see *Bringing back the Dead*, page 153). If the subject's soul is not willing to return, the spell does not work; therefore, subjects who want to return receive no saving throw. The subject loses a level (or 1 Constitution point, if she's 1st level) when raised.

Scrying – Divination

Components: V, S, M/DF, F

Casting Time: 1 hour

Range: See text

Effect: Magical sensor

Duration: 1 minute / level

Save Throw: None

Spell Resistance: No

You can see and hear some creature, who may be at any distance. You must succeed at a Scry check to do so. The difficulty of the task depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, you get a -5 penalty on the Scry check.

Knowledge	DC
None (You must have some sort of connection to a creature you have no knowledge of.)	20
Secondhand (You have heard of the subject)	15
Firsthand (You have met the subject)	10
Familiar (You know the subject well)	5
Connection	Scry Check Bonus
Likeness or picture	+5
Possession or garment	+8
Body part, lock of hair, nail clippings, etc.	+10

This spell creates a magical sensor located near the subject. An creature with Intelligence 12 or higher can notice the sensor by making a Scry check (or an Intelligence check) against DC 20. The following spells can be cast through to you may cast the following spells through a *Scrying* spell: *Comprehend Languages*, *Read Magic*, *Tongues*, and *Darkvision*. The following spells have a 5% chance per caster level of operating correctly: *Detect Magic*, *Detect Alignment*, and *Message*.

Arcane Material Components: The eye of a hawk, an eagle, or even a roc, and nitric acid, copper, and zinc.

Wizard, Sorcerer, or Bard Focus: A mirror of finely wrought and highly polished silver costing not less than 1,000gp. The mirror must be at least 2ft by 4ft.

Cleric Focus: A holy water font costing not less than 100gp

Druid Focus: A natural pool of water.

Slay Living – Necromancy (Death)

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Save Throw: Fortitude partial

Spell Resistance: Yes

You can lay any one living creature. You must succeed at a melee touch attack to touch the subject, and the subject can avoid death with a successful Fortitude save. If she succeeds, she instead takes 3d6 points of damage +1 point per caster level. (Of course, the subject might die from damage even if she succeeds at her save.)

Summon Monster V – Conjunction (Summoning)

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25ft + 5ft / 2 levels)

Effect: One or more creatures, no two of which can be more than 30ft apart.

Duration: 1 round / level (D)

Save Throw: None

Spell Resistance: No

As *Summon Monster I*, except that you can summon one 5th – level creature or 1d3 4th – level creatures of the same type, or 1d4+1 lower level creatures of the same type.

Unhallow – Evocation (Evil)

Components: V, S, M

Casting Time: 1 day

Range: Touch

Area: 10ft / level radius emanating from the touched point

Duration: Instantaneous

Save Throw: None

Spell Resistance: See text

Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a *Magic Circle against Good* effect.

Second, all turning checks to turn undead suffer a -4 profane penalty and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect. (Note: This provision does not apply to the druid version of the spell.)

Finally, you may choose to fix a single spell effect to the

Unhallow site. The spell effect lasts for one year and functions throughout the entire consecrated site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. For example, you may create a *Bless* effect that aids all creatures of your alignment or faith in the area, or a *Curse* effect that hinders enemy faith. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *Unhallow* again.

Spell effects that may be tied to a *Unhallow* site include *Aid*, *Bane*, *Bless*, *Cause Fear*, *Darkness*, *Daylight*, *Deeper Darkness*, *Detect Good*, *Detect Magic*, *Dimensional Anchor*, *Discern Lies*, *Dispel Magic*, *Endure Elements*, *Freedom of Movement*, *Invisibility Purge*, *Negative Energy Protection*, *Protection from Elements*, *Remove Fear*, *Resist Elements*, *Silence*, *Tongues*, and *Zone of Truth*. Spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *Unhallow* (and its associated spell effect) at a time.

Unhallow counters but does not dispel *Hallow*.

Material Components: Herbs, oils, and incense worth at least 1,000gp, plus 1,000gp per level of the spell to be included in the hallowed area.

Spell Resistance – Abjuration

Components: V, S, DF

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: 1 minute / level

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature gains SR equal to 12 + caster level.

In order to affect a creature who has SR with a spell, a spellcaster must roll the creature's SR or higher on 1d20 + caster level. A creature with SR may voluntarily lower it in order to accept a spell.

True Seeing – Divination

Components: V, S, M

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: 1 minute / level

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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 her vision to see into the Ethereal Plane. The range of *True Seeing* conferred is 120ft.

True Seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not cancel 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*.

Additionally, the divine version of this spell allows the subject to see auras, noting alignments of creatures at a glance.

Material Component: An ointment for the eyes that costs 250gp and is made from very rare mushroom powder, saffron, and fat.

Wall of Stone – Conjunction (Creation)

Components: V, S, M/DF

Casting Time: 1 Action

Range: Medium (100ft + 10ft / level)

Effect: Stone wall whose area is up to one 5ft square / level (S)

Duration: Instantaneous

Save Throw: See text

Spell Resistance: No

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 20ft, the wall must be arched and buttressed. This requirement reduces the spell's area by half. Thus, a 20th level caster can create a span with a surface area of ten 5ft squares. 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 *Disintegrate* or by normal means such as breaking and chipping. Each 5ft square has 15 hit points per inch of thickness. Creatures can hit the wall automatically, but the wall is so hard that the first 8 points of damage from each blow are ignored. 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 avoid entrapment with successful Reflex saves.

Arcane Material Component: A small block of granite.

This spell creates a wall of rock that merges into adjoining rock surfaces. It is typically employed to close passages, portals, and breaches against opponents. The *Wall of Stone* is 1 inch thick per four caster levels and composed of up to one 5ft 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

6th – level

Animate Objects – Transmutation

Components: V, S

Casting Time: 1 Action

Range: Medium (100ft + 10ft / level)

Target: Objects or matter, 1 cu. ft / level

Duration: 1 round / level

Save Throw: None

Spell Resistance: No

You imbue inanimate objects with mobility and a semblance of life. The animated object, or objects, then attack whomever or whatever you initially designate. The animated object can be of any nonmagical material—wood, metal, stone, fabric, leather, ceramic, glass, etc. You can also animate masses of raw matter, such as water, a rock from a wall or a rock on the ground, as long as the volume of material does not exceed 1 cubic foot per caster level. Statistics for animated objects are found in the Monster Manual.

The spell cannot animate objects carried or worn by a creature.

Antilife Shell – Abjuration

Components: V, S, DF

Casting Time: 1 full round

Range: 10ft

Area: 10ft emanation, centered on you

Duration: 10 minutes / level (D)

Save Throw: None

Spell Resistance: Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most sorts of living creatures. The effect hedges out animals, aberrations, beasts, magical beasts, dragons, fey, giants, humanoids, monstrous humanoids, oozes, plants, shapechangers, and vermin, but not constructs, elementals, outsiders, or undead.

Note: This spell may be used only defensively, not aggressively; forcing an abjuration barrier against creatures whom the spell keeps at bay collapses the barrier (see page 157).

Banishment – Abjuration

Components: V, S, F

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Target: One or more extraplanar creatures, no two of which can be more than 30ft apart

Duration: Instantaneous

Save Throw: Will negates

Spell Resistance: Yes

your caster level check to overcome the target's SR (if any) and +2 on the saving throw DC. For example, if this spell were cast on a demon that hated light and was vulnerable to holy water and iron weapons, you might use iron, holy water, and a torch in the spell. The three items would add +3 to your check to overcome the demon's SR and add +6 to the spell's DC. At the DM's option, certain rare items might work twice as well (each providing +2 against SR and +4 on the spell's DC).

A *Banishment* spell is a more powerful version of the

Dismissal spell. It enables you to force extraplanar creatures out of your home plane. Up to 2 HD of creatures per caster level can be banished. To target a creature, you must present at least one object or substance that it hates, fears, or otherwise opposes. For each such object or substance, you gain +1 on

Blade Barrier – Evocation

Components: V, S

Casting Time: 1 full round

Range: Medium (100ft + 10ft / level)

Effect: Spinning disk of blades, up to 30ft radius

Duration: 10 minutes / level

Save Throw: Reflex negates (see text)

Spell Resistance: Yes

This spell creates a spinning disk of razor-sharp blades. These whirl and flash around a central point, creating an immobile, circular barrier. Any creature passing through the *Blade Barrier* takes 1d6 points of damage of slashing damage per caster level (max. 20d6). The plane of rotation of the blades can be horizontal, vertical, or slanted.

Creatures within the *Blade Barrier* when it is invoked take the damage as well. They can negate the damage with a successful Reflex saving throw, provided they can and do physically leave the area of the blades by the shortest possible route. Once the barrier is in place, anything entering or passing through the blades automatically takes damage.

A *Blade Barrier* serves as ½ cover (+4 AC) for anyone beyond it.

Etherealness – Transmutation

Components: V, S

Casting Time: 1 Action

Range: Touch (see text)

Target: You or one other touched creature / 3 levels

Duration: 1 minutes / level (D)

Spell Resistance: Yes

As *Ethereal Jaunt*, except you and other creatures joined by linked hands (along with your equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the creatures need not stay together.

When the spell expires, all affected creatures in the Ethereal Plane return to material existence.

Find the Path – Divination

Components: V, S, F

Casting Time: 3 rounds

Range: Touch

Target: You or creature touched

Duration: 10 minutes / level

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be out-doors, underground, or even inside a *Maze* spell. Note that the spell works with respect to locales, not objects or creatures within a locale. Thus, the spell could not find the way to “a forest where a green dragon lives” or to the location of “a horde of platinum pieces,” but it could find the exit to a labyrinth. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead him to his destination, indicating at the appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a *Glyph*. The spell ends when the destination is reached or the duration elapses, whichever comes first. The spell frees the subject, and those with him, from a *Maze* spell in a single round.

This divination is keyed to the recipient, not his companions, and does not predict or allow for the actions of creatures (including guardians).

Focus: A set of divination counters of the sort favored by you—bones, ivory counters, sticks, carved runes, etc.

Create Undead – Necromancy (Evil)

Components: V, S, M

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Target: One corpse

Duration: Instantaneous

Save Throw: None

Spell Resistance: No

A much more potent spell than *Animate Dead*, this evil spell allows you to create more powerful sorts of undead: ghouls, ghouls, shadow, wights, and wraiths. The following types of undead can be created by casters of the specified levels:

Cleric Level	Undead Created
11 or lower	Ghoul
12-13	Shadow
14-15	Ghast
16-19	Wight
20	Wraith

You may create less powerful undead than your level would indicate if you choose.

For example, at 16th level you could decide to create a ghoul or shadow instead of a wight. Doing this may be a good idea, because created undead are not automatically under the control of their animator. You may attempt to command the undead as it forms (see Turn and Rebuke Undead, page 139). This spell must be cast at night.

Material Component: A clay pot filled with grave dirt and another filled with brackish water. The spell must be cast on a dead body, and the DM may assign specific requirements for various types of undead. You must place a black onyx gem worth at least 50gp per HD of the undead to be created into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless shells.

Forbiddance – Abjuration

Components: V, S, M, DF

Casting Time: 6 rounds

Range: Medium (100ft +10ft / level)

Area: 60ft cube / level (S)

Duration: Permanent

Save Throw: See text

Spell Resistance: Yes

Forbiddance prevents creatures whose alignments are different from yours from entering the area. Additionally, the spell seals the area against all planar travel into it, including *Dimension Door*, *Teleport*, *Plane Shifting*, astral travel, ethereal travel, and all summoning spells. At your option, the abjuration can be locked by a password, in which case it can be entered only by those speaking the proper words (no saving throw allowed to those who don't speak the password, although SR applies). Otherwise, the effect on those entering the warded area is based on their alignment relative to yours.

Alignments identical: No effect. The creature may enter freely (albeit not by planar travel).

Alignments different with respect to either law/chaos or good/evil: The creature is hedged out and takes 3d6 points of damage. A successful Will save negates both effects, and SR applies.

Alignments different with respect to both law/chaos and good/evil: The creature is hedged out and takes 6d6 points of damage. A successful Will save negates both effects, and SR applies.

Once a saving throw is failed, an intruder cannot enter the *Forbidden* area (future saving throws likewise fail).

Intruders who enter by rolling a successful saving throws feel uneasy and tense, despite their success.

Dispel Magic does not dispel the *Forbidden* effect unless the dispeller's level is at least as high as your caster level.

Material Components: A sprinkling of holy water and rare incenses worth at least 1,500gp per 60ft cube. If a password lock is desired, this requires the burning of additional rare incenses worth at least 5,000gp per 60ft cube.

Greater Glyph of Warding – Abjuration

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target or Area: Object touched or up to 5 sq. ft / level

Duration: Permanent until discharged

Save Throw: See text

Spell Resistance: Yes (object)

As *Glyph of Warding*, except that the blast deals up to 10d8 damage, and the *Greater Glyph of Warding* can store a harmful spell of up to 6th level.

Material Component: Diamond dust worth at least 400gp.

Geas / Quest – Enchantment (Compulsion)

(Language Dependent) (Mind-Affecting)

Components: V

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Target: One living creature

Duration: 1 day / level or until discharged (D)

Save Throw: None

Spell Resistance: Yes

As *Lesser Geas*, except that *Geas/Quest* affects a creature of any HD and allows no saving throw.

Instead of suffering penalties to abilities, the subject takes 3d6 points of damage each day he does not attempt to follow the *Geas/Quest*. Additionally, each day he must make a Fortitude saving throw or sicken. A sickened creature moves at half his normal speed and suffers -4 penalties on both Strength and Dexterity. He heals damage at one-tenth his normal rate and cannot benefit from any magical healing effects. A sickened creature must make a Fortitude save each day or become crippled. Once crippled, the subject is effectively disabled (as if he had 0 hit points) and can't choose to take strenuous actions. These effects end 1 day after the creature attempts to resume the *Geas/Quest*.

Remove Curse ends the *Geas/Quest* only if its caster level is at least two higher than your caster level. *Break Enchantment* does not end the *Geas/Quest*, although *Limited Wish*, *Miracle*, and *Wish* do.

Wizard and bards usually refer to his spell as *Geas*, while clerics call the same spell *Quest*.

Greater Dispelling – Abjuration

Components: V, S

Casting Time: 1 Action

Range: Medium (100ft + 10ft / level)

Target: One spellcaster, creature, or object;
or 30ft radius burst

Duration: Instantaneous

Save Throw: None

Spell Resistance: No

As *Dispel Magic*, except that the maximum bonus on the dispel check is +20 instead of +10. Additionally, *Greater Dispelling* has a chance to dispel any effect that *Remove Curse* can remove, even if *Dispel Magic* can't dispel that effect.

Harm – Necromancy

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Save Throw: None

Spell Resistance: Yes

Harm charges a subject with negative energy that causes the loss of all but 1d4 hit points.

If used on an undead creature, *Harm* acts like *Heal*.

Heal – Conjunction (Healing)

Components: V, S

Casting Time: 1 Action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Save Throw: None

Spell Resistance: Yes (harmless)

Heal enables you to channel positive energy into a creature to wipe away disease and injury. It completely cures all diseases, blindness, deafness, hit point damage, and all temporary ability damage. It neutralizes poisons in the subject's system, so that no additional damage or effects are suffered. It offsets a *Feeblemind* spell. It cures those mental disorders caused by spells or injury to the brain. Only a single application of the spell is needed to simultaneously achieve all these effects.

Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability scores. If used against an undead creature, *Heal* acts like *Harm*.

Planar Ally – Conjunction (Calling)

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25ft + 5ft / 2 levels)

Effect: Up to 16 HD worth of summoned elementals and outsiders, no two of which can be more than 30ft apart when they appear.

Duration: Instantaneous

Save Throw: None

Spell Resistance: No

As *Lesser Planar Ally*, except you may call a single creature of up 16HD or a number of creatures whose HD total no more than 16. The creatures, as a group, agree to perform one task for you and request one favor in return.

Wind Walk – Transmutation

Components: V, S, DF

Casting Time: 1 Action

Range: Touch

Target: You and one touched creature / 3 levels

Duration: 1 hour / level (D)

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A wind walker can regain her physical form as desired and later resume the cloud form. Each change to and from vaporous form requires 5 rounds. You, however, may dismiss the spell, ending it immediately. You may even dismiss it for individual wind walkers and not others. While in vaporous form, subjects gain damage reduction 20/+1, through they may sustain damage from high winds (as determined by the DM). No spellcasting is possible in vaporous form.

For the last minute of the spell, a wind walker automatically descends 60ft per round (for a total of 600ft), though she may descend faster if she wishes. This descent serves as a warning that the spell is about to end.

Heroes' Feast – Evocation

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25ft + 5ft / 2 levels)

Effect: Feast for one creature / level

Duration: 1 hour + 12 hours (see text)

Save Throw: None

Spell Resistance: Yes (harmless)

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. Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and are healed of 1d4+4 points of damage after imbibing the nectarlike beverage that is part of the feast. The ambrosial food that is consumed creates an effect equal to *Bless* that lasts for 12 hours. During this same period, the people who consumed the feast are immune to magical *Fear* and *Hopelessness*. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

Summon Monster VI – Conjunction (Summoning)

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25ft + 5ft / 2 levels)

Effect: One or more creatures, no two of which can be more than 30ft apart.

Duration: 1 round / level (D)

Save Throw: None

Spell Resistance: No

As *Summon Monster I*, except that you can summon one 6th – level creature or 1d3 5th – level creatures of the same type, or 1d4+1 lower level creatures of the same type.

You alter the substance of your body to a cloudlike vapor and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently. A magical wind wafts a wind walker along at up to 600ft per round (60 mph) or as slow as 5ft per round (1/2 mph), as the walker wills. 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, etc.

Word of Recall – Transmutation (Teleportation)

Components: V

Casting Time: 1 Action

Range: Unlimited

Target: You and objects and willing creatures totaling up to 50 lbs / level

Duration: Instantaneous

Save Throw: Will negates (object, harmless)

Spell Resistance: Yes (object, harmless)

person and objects or creatures weighing an additional 750 lbs. 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 SR) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

7th – level

Blasphemy – Evocation (Evil) (Sonic)

Components: V

Casting Time: 1 Action

Range: 30ft

Area: Creatures in a 30ft radius spread centered on you.

Duration: Instantaneous

Save Throw: None

Spell Resistance: Yes

Uttering *Blasphemy* creates two effects.

If you are on your home plane, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the *Blasphemy*.

Creatures native to your plane who hear the *Blasphemy* and are not evil suffer the following ill effects:

HD	Effect
12 or more	Dazed
Less than 12	Weakened, dazed
Less than 8	Paralyzed, weakened, dazed
Less than 4	Killed

The effects are cumulative.

Dazed: The creature is dazed and can take no actions for 1 round (but defends itself normally).

Weakened: The creature's Str score decreases by 2d6 points for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.

Killed: Living creature die. Undead creatures are destroyed.

Destruction – Necromancy (Death)

Components: V, S, F

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Target: One creature

Duration: Instantaneous

Save Throw: Fortitude partial

Spell Resistance: Yes

This awful spell instantly slays the subject and consumes its remains utterly in holy (or unholy) fire. 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 is to use *True Resurrection*, a carefully worded wish spell followed by *Resurrection*, or *Miracle*.

Focus: A special holy (or unholy) symbol of silver marked with verses of anathema (cost 500gp).

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 10ft by 10ft. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, objects and creatures weighing up to 50 lbs per level. Thus, a 15th – level cleric could transport his

Control Weather – Transmutation

Components: V, S

Casting Time: 10 minutes (see text)

Range: 2 miles

Area: 2 mile radius, centered on you

Duration: 4d12 hours (see text)

Save Throw: None

Spell Resistance: No

You change the weather in the local area. It take 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. The current, natural weather conditions are determined by the DM. You can call forth weather appropriate to the climate and season of the area you are in.

Season

Spring

Summer

Autumn

Winter

Late Winter

Possible Weather

Tornado, thunderstorm, sleet storm, or hot weather

Torrential rain, heat wave, or hailstorm

Hot or cold weather, fog, or sleet

Frigid cold, blizzard, or thaw

Hurricane-force winds or early spring (coastal area)

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. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). 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—fog and strong wind, for example.

Control Weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them. Druids casting this spell double the duration and affect a circle with a three mile radius.

Dictum – Evocation (Lawful) (Sonic)

Components: V

Casting Time: 1 Action

Range: 30ft

Target: Creatures in a 30ft radius spread centered on you

Duration: Instantaneous

Save Throw: None

Spell Resistance: Yes

Uttering *Dictum* creates two effects.

If you are on your home plane, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the *Dictum*.

Creatures native to your plane who hear the *Dictum* and are not lawful suffer the following ill effects:

HD	Effect
12 or more	Deafened
Less than 12	<i>Slowed</i> , deafened
Less than 8	Paralyzed, <i>Slowed</i> , deafened
Less than 4	Killed

The effects are cumulative.

Deafened: The creature is struck dead (see *Blindness / Deafness*) for 1d4 rounds.

Slowed: The creature is *Slowed*, as by the *Slow* spell, for 2d4 rounds

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.

Killed: Living creature die. Undead creatures are destroyed.

Holy Word – Evocation (Good) (Sonic)

Components: V

Casting Time: 1 Action

Range: 30ft

Area: Creatures in a 30ft radius spread centered on you

Duration: Instantaneous

Save Throw: None

Spell Resistance: Yes

Uttering *Holy Word* creates two effects.

If you are on your home plane, nongood extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the *Holy Word*.

Creatures native to your plane who hear the *Holy Word* and are not good suffer the following ill effects:

HD	Effect
12 or more	Deafened
Less than 12	Blinded, deafened
Less than 8	Paralyzed, blinded, deafened
Less than 4	Killed

The effects are cumulative.

Deafened: The creature is struck dead (see *Blindness / Deafness*) for 1d4 rounds.

Blinded: The creature is blinded (see *Blindness / Deafness*) for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.

Killed: Living creature die. Undead creatures are destroyed.

Greater Restoration – Necromancy

Components: V, S, XP

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Instantaneous

Save Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *Lesser Restoration*, except the spell dispels all negative energy levels afflicting the healed creature, restoring the creature to the highest level it had previously achieved. This reverses level drains by a force or creature. The drained levels are restored only if the time since the creature lost the level is no more than 1 week per caster level.

Greater Restoration also dispels all magical effects penalizing the character's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also removes all forms of insanity, confusion, and similar mental effects. *Greater Restoration* does not restore levels or Constitution points lost due to death.

XP Cost: 500 XP.

Greater Scrying - Divination

Components: V, S

Casting Time: 1 Action

Range: See text

Effect: Magical sensor

Duration: 1 hour / level

Save Throw: None

Spell Resistance: No

As *Scrying*, except as noted above. All of the following spells can be cast reliably through the sensor: *Comprehend Languages*, *Darkvision*, *Detect Alignment*, *Detect Magic*, *Message*, *Read Magic*, and *Tongues*.

Refuge – Transmutation (Teleportation)

Components: V, S, M

Casting Time: 1 Action

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Save Throw: None

Spell Resistance: No

You create a powerful magic in some specially prepared object—a statuette, a jeweled rod, a gem, etc. This object contains the power to instantaneously transport its possessor across any distance within the same plane to your abode. Once the item is transmuted, you must give it willingly to an individual and at the same time inform him of a command word to be spoken when the item is to be used. To make use of the item, the subject speaks the command word at the same time that he rends or breaks the item (a standard action). When this is done, the individual and all that he is wearing and carrying (up to a maximum of 50lbs. / level) are instantaneously transported to your abode. No other creatures are affected (aside from a familiar that is touching the subject).

You can alter the spell when casting it so that it transports you to within 10ft 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 deciding to alter the spell in this fashion you have no choice whether or not to be transported.

Material Component: The specially prepared object, whose construction includes gems worth 1,500gp.

Resurrection – Conjunction (Healing)

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Save Throw: None (see text)

Spell Resistance: Yes (harmless)

As *Raise Dead*, except 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. However, the subject loses one level (or 1 point of Constitution if the subject was 1st level).

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot revive someone who has died of old age.

Material Components: A sprinkle of holy water and a diamond worth at least 500gp.

Regenerate – Conjunction (Healing)

Components: V, S, DF

Casting Time: 3 full rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Save Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed 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 1d8 points of damage +1 point per caster level (max. +20)

Repulsion – Abjuration

Components: V, S, F/DF

Casting Time: 1 Action

Range: Up to 10ft / level

Area: Up to 10ft radius / level emanation centered on you

Duration: 1 round / level (D)

Save Throw: Will negates

Spell Resistance: Yes

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (up to the limit your level allows). Creatures within or entering the field must attempt saves. If they fail, they become 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.

Arcane Focus: A pair of small iron bars attached to two small canine statuettes, one black and one white.

**Righteous Wrath of the Faithful* – Enchantment (Compulsion) (Mind-Affecting)

Components: V, S, DF

Casting Time: 1 Action

Range: 30ft

Target: All allies within 30ft radius burst centered on you

Duration: 1 round / level

Save Throw: None

Spell Resistance: Yes

When you cast this spell, you fire your allies and companions with a divine madness or fury that greatly enhances their combat ability. Allies who are fighting on your side are affected as if they had received an *Aid* spell, gaining a +1 morale bonus on attack rolls and saving throws against fear effects, plus 1d8 temporary hit points for the duration of the spell.

Allies who worship the same deity as you are infused with the *Righteous Wrath*. They gain one additional melee attack each round, at their highest attack bonus, and a +2 morale bonus on attack and damage rolls and saving throws. They gain an additional 1d8 temporary hit points (for a total of 2d8) and a +3 morale bonus on saving throws against mind-affecting spells or effects.

When the spell duration expires, any allies who were affected by the full *Righteous Wrath* are fatigued (-2 Str, -2 Dex, can't charge or run) for 10 minutes.

Summon Monster VII – Conjunction (Summoning)

Components: V, S, DF

Casting Time: 1 Full round

Range: Close (25ft + 5ft / 2 levels)

Effect: One or more creatures, no two of which can be more than 30ft apart.

Duration: 1 round / level

Save Throw: None

Spell Resistance: No

As *Summon Monster I*, except that you can summon one 7th – level creature or 1d3 6th – level creatures of the same type, or 1d4+1 lower level creatures of the same type.

Word of Chaos – Evocation (Chaotic) (Sonic)

Components: V

Casting Time: 1 Action

Range: 30ft

Area: Creatures in a 30ft radius spread centered on you

Duration: Instantaneous

Save Throw: None

Spell Resistance: Yes

HD	Effect
12 or more	Deafened
Less than 12	Stunned, deafened
Less than 8	Confused, stunned, deafened
Less than 4	Killed

**Slime Wave* – Conjunction (Summoning)

Components: V, S, M

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Area: 15ft radius spread

Duration: 1 round / level

Save Throw: Reflex negates

Spell Resistance: No

You create a wave of green slime that begins at the range you choose and violently spreads to the limit of the area. The wave splashes and splatters as it passes; some slime clings to any wall or ceiling. Green slime devours flesh and organic materials on contact, and even dissolves metal. Each creature is covered with one patch of green slime for every 5ft of its face. A patch of green slime deals 1d6 temporary Constitution damage per round while it devours flesh. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

On the first round of contact, the slime can be scraped of a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight, or a *Remove Disease* spell destroys the green slime. Unlike normal green slime, the slime created by this spell gradually evaporates, disappearing by the end of the duration.

Material Component: A few drops of stagnant pond water.

Uttering *Word of Chaos* creates two effects.

If you are on your home plane, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the *Word of Chaos*.

Creatures native to your plane who hear the *Word of Chaos* and are not chaotic suffer the following ill effects:

The effects are cumulative.

Deafened: The creature is struck dead (see *Blindness / Deafness*) for 1d4 rounds.

Stunned: The creature is stunned for 1 round. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

Confused: The creature is confused, as by the *Confusion* spell, for 1d10 minutes. This is a mind-affecting enchantment.

Killed: Living creature die. Undead creatures are destroyed.

8th – level

Antimagic Field – Abjuration

Components: V, S, M/DF

Casting Time: 1 Action

Range: 10ft

Area: 10ft radius emanation, centered on you

Duration: 10 minutes / level (D)

Save Throw: None

Spell Resistance: See text

dispel it. A *Hasted* creature, for example, is not *Hasted* while inside the field, but the spell resumes functioning when it leaves the field. Time spent within an *Antimagic Field* counts against the suppressed spell's duration.

Golems and other magical constructs, elementals, outsiders, and corporeal undead, still function in an antimagic area (though the antimagic area suppresses their supernatural, spell-like, and spell abilities normally). If such creatures are summoned or conjured, however, see below.

Summoned or conjured creatures of any type and incorporeal undead wink out if they enter an antimagic field. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that's maintaining the creature. If you cast *Antimagic Field* in an area occupied by a conjured creature who has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's SR to make it wink out. (The effects of instantaneous conjurations, such as *Create Water*, are not affected by the *Antimagic Field* because the conjuration itself is no longer in effect, only its result.)

Normal creatures (a normally encountered troll rather than a conjured one, for instance) can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Undead and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field.

Dispel Magic does not remove the field. Two or more *Antimagic Fields* sharing any of the same space have no effect on each other. Certain spells, such as *Wall of Force*, *Prismatic Sphere*, and *Prismatic Wall* remain unaffected by *Antimagic Field* (see the individual spell descriptions). Artifacts and creatures of demigod or higher status are unaffected by moral magic such as this.

Note: Should you be larger than the area enclosed by the barrier, any part of your person that lies outside the barrier is unaffected by the field.

Arcane Material Component: A pinch of powdered iron or iron filings.

**Brain Spider* – Divination (Mind-Affecting)

Components: V, S, M, DF

Casting Time: 1 full round

Range: Long (400ft + 40ft / level)

Targets: Up to eight living creatures within range

Duration: 1 minute / level

Save Throw: Will negates

Spell Resistance: Yes

This spell allows you to eavesdrop as a standard action on the thoughts of up to eight other creatures at once, hearing as desired:

- ~ The ceaseless chaos of surface thoughts of images
- ~ Individual trains of thought in whatever order you desire
- ~ Information from all minds about one particular topic, thing, or being, one nugget of information per caster level.
- ~ A study of the thoughts and memories of one creature of the group in detail.

Once per round, if you do not perform a detailed study of one creature's mind, you can attempt (as a standard action) to implant a *Suggestion* in the mind of any one of the affected creatures. The creature can make another Will saving throw to resist the *Suggestion*, using the save DC of the *Brain Spider*. (Creatures with special resistance to enchantment spells can use this resistance to keep from being affected by the *Suggestion*.) Success at this saving throw does not negate the other effects of the *Brain Spider* for that creature.

**Chain of Chaos* – Enchantment
(Compulsion) (Mind-Affecting)

Components: V

Casting Time: 1 Action

Range: Touch

Target: Living, intelligent creature touched

Duration: 1 day / 5 caster levels from the day touched

Save Throw: Will negates

Spell Resistance: Yes

This powerful instrument of chaos spreads madness by touch. The caster infects the first victim by making a successful melee touch attack. A subject who fails a Will save is afflicted with *Insanity* (a continuous *Confusion* effect). This condition is permanent until countered, and the madness can be passed to anyone the victim touches.

Anyone who makes the initial saving throw is immune to that casting of the *Chain of Chaos* spell.

Each person the subject touches during the spell's duration (including by successful melee attack) must make a Will save at the spell's DC or suffer the *Insanity* effect. Each additional victim in turn can pass the madness on for a period of one day per five caster levels after being infected. The spell affects a maximum of five persons per caster level. Individual victims can be restored by any means effective against *Insanity*, for example, *Greater Restoration*, *Limited Wish*, *Miracle*, or *Wish*. Anyone restored cannot be affected again by that casting of the *Chain of Chaos* spell.

DM Note: When dealing with the effect of this spell on a large nonadventuring population over a period of time, it is not necessary to track each individual affected by this spell. Instead, just decide if individuals encountered are mad and whether they are infectious based on your judgment of the progress of the chain madness.

Discern Location – Divination

Components: V, S, DF

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Targets: One creature / level, no two of which can be more than 30ft apart

Duration: Concentration, up to 1 round / level

Save Throw: Will negates

Spell Resistance: No

A *Discern Location* spell is among the most powerful means of locating creatures or objects. Nothing short of the direct intervention of a deity keeps you from learning the exact location of a single individual or object. *Discern Location* circumvents normal means of protection from scrying or location. The spell reveals the name of the location (place, name, business name, building name, or the like), community, country, continent, and plane where the subject lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched the object at least once.

Cloak of Chaos – Abjuration (Chaotic)

Components: V, S, F

Casting Time: 1 Action

Range: 20ft

Target: One creature / level in a 20ft radius burst centered on you

Duration: 1 round / level (D)

Save Throw: See text

Spell Resistance: Yes (harmless)

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and confusing lawful creatures when they strike the subjects. This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus to saves. Unlike *Protection from Law*, this benefit applies against all attacks, not just against attacks by lawful creatures.

Second, the warded creatures gain SR 25 against lawful spells and spells cast by lawful creatures.

Third, the abjuration blocks possession and mental influence, just as *Protection from Law* does.

Finally, if a lawful creature succeeds with a melee attack against a warded creature, the offending attacker is confused for 1 round (Will save negates, as *Confusion*, but against the save DC of *Cloak of Chaos*).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a chaotic text. The reliquary costs at least 500gp.

Create Greater Undead – Necromancy (Evil)

Components: V, S, M

Casting Time: 1 hour

Range: Close (25ft + 5ft / 2 levels)

Target: One corpse

Duration: Instantaneous

Save Throw: None

Spell Resistance: No

As *Create Undead*, except that this spell allows you to create more powerful and intelligent sorts of undead. The type of undead created is based on your level. The following types of undead can be created by casters of the specified levels:

Cleric Level	Undead Created
15 or lower	Mummy
16-17	Spectre
18-19	Vampire
20	Ghost*

*Ghosts created by this spell have three ghostly powers in addition to manifestation: malevolence, horrific appearance, and corrupting gaze. See the Monster Manual entry on ghosts for details on these powers.

You may attempt to command the undead as it forms with a turning check.

Certain types of undead, such as liches, cannot be created by this spell. Such undead are created in other, very specific ways. See the Monster Manual for more information on all types of undead.

Earthquake – Evocation

Components: V, S, DF

Casting Time: 1 Action

Range: Long (400ft + 40ft / level)

Area: 5ft / level radius (S)

Duration: 1 round

Save Throw: See text

Spell Resistance: No

When you cast *Earthquake*, an intense but highly localized tremor rips the ground. It knocks creatures down, collapses structures, opens cracks in the ground, and more. The shock lasts 1 round, during which time creature on the ground can't move or attack. Spellcasters on the ground must make Concentration checks (DC 20 + spell level) or lose any spells they try to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The exact effects depend on the terrain and its features:

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex ½, DC 15). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: They crumble, causing a landslide that travels horizontally as far as it fell vertically. An earthquake cast at the top of 100ft cliff would sweep 100ft outward from the base of the cliff. Any creature in the path sustains 8d6 points of damage (Reflex ½, DC 15).

Open Ground: All creatures standing in the area must make Reflex saving throws (DC 15) or fall down. Fissures open in the ground, and every creature on the ground has a 25% chance to fall into one (Reflex save DC 20 to avoid the fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Most structures standing on open ground collapse, dealing 8d6 points of damage to those caught within or beneath the rubble (Reflex ½, DC 15).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Creatures must make Reflex saving throws (DC 15) or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Fire Storm – Evocation (Fire)

Components: V, S

Casting Time: 1 full round

Range: Medium (100ft + 10ft / level)

Area: Two 10ft cubes / level (S)

Duration: Instantaneous

Save Throw: Reflex ½

Spell Resistance: Yes

When a *Fire Storm* spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and plant creatures in the area, if you so desire. Any other creatures (and plant creatures you wish to affect) within the area take 1d6 points of fire damage per caster level (max. 20d6).

Greater Planar Ally – Conjunction (Calling)

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25ft + 5ft / 2 levels)

Effect: Up to 24 HD worth of summoned elementals and outsiders no two of which can be more than 30ft apart when they appear.

Duration: Instantaneous

Save Throw: None

Spell Resistance: No

As *Lesser Planar Ally*, except you may call a single creature of up to 24 HD or a number of creatures whose HD total no more than 24. The creatures agree to help you and request your return favor together.

Holy Aura – Abjuration (Good)

Components: V, S, F

Casting Time: 1 Action

Range: 20ft

Target: One creature / level in a 20ft radius burst centered on you

Duration: 1 round / level (D)

Save Throw: See text

Spell Resistance: Yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and blinding evil creatures when they strike the subjects. This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus to saves. Unlike *Protection from Evil*, this benefit applies against all attacks, not just against attacks by evil creatures.

Second, the warded creatures gain SR 25 against evil spells and spells cast by evil creatures.

Third, the abjuration blocks possession and mental influence, just as *Protection from Evil* does.

Finally, if an evil creature succeeds with a melee attack against a warded creature, the offending attacker is blinded for 1 round (Fortitude save negates, as *Blindness / Deafness*, but against the save DC of *Holy Aura*).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of cloth from a saint's robe or a piece of parchment from a holy text. The reliquary costs at least 500gp.

Mass Heal – Conjunction (Healing)

Components: V, S

Casting Time: 1 Action

Range: Close (25ft + 5ft / level)

Targets: One or more creatures, no two of which can be more than 30ft apart.

Duration: Instantaneous

Save Throw: None

Spell Resistance: Yes (harmless)

As *Heal*, except as noted above.

Summon Monster VIII – Conjunction (Summoning)

Components: V, S, DF

Casting Time: 1 Full round

Range: Close (25ft + 5ft / 2 levels)

Effect: One or more creatures, no two of which can be more than 30ft apart.

Duration: 1 round / level

Save Throw: None

Spell Resistance: No

As *Summon Monster I*, except that you can summon one 8th – level creature or 1d3 7th – level creatures of the same type, or 1d4+1 lower level creatures of the same type.

Symbol – Universal (see text)

Components: V, S, M/DF

(or V, S, M for carefully engraved)

Casting Time: 1 Action or 10 minutes

Range: Touch

Effect: One symbol

Duration: See text

Save Throw: See text

Spell Resistance: Yes

This spell allows you to place triggered runes that have array of effects.

See page 261-263 of the Player's Handbook for the full detail.

Unholy Aura – Abjuration (Evil)

Components: V, S, F

Casting Time: 1 Action

Range: 20ft

Target: One creature / level in a 20ft radius burst centered on you

Duration: 1 round / level (D)

Save Throw: See text

Spell Resistance: Yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus to saves. Unlike *Protection from Good*, this benefit applies against all attacks, not just against attacks by good creatures.

Second, the warded creatures gain SR 25 against good spells and spells cast by good creatures.

Third, the abjuration blocks possession and mental influence, just as *Protection from Good* does.

Finally, if a good creature succeeds with a melee attack against a warded creature, the offending attacker takes 1d6 points of temporary Strength damage (Fortitude save negates).

Focus: A tiny reliquary containing some sacred relic, such as a piece of parchment from an evil text. The reliquary costs at least 500gp.

Shield of Law – Abjuration (Lawful)

Components: V, S, F

Casting Time: 1 Action

Range: 20ft

Targets: One creature / level in a 20ft radius burst centered on you

Duration: 1 round / level (D)

Save Throw: See text

Spell Resistance: Yes (harmless)

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and *Slowing* chaotic creatures when they strike the subjects. This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus to saves. Unlike *Protection from Chaos*, this benefit applies against all attacks, not just against attacks by chaotic creatures.

Second, the warded creatures gain SR 25 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration blocks possession and mental influence, just as *Protection from Chaos* does.

Finally, if a chaotic creature succeeds with a melee attack against a warded creature, the offending attacker is *Slowed* for 1 round (Will save negates, as the *Slow* spell, but against the save DC of *Shield of Law*).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a lawful text. The reliquary costs at least 500gp.

9th – level

Astral Projection – Necromancy

Components: V, S, M

Casting Time: 30 minutes

Range: Touch

Targets: You and one additional creature touched / 2 levels

Duration: See text

Save Throw: None

Spell Resistance: Yes

Freeing your spirit from your physical body, this spell allows you to project an astral body into another plane altogether. You can bring the astral forms of other creatures with you, provided the creatures are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, the companions are stranded wherever you left them.

You project your astral self into the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects as astral copy of you and all you wear or carry onto the Astral Plane.

Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will.

You then leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

When on the Astral Plane or another plane, your astral body is connected at all times to your material body by a silvery cord. If the cord is broken, you are killed, astrally and materially. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to their physical bodies. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as *Dispel Magic* cast upon either the physical body or the astral form, or the destruction of your body back on the Material Plane (which kills you).

Material Component: A jacinth worth at least 1,000gp, plus a sliver bar worth 5gp for each person to be affected.

Energy Drain – Necromancy

Components: V, S

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Effect: Ray of negative energy

Duration: Instantaneous

Save Throw: Fortitude negates (see text)

Spell Resistance: Yes

As *Enervation*, except the creature struck gains 2d4 negative levels, and the negative levels last longer.

Twenty-four hours after gaining any negative levels, the subject must make a Fortitude saving throw (using the spell DC in this case) for each negative level. If the save succeeds, that negative level is negated. If it fails, the negative level goes away, but one of the subject's character levels has been permanently drained.

If the ray strikes an undead creature, that creature gains 2d4 x 5 temporary hit points for one hour.

Gate – Conjunction (Creation) (Calling)

Components: V, S

Casting Time: 1 Action

Range: Medium (100ft + 10ft / level)

Effect: See text

Duration: Instantaneous

Save Throw: None

Spell Resistance: No

This spell connects two planes for travel or summoning.

See page 207 – 208 of the Players Handbook.

Implosion – Evocation

Components: V, S

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Targets: One corporeal creature / round

Duration: Concentration (up to 4 rounds)

Save Throw: Fortitude negates

Spell Resistance: Yes

You create a destructive resonance in a corporeal creature's body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.)

You can target a particular creature only once with each casting of the spell.

Implosion has no effect on creature in gaseous form or on incorporeal creatures.

Miracle – Evocation

Components: V, S, XP (see text)

Casting Time: 1 Action

Spell Resistance: Yes

You don't so much cast a miracle as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede. The DM then determines the particular effect of the *Miracle*.

A *Miracle* can do any of the following.

- ~ Duplicate any cleric spell of up to 8th level (including spells to which you have access because of your domains).
- ~ Duplicate any other spell of up to 7th level.
- ~ Undo the harmful effects of certain spells, such as *Feeblemind* or *Insanity*.
- ~ Have any effect whose power level is in line with the above effects.

If the *Miracle* has any of the above effects, casting it carries no experience point cost.

Alternatively, the cleric can make a very powerful request. Casting such a miracle costs the cleric 5,000 XP because of the powerful divine energies involved. Examples of especially powerful *Miracles* of this sort could include:

- ~ Swinging the tide of a battle in your favor by raising fallen allies to continue fighting until the end of the battle.
- ~ Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- ~ Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

A duplicated spell allows saving throws and SR as normal (but the save DCs are for a 9th level spell). When a *Miracle* duplicates a spell that has an XP cost, you must pay that cost. When a *Miracle* spell duplicates a spell with a material component that costs more than 100gp, you must provide that component.

XP Cost: 5,000 XP (for some uses of the *Miracle* spell; see above).

Summon Monster IX – Conjunction (Summoning)

Components: V, S, DF

Casting Time: 1 Full round

Range: Close (25ft + 5ft / 2 levels)

Effect: One or more creatures, no two of which can be more than 30ft apart.

Duration: 1 round / level

Save Throw: None

Spell Resistance: No

As *Summon Monster I*, except that you can summon one 9th – level creature or 1d3 8th – level creatures of the same type, or 1d4+1 lower level creatures of the same type.

Soul Bind – Necromancy

Components: V, S, F

Casting Time: 1 Action

Range: Close (25ft + 5ft / 2 levels)

Target: Corpse

Duration: Permanent

Save Throw: Will negates

Spell Resistance: No

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through *Clone*, *Raise dead*, *Reincarnation*, *Resurrection*, *True Resurrection*, or even a *Miracle* or a *Wish*. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).
Focus: A black sapphire of at least 1,000gp value for every HD possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While characters have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as characters advance.)

Storm of Vengeance – Conjunction (Summoning)

Components: V, S

Casting Time: 1 full round

Range: Long (400ft + 40ft / level)

Effect: 360ft radius storm cloud

Duration: Concentration (max. 10 rounds) (D)

Save Throw: See text

Spell Resistance: Yes

This spell creates an enormous black storm cloud. Lightning and crashing slaps of thunder appear within the storm. Creatures beneath the cloud must succeed at Fortitude saves or be deafened (see *Blindness / Deafness*) for 1d4 x 10 minutes. If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn.
Second Round: Acid rains down in the area, dealing 1d6 points of acid damage. No save is allowed.
Third Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. All may be directed at a single target, or they may be directed at up to six separate targets. Each bolt deals 10d6 points of electricity damage. Creatures struck can attempt Reflex saves for ½ damage.
Fourth Round: Hailstones rain down in the area, dealing 5d6 points of damage (no save).
Fifth Round through Tenth Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5ft. A creature 5ft away has ½ concealment (Attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by ¾. Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds at a Concentration check against a DC equal to the *Storm of Vengeance*'s save + the level of the spell the caster is trying to cast.

True Resurrection – Conjunction (Healing)

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Save Throw: None (see text)

Spell Resistance: Yes (harmless)

restored to full hit points, vigor, and health, with no loss of level (or Constitution point) or prepared spells.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed.

Even *True Resurrection* can't restore to life a creature who has died of old age.

Material Components: A sprinkle of holy water and a diamond worth at least 5,000gp.

As *Raise Dead*, except the cleric can resurrect a creature who has been dead up to 10 years per caster level. This spell can even bring back creatures whose bodies have been wholly destroyed, provided you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately

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