



REBUKE AIR			
Turning Check Result	AIR Affected (Maximum Hit Dice)	Turning Check	1d20+8
Up to 0	-3	Turn level	1
1 - 3	-2	Turn damage	2d6+9
4 - 6	-1	You command Air creatures with total hit dice up to 0.	
7 - 9	0		
10 - 12	1		
13 - 15	2		
16 - 18	3		
19 - 21	4		
22+	5		
REBUKE/DAY <div></div>			

REBUKE WATER			
Turning Check Result	WATER Affected (Maximum Hit Dice)	Turning Check	1d20+8
Up to 0	-3	Turn level	1
1 - 3	-2	Turn damage	2d6+9
4 - 6	-1	You command Water creatures with total hit dice up to 0.	
7 - 9	0		
10 - 12	1		
13 - 15	2		
16 - 18	3		
19 - 21	4		
22+	5		
REBUKE/DAY <div></div>			

TURN EARTH			
Turning Check Result	EARTH Affected (Maximum Hit Dice)	Turning Check	1d20+8
Up to 0	-3	Turn level	1
1 - 3	-2	Turn damage	2d6+9
4 - 6	-1	You destroy Earth creatures with total hit dice up to 0.	
7 - 9	0		
10 - 12	1		
13 - 15	2		
16 - 18	3		
19 - 21	4		
22+	5		
TURN/DAY <div></div>			

TURN FIRE			
Turning Check Result	FIRE Affected (Maximum Hit Dice)	Turning Check	1d20+8
Up to 0	-3	Turn level	1
1 - 3	-2	Turn damage	2d6+9
4 - 6	-1	You destroy Fire creatures with total hit dice up to 0.	
7 - 9	0		
10 - 12	1		
13 - 15	2		
16 - 18	3		
19 - 21	4		
22+	5		
TURN/DAY <div></div>			

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Goggles ( Skill Bonus (Competence) (Bluff +10))	Equipped	1	0 / 10,000	
Competence bonus to selected skill of Bluff  +10				
Ring of Mighty Summons	Equipped	1	0 / 14,000	
When you use this ring while casting a summoning spell, any creature you summon with the spell has maximum hit points per Hit Die. However, the duration of the spell is halved (to a minimum of 1 round). Aura/Caster Level: Moderate conjuration. CL 6th				
Cloak of Charisma +6	Equipped	1	2 / 36,000	
This lightweight and fashionable cloak has a highly decorative silver trim. When in a character's possession, it adds a +6 enhancement bonus to her Charisma score. Moderate transmutation; CL 8th				
Belt, Battle Dancer's	Equipped	1	1 / 13,000	
When wrapped around a character's waist, this belt confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus. Moderate transmutation; CL 10th				
Nightstick	Equipped	1	0 / 7,500	
This black rod carved of darkly stained wood is inset with religious symbols of various deities. Anyone who possesses the rod and is able to turn or rebuke undead gains four more uses of the ability per day. Moderate necromancy; CL 10th				
Bag of Holding Type III	Equipped	1	35 / 7,400	
This appears to be a common cloth sack about 2 feet by 4 feet in size. The bag of holding opens into a nondimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs 35lbs and its contents can be up to 1,000lbs and 150 cubic feet. If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a bag of holding is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a bag of holding is a move action - unless the bag contains more				
TOTAL WEIGHT CARRIED/VALUE		38 lbs.	87,900gp	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action. If a bag of holding is placed within a portable hole (DMG 264), a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the portable hole and bag of holding in the process. Moderate conjuration; CL 9th			
TOTAL WEIGHT CARRIED/VALUE		38 lbs.	87,900gp

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

MONEY	
Total= 0 gp [Unspent Funds = 100 gp]	

MAGIC
Languages
Abyssal, Bullywi, Celestial, Common, Infernal

Other Companions
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Special Abilities
Divine Metamagic(%CHOICE)
Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster cold creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Special Attacks	
Rebuke Air	[ PH ]
11/day (turn level 1) (turn damage 2d6+9)	
Rebuke Water	[ PH ]
11/day (turn level 1) (turn damage 2d6+9)	
Turn Earth	[ PH ]
11/day (turn level 1) (turn damage 2d6+9)	
Turn Fire	[ PH ]
11/day (turn level 1) (turn damage 2d6+9)	
Turn Undead	[ PH ]
11/day (turn level 1) (turn damage 2d6+9)	

Special Qualities	
AC Bonus (Ex)	[ My ]
A Battle Dancer is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, the Battle Dancer adds her Charisma bonus (if any) to her AC. In addition, a Battle Dancer gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five BattleDancer levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the BattleDancer is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load. BONUS +9, LEVEL = 5, STAT = 8	
Aquatic Subtype	[ MM ]
Aquatic creatures move in water without making Swim checks/ and breathe underwater	
Aura	[ PH ]
A cleric has a particularly powerful aura corresponding to the deity's alignment	
Batlkie (Ex)	[ My ]
Call of Worlds	[ CC ]
Each creature you summon with a conjuration (summoning) spell gains the fast healing ability. The damage healed per round begins at 2 hit points and increases by 1 for every three caster levels (maximum +5 at 15th caster level). (Knowledge [the planes] 6 ranks)	
Darkvision Vision (Ex)	[ My ]
You gain Darkvision 60'.	
Deceitful Bargaining (Ex)	[ CS ]
Starting at 6th level, you become exceptionally adept at convincing evil creatures you call that your intentions parallel their own. Upon calling an evil outsider using a planar binding spell, you can make a Bluff check opposed by the creature's Sense Motive skill check. If you succeed on this check, the called creature becomes more amenable to your cause, taking a -5 penalty on the opposed Charisma check made to refuse serving you. If you fail, the creature immediately makes a new Will saving throw against your spell. On a failure, the spell functions as normal. If it succeeds on this save, the creature breaks free of your control and can either flee or attack you.	

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Darkvision Vision (Ex)	[ My ]
You gain Darkvision 60'.	
Deceitful Bargaining (Ex)	[ CS ]
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Deceptive Summons (Su)	[ CS ]
At 1st level, you can attempt to trick evil creatures you conjure into serving you for longer than they normally would. When casting a summon monster spell to summon an evil-aligned creature, you can attempt a Bluff check as a free action, opposed by the creature's Sense Motive check. If your check succeeds, the duration of the effect is doubled (as if by the Extend Spell feat), and the summoned creature might be subject to additional effects as described below. If it fails, the duration remains as normal and no additional effects can be applied. If you fail the check by 5 or more, the creature breaks free of your control and is hostile toward you (though it still disappears as normal when the spell's duration ends). If you use this ability when summoning multiple creatures, you must attempt an opposed skill check separately against each creature you wish to affect. Beginning	

at 4th level, you can whip the deceived creatures into an infernal fury. If your Bluff check to extend the duration of summoning succeeds, the creatures get a +2 bonus on weapon damage rolls and 2 extra hit points per Hit Die (in addition to the bonuses conferred by Augment Summoning). Beginning at 7th level, you can instill the deceived creatures with exceptional resistance to your enemies' attempts to control or dismiss them. If your Bluff check to extend the duration of summoning succeeds, the creatures get a +2 bonus on Will saves, and your effective caster level is increased by 2 for the purpose of resisting dispel magic and similar effects against those creatures.

**Divine Health** [ CD ]

**Fey Type** [ MM ]  
Fey eat/sleep/breathe

**Fiendish Legion (Ex)** [ CS ]

Once you attain 5th level, whenever you use a summon monster spell to summon one or more evil-aligned creatures, you summon one extra creature of the same kind.

**Meager Fortitude** [ UA ]  
You are sickly and weak of stomach.

**Noncombatant** [ UA ]  
You are relatively inept at melee combat.

**Shaky** [ UA ]  
You are relatively poor at ranged combat.

**Holy Texts (Ex)** [ CC ]  
Because of your study of sacred writings, your paragnostic apostle levels stack with other class levels for the purpose of turning or rebuking undead and leveldependent domain abilities. You do not gain such abilities if you do not already have them, however.

**Improved Calling (Su)** [ CS ]  
At 8th level, your understanding of the ways of fiends shows you how to tempt even more powerful beings into your service. The normal HD limit for your planar ally and planar binding spells (including lesser and greater versions) increases by 2.

**Iron Vulnerability (Ex)** [ My ]  
Iron and steel cause 1 point of damage to a mere touch. Iron or steel weapons deal +1d6 damage against you. If you have DR that would protect against this damage, it does apply (for instance, the damage from steel would be prevented by DR/Cold Iron)

**Knowledge Is Power (Ex)** [ CC ]  
At each level, you gain a spellcasting enhancement based on your Knowledge skills. Each time you gain this feature, choose one of the following abilities for which you meet the skill-based prerequisites. Although you can choose some of these abilities multiple times (as indicated in the descriptions), you may not select the same one twice in a row, and the minimum required skill rank increases by 2 for each subsequent selection of the same ability. These benefits apply to warlock invocations as well as spells, where applicable.

**Lore (Ex)** [ CC ]  
You can recall legends or information regarding various topics, just like a bard can with bardic knowledge. To use this ability, make a lore check (1d20 + twice your paragnostic apostle level + your Int modifier). Success grants you the same result as a bardic knowledge check would. If you have the bardic knowledge or lore ability from another class, your levels in those classes stack with your paragnostic apostle levels for the purpose of this check.

**Low-Light Vision (Ex)** [ PH ]  
You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

**Marsh Move (Ex)** [ mon ]  
Suffer no movement penalties from Marsh or mud.

**Naturally Psionic (Ex)** [ XPH ]  
A phrenic creature gains 1 bonus power point.

**Normal** [ PH ]  
You are in good standing with your deity.

**Planar Binding** [ CS ]  
Beginning at 2nd level, you can add the following spells to your class spell list and your list of known spells (or your spellbook) at the indicated levels. If you already have one or more of these spells on your class list at a different level, treat it as being of the lower level. 5th: lesser planar binding. 6th: planar binding. 8th: greater planar binding.

**Psionic** [ XPH ]  
Total Power Points 1; Base Power Points 0; Bonus Power Points 1

**Safe Summoning (Ex)** [ CS ]  
At 9th level, you can dismiss any evil creature that you have summoned as an immediate action rather than as a standard action.

**Skill Focus (Bluff)** [ CS ]  
At 3rd level, you gain Skill Focus (Bluff) as a bonus feat. If you already have this feat, you can select any other feat for which you meet the prerequisite.

**Skills** [ mon ]  
+6 to hide when in Marshes.

**Swift Concentration** [ CS ]  
You can maintain concentration on a spell or similar effect as a swift action.

**Spellcasting** [ CC ]

At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a paragnostic apostle, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

**Spells** [ PH ]

A cleric casts divine spells. A cleric also gets one domain spell of each spell level he can cast, starting at 1st level. When a cleric prepares a spell in a domain spell slot, it must come from one of his two domains. Clerics do not acquire their spells from books or scrolls, nor do they prepare them through study. Instead, they meditate or pray for their spells, receiving them through their own strength of faith or as divine inspiration. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells, and decide which ones to choose for that day. Time spent resting has no effect on whether a cleric can prepare spells.

**Spontaneous Casting** [ PH ]

You can channel stored spell energy into healing spells that you did not prepare ahead of time. You can "lose" any prepared spell that is not a domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

**Summoning (Sp)** [ mon ]

Bullywug clerics casting Summon Monster spells have a 50% chance of summoning one more monster than the spell indicates, and a 25% chance of their summoned monsters rampaging out of control, attacking randomly.

**Turn or Rebuke Undead (Su)** [ PH ]

Any cleric, regardless of alignment, has the power to affect undead creatures (such as skeletons, zombies, ghosts, and vampires) by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead, page 159). A good cleric can turn or destroy undead creatures. An evil cleric instead rebukes or commands such creatures., forcing them to cower in awe of his power. A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

**Unrestricted Conjunction** [ CS ]

For the purpose only of casting conjuration spells, you can ignore any restrictions that forbid you from casting spells of certain alignments. In addition, regular use of conjuration spells with the evil descriptor does not threaten to change your alignment. For example, a good cleric who becomes a malconvoker could cast summon monster I to summon a fiendish raven (whose alignment gives the spell the evil descriptor). The cleric could not cast death knell, though, which has the evil descriptor but is not of the conjuration school.

**Vernal Touch (Su)** [ My ]

At will, spend a standard action and touch a creature. You remove all dazed, nauseated, fatigued, and exhausted conditions from the target. For indeed, this touch attack functions as Turn Undead used by a cleric two levels higher than your total level, affecting only the touched undead.

**Weapon and Armor Proficiency** [ PH ]

Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

Feats	
<b>Augment Summoning</b>	[Mag]
Your summoned creatures are more powerful than normal. Your summoned creatures are better than normal.	
Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it. Creatures you summon with any summoning spell are slightly enhanced. They gain one more die of hit points (but they are not treated as +1 HD creatures) and a +1 competence bonus on their attack and damage rolls.	
<b>Cosmopolitan (Bluff)</b>	[My]
Chosen skill is now a class skill	
<b>Divine Metamagic (Persistent Spell, Repeat Spell)</b>	[CD]
You can channel energy into some of your divine spells to make them more powerful.	
When you take this feat, choose a metamagic feat that you know. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to divine spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a holy smite he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.	
<b>Imbued Summoning</b>	[PH2]
Your summoning spells gain an element of surprise. You can summon creatures that come into existence with the benefit of a spell such as invisibility or bull's strength.	
When you cast a spell from the summoning subschool, you can choose to grant the summoned creature or creatures the benefit of any 3rd level or lower spell you can cast. You cast the spell you wish to grant the creatures at the same time you cast your summoning spell. The creature gains the benefit when it appears. An imbued summoning spell uses up a spell slot one level higher than the spell's actual level.	
<b>Persistent Spell</b>	[PG]

You can make a spell last all day. A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or fixed range (for example, comprehend languages or detect magic). Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You need not concentrate on spells such as detect magic or detect thoughts to be aware of the mere presence or absence of the thing detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot six levels higher than the spell's actual level.

**Repeat Spell** [CAr]

You can cast a spell that repeats on the following round.

A repeated spell is automatically cast again at the beginning of your turn in the following round. No matter where you might have moved in the previous round, the second spell originates from the same location and affects the same area as the original spell. If the original spell designates a ranged target, the repeated spell affects the same target if it is within 30 feet of its original position; otherwise, the second spell fails. Touch range spells cannot be affected by this feat.

**Spell Focus (Conjuration)** [PH]

Your spells of a chosen school of magic are more potent than normal.

Add +1 to the Difficulty Class for all saving throws against spells from the selected school of magic.

**Domains**

**Air**

Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability

**Cold**

Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster cold creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

**Water**

Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

**Proficiencies**

Aspergillum (Heavy), Battle Gauntlet, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Darts (Barbed), Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Ranged Spell, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Strike (Unarmed), Unarmed Strike

**Templates**

Phrenic

Psionic

Unseelie Fey



Innate

- Force Screen

Precognition, Defensive

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<div><div></div><div><b>Force Screen</b></div></div>	Psychokinesis [Force]	1 standard action	[CASTERLEVEL] minutes	Personal	TME:p.108
[Au] <b>TARGET:</b> You; <b>EFFECT:</b> You create an invisible mobile disk of force that hovers in front of you. The force screen provides a +4 shield bonus to Armor Class [which applies against incorporeal touch attacks, since the force screen is a force effect]. Since it hovers in front of you, the effect has no armor check penalty associated with it. Augment: For every 4 additional power points you spend, the shield bonus to Armor Class improves by 1. [SR:No]					
<div><div></div><div><b>Precognition, Defensive</b></div></div>	Clairsentience	1 standard action	[CASTERLEVEL] min. [D]	Personal	TME:p.124
[Ma, Vi] <b>TARGET:</b> You; <b>EFFECT:</b> Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows. You gain a +1 insight bonus to AC and on all saving throws. If caught in a situation where your Dexterity bonus isn't applied to your Armor Class, this bonus to AC and saving throws does not apply. Augment: You can augment this power in one or both of the following ways. 1. For every 3 additional power points you spend, the insight bonus gained increases by 1. 2. If you spend 6 additional power points, you can manifest this power as a swift action.					

\* =Domain/Speciality Spell

Cleric Spells

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

LEVEL 0 / Per Day:6 / Caster Level:11

Name	School	Time	Duration	Range	Source
<div><div></div><div><b>Amanuensis</b></div></div>	Transmutation	1 standard action	10 minute/level	Close (50 ft.)	SC:p.9
[V,S] <b>TARGET:</b> Object or objects with writing; <b>EFFECT:</b> You point at the writing and then move your hand as though holding a stylus or quill. As you intone the spell, the script appears on a sheet of paper close at hand. You cause writing from one source [such as a book] to be copied into a book, paper, or parchment. This spell copies 250 words per minute and creates a perfect duplicate of the original. The spell copies only nonmagical text, not illustrations or magical writings [such as the text of a spellbook, a spell scroll, or a sepia snake sigil]. If the target contains normal and magical writing [such as a letter with explosive runes], only the normal text is copied, leaving blank space in the copied text where the magical writing would be expected. Likewise, if the target contains text and illustration, only the text is copied. The spell triggers [but does not copy] writing-based magic traps in the material being copied. Blank paper, parchment, or a book must be provided for the spell to write upon. If the target has multiple pages, the spell automatically turns to the next blank page whenever necessary. If more pages in the target exist than blank pages are available, the spell copies the original until it runs out of blank pages. At any time during the spell's duration you can redirect the magic to copy from another target, copy onto a different blank source, or resume a duplication that was interrupted by a shortfall of blank pages. The spell does not translate the copied writing. If you do not understand the original, you have no additional ability to understand the copy. [SR:Yes [object]; DC:14, Will negates [object]]					
<div><div></div><div><b>Create Water</b></div></div>	Conjuration [Creation] [Water, Water Shugenja]	1 standard action	Instantaneous	Close (50 ft.)	PH:p.215
[V, S] <b>TARGET:</b> Up to 22 gallons of water; <b>EFFECT:</b> This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles. Note: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. [SR:No]					
<div><div></div><div><b>Cure Minor Wounds</b></div></div>	Conjuration [Healing] [Water Shugenja]	1 standard action	Instantaneous	Touch	PH:p.216
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> This spell functions like cure light wounds, except that it cures only 1 point of damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
<div><div></div><div><b>Detect Ghost</b></div></div>	Divination [Ectomancy]	1 action	Concentration, up to 11 minutes [D]	60 ft	GW:p.51
[V, S] <b>TARGET:</b> Quarter-circle emanating from you to the extreme of the range; <b>EFFECT:</b> You detect ghosts. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of ghosts. 2nd Round: Number of different ghosts. 3rd Round: The location of each ghost. [SR:No]					
<div><div></div><div><b>Detect Magic</b></div></div>	Divination [Antimagic Domain, Divination I]	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	PH:p.219
[V, S] <b>TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. [Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.] Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, detect magic indicates the stronger of the two. I,----- Aura Power ----- Spell or Object [Faint [Moderate [Strong [Overwhelming Functioning spell [spell level] [3rd or lower [4th-6th [7th-9th [10th+ [deity-level] Magic item [caster level] [5th or lower [6th-11th [12th-20th [21st+ [artifact] Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength [Duration of Lingering Aura Faint [1d6 rounds Moderate [1d6 minutes Strong [1d6x10 minutes Overwhelming [1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. [SR:No]					
<div><div></div><div><b>Detect Poison</b></div></div>	Divination [Water Shugenja]	1 standard action	Instantaneous	Close (50 ft.)	PH:p.219
[V, S] <b>TARGET:</b> One creature, one object, or a 5-ft. cube; <b>EFFECT:</b> You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft [alchemy] skill may try a DC 20 Craft [alchemy] check if the Wisdom check fails, or may try the Craft [alchemy] check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]					
<div><div></div><div><b>Disrupt Ectoplasm</b></div></div>	Necromancy [Ectomancy]	1 action	Instantaneous	Close (50 ft.)	GW:p.52
[V, S] <b>TARGET:</b> Ray; <b>EFFECT:</b> You direct a ray of energy that damages ectoplasm. You must make a ranged touch attack roll to hit, and if the ray hits a ghost or object made of ectoplasm, it deals 1d6 points of damage to it. This damage bypasses the hardness of ectoplasmic objects and the damage reduction of ectoplasmic creatures. [SR:Yes]					
<div><div></div><div><b>Guidance</b></div></div>	Divination [Air Shugenja]	1 standard action	1 minute or until discharged	Touch	PH:p.238
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies. [SR:Yes; DC:14, Will negates (harmless)]					
<div><div></div><div><b>Inflict Minor Wounds</b></div></div>	Necromancy	1 standard action	Instantaneous	Touch	PH:p.244
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> This spell functions like inflict light wounds, except that you deal 1 point of damage and a Will save negates the damage instead of halving it. [SR:Yes; DC:14, Will negates]					
<div><div></div><div><b>Light</b></div></div>	Evocation [Light, Fire Shugenja, Evocation I]	1 standard action	110 minutes [D]	Touch	PH:p.248
[V, M/DF] <b>TARGET:</b> Object touched; <b>EFFECT:</b> This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius [and dim light for an additional 20 feet] 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. A light spell [one with the light descriptor] counters and dispels a darkness spell [one with the darkness descriptor] of an equal or lower level. Arcane Material Component: A firefly or a piece of phosphorescent moss. [SR:No]					
<div><div></div><div><b>Mending</b></div></div>	Transmutation [Earth Shugenja]	1 standard action	Instantaneous	10 ft.	PH:p.253
[V, S] <b>TARGET:</b> One object of up to 1 lb.; <b>EFFECT:</b> Mending repairs small breaks or tears in objects [but not warps, such as might be caused by a warp wood spell]. It will weld broken metallic objects such as a 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 a wineskin is completely healed over by mending. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staves, or wands, nor does it affect creatures [including constructs]. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
<div><div></div><div><b>No Light</b></div></div>	Transmutation	1 standard action	1 minute/level	Close (50 ft.)	BV:BoVD
[V, S] <b>TARGET:</b> 20-ft radius spread; <b>EFFECT:</b> Prevents normal light from illuminating. [SR:No]					
<div><div></div><div><b>Preserve Organ</b></div></div>	Necromancy	10 minutes	24 hours	Touch	BV:BoVD
[V, S, DF] <b>TARGET:</b> one organ; <b>EFFECT:</b> Protects one detached organ from decay for 24 hours. [SR:Yes; DC:14, Fortitude negates (harmless)]					
<div><div></div><div><b>Purify Food and Drink</b></div></div>	Transmutation [Water Shugenja]	1 standard action	Instantaneous	10 ft.	PH:p.267
[V, S] <b>TARGET:</b> 11 cu. ft. of contaminated food and water; <b>EFFECT:</b> 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 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. [SR:Yes (object); DC:14, Will negates (object)]					
<div><div></div><div><b>Read Magic</b></div></div>	Divination	1 standard action	110 minutes	Personal	PH:p.269
[V, S, F] <b>TARGET:</b> You; <b>EFFECT:</b> By means of read magic, you can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell. Focus: A clear crystal or mineral prism. [SR:No]					
<div><div></div><div><b>Resistance</b></div></div>	Abjuration [Earth Shugenja, Abjuration Do]	1 standard action	1 minute	Touch	PH:p.272
[V, S, M/DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. Arcane Material Component: A miniature cloak. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
<div><div></div><div><b>Styptic</b></div></div>	Conjuration [Healing]	1 action	Instantaneous	Touch	SA:p.17
[S M] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The target of this spell immediately stops bleeding from any wounds it has suffered from slashing or piercing weapons or wounding effects. The spell also immediately stabilizes a creature that is dying as a result of such injuries. Styptic has no effect on injuries resulting from other types of damage, or on conditions that do not deal hit point damage. Material Component: A specially carved stick with a wax tip. [SR:Yes (harmless); DC:15, Will Negates (harmless)]					
<div><div></div><div><b>Summon Holy Symbol</b></div></div>	Conjuration (Summoning)	1 standard action	1 round/level [D]	0 ft.	CC:p.128
[V, S] <b>TARGET:</b> Small wooden holy symbol; <b>EFFECT:</b> You whisper a prayer to your deity, and his symbol appears in your hand. You conjure a small holy symbol, which you can then use to turn undead, or as a divine focus for spells, or for any other purpose that you would normally use one. The conjured holy symbol is made of wood and is neither magical nor particularly valuable. [SR:No]					
<div><div></div><div><b>Virtue</b></div></div>	Transmutation [Earth Shugenja]	1 standard action	1 min.	Touch	PH:p.298
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The subject gains 1 temporary hit point. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
* =Domain/Speciality Spell					

Cleric Spells					
LEVEL 1 / Per Day:6+1 / Caster Level:11					
Name	School	Time	Duration	Range	Source
<div><div><div></div><div></div><div></div><div></div></div><div>Anarchic Water</div></div>	Transmutation [Chaotic]	1 minute	Instantaneous	Touch	SC:p.11
<div>[V,S,M] TARGET: Flask of water touched; <b>EFFECT:</b> You speak the ancient, slippery words as you pour the iron and silver into the flask. Despite the fact that there is more powder than room in the bottle, all of it dissolves, leaving a flask of water swirling with motes of gold. This transmutation imbues a flask [1 pint] of water with the energy of chaos, turning it into anarchic water. Anarchic water damages lawful outsiders the way holy water damages undead and evil outsiders. A flask of anarchic water can be thrown as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, the bearer must open the flask and pour the anarchic water out onto the target. Thus, a character can douse an incorporeal creature with anarchic water only if he is adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity. A direct hit by a flask of anarchic water deals 2d4 points of damage to a lawful outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash. Material Component: 5 pounds of powdered iron and silver [worth 25 gp]. [SR:Yes [object]; DC:15, Will negates [object]]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Angry Ache</div></div>	Necromancy	1 standard action	1 minute/level	Close (50 ft.)	BV:BoVD
<div>[V, S] TARGET: one living creature; <b>EFFECT:</b> Subject takes -2 penalty on attack rolls. [SR:Yes; DC:15, Fortitude negates]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Bane</div></div>	Enchantment (Compulsion) [Fear, Mind-Aff]	1 standard action	11 minutes	50 ft.	PH:p.203
<div>[V, S, DF] TARGET: All enemies within 50 ft.; <b>EFFECT:</b> Bane fills your enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects. Bane counters and dispels bless. [SR:Yes; DC:15, Will negates]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Blade of Blood</div></div>	Necromancy	1 swift action	1 round/level or until discharged	Touch	PH2:p.103
<div>[V,S] TARGET: Weapon touched; <b>EFFECT:</b> Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage. [SR:No]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Bless</div></div>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 minutes	50 ft.	PH:p.205
<div>[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; <b>EFFECT:</b> Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects. Bless counters and dispels bane. [SR:Yes (harmless)]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Blessed Aim</div></div>	Divination	1 standard action	1 minute/level	50 ft.	SC:p.31
<div>[V,S] TARGET: 50 ft. spread, centered on you; <b>EFFECT:</b> This spell grants your allies within the spread a +2 morale bonus on ranged attack rolls. [SR:No; DC:15, Will negates [harmless]]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Bless Water</div></div>	Transmutation [Good]	1 minute	Instantaneous	Touch	PH:p.205
<div>[V, S, M] TARGET: Flask of water touched; <b>EFFECT:</b> This transmutation imbues a flask [1 pint] of water with positive energy, turning it into holy water. Material Component: 5 pounds of powdered silver [worth 25 gp]. [SR:Yes (object); DC:15, Will negates (object)]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Blood Wind</div></div>	Evocation	1 swift action	1 round	Close (50 ft.)	SC:p.33
<div>[V,S] TARGET: A single creature with Intelligence 4 or higher; <b>EFFECT:</b> The subject can take a full attack action to use all of its natural weapons or unarmed strikes as if they were thrown weapons with a 20-foot range increment. The subject gestures as if making a melee attack, but the result of the attack affects a target within range. This spell does not actually grant reach, and so does not help provide a flanking bonus or allow the subject to make attacks of opportunity at any range greater than normal. The subject uses its normal melee attack bonuses and deals damage normally if it hits, though the target of the attacks can benefit from cover or concealment. [SR:Yes [harmless]; DC:15, Will negates [harmless]]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Cause Fear</div></div>	Necromancy [Fear, Mind-Affecting, Fire Sh]	1 standard action	1d4 rounds or 1 round; see text	Close (50 ft.)	PH:p.208
<div>[V, S] TARGET: One living creature with 5 or fewer HD; <b>EFFECT:</b> The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more Hit Dice are immune to this effect. Cause fear counters and dispels remove fear. [SR:Yes; DC:15, Will partial]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>*Chill Touch</div></div>	Necromancy [Cold Domain]	1 standard action	Instantaneous	Touch	PH:p.209
<div>[V, S] TARGET: Up to 11 Creatures touched; <b>EFFECT:</b> A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level. An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds +1 round per caster level. [SR:Yes; DC:15, Fortitude partial or Will negates; see text]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Cloak of Shade</div></div>	Abjuration	1 standard action	11 hour [D]	Touch	Sp:p.112
<div>[V,S,DF] TARGET: Creature Touched; <b>EFFECT:</b> Protects target from normal heat exposure. [SR:Yes (harmless)]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Cold Fire</div></div>	Transmutation [Cold]	1 standard action	1 minute/level [fire source] or Instantane	Close (50 ft.)	SC:p.50
<div>[V,S,DF] TARGET: One fire source [up to a 20-ft. cube] or one creature; see text; <b>EFFECT:</b> You are able to change the normal flames of a fire [any blaze that lasts for more than 1 round] into cold flames. Affected flames deal cold damage to creatures that come into contact with them. The spell can also affect magical fires such as those generated by a wall of fire, provided the affected fire is small enough. Cold fire flames burn blue and white for the duration of the spell. If the target is a creature with the fire subtype or vulnerability to cold, the spell deals 1d6 points of cold damage per two caster levels [maximum 5d6] to the creature, but has no further effect. [SR:Yes [creature]; DC:15, No [fire] or Fortitude half]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Command</div></div>	Enchantment (Compulsion) [Language-Dep]	1 standard action	1 round	Close (50 ft.)	PH:p.211
<div>[V] TARGET: One living creature; <b>EFFECT:</b> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options. Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal. Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn. Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties. Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal. Halt: The subject stands in place for 1 round. It may not take any actions but it is not considered helpless. If the subject can't carry out your command on its next turn, the spell automatically fails. [SR:Yes; DC:15, Will negates]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Comprehend Languages</div></div>	Divination	1 standard action	110 minutes	Personal	PH:p.212
<div>[V, S, M/DF] TARGET: You; <b>EFFECT:</b> You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page [250 words] per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic [such as the secret page and illusory script spells]. It does not decipher codes or reveal messages concealed in otherwise normal text. Comprehend languages can be made permanent with a permanency spell. Arcane Material Component: A pinch of soot and a few grains of salt. [SR:No]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Conjure Ice Beast I</div></div>	Conjuration (Creation) [Cold]	1 round	11 rounds [D]	Close (50 ft.)	Fr:p.91
<div>[V,S,DF] TARGET: One conjured ice creature; <b>EFFECT:</b> Creates a creature to fight for you. [SR:No]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Conviction</div></div>	Abjuration	1 standard action	10 minutes/level	Touch	SC:p.52
<div>[V,S,M] TARGET: Creature touched; <b>EFFECT:</b> This spell bolsters the mental, physical, and spiritual strength of the creature touched. The spell grants the subject a +2 morale bonus on saving throws, with an additional +1 to the bonus for every six caster levels you have [maximum +5 morale bonus at 18th level]. Material Component: A small parchment with a bit of holy text written upon it. [SR:Yes [harmless]; DC:15, Will negates [harmless]]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Create Ectoplasm</div></div>	Conjuration (Creation) [Ectomancy]	1 action	110 minutes	Touch	GW:p.50
<div>[V, S] TARGET: [CASTERLEVEL] lbs. of raw ectoplasm; <b>EFFECT:</b> You create raw ectoplasm. The ectoplasm forms from your hands, eyes, or mouth, and may be pale gray, light blue, light green, or pale yellow. You may create sticky or slippery ectoplasm. The ectoplasm does not vanish until the spell duration has expired, but if the spell is dispelled and the ectoplasm has been in existence for more than 10 minutes, it vanishes instantly. [SR:No]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Cure Light Wounds</div></div>	Conjuration (Healing) [Water Shugenja]	1 standard action	Instantaneous	Touch	PH:p.215
<div>[V, S] TARGET: Creature touched; <b>EFFECT:</b> When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:16, Will half (harmless); see text]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Delay Disease</div></div>	Conjuration (Healing)	1 standard action	24 hours	Touch	SC:p.63
<div>[V,S,DF] TARGET: Creature touched; <b>EFFECT:</b> The progress of any nonmagical disease that already afflicts the target is halted for the duration of the spell. Delay disease allows the subject to skip the required saving throw against the disease for the day that the spell is in effect. During this period, the subject accrues no further ability damage from the disease. A skipped saving throw counts as neither a success nor a failure for the purpose of recovery from the disease. Furthermore, the incubation period of any disease to which the subject is exposed during the spell's duration does not begin until the spell expires. Delay disease does not cure any damage that a disease might already have dealt, and it has no effect on magical or supernatural diseases. [SR:Yes [harmless]; DC:16, Will negates [harmless]]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Detect Chaos</div></div>	Divination	1 standard action	Concentration, up to 110 minutes [D]	60 ft.	PH:p.218
<div>[V, S, DF] TARGET: Cone-shaped emanation; <b>EFFECT:</b> This spell functions like detect evil, except that it detects the auras of chaotic creatures, clerics of chaotic deities, chaotic spells, and chaotic magic items, and you are vulnerable to an overwhelming chaotic aura if you are lawful. [SR:No]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Detect Evil</div></div>	Divination	1 standard action	Concentration, up to 110 minutes [D]	60 ft.	PH:p.218
<div>[V, S, DF] TARGET: Cone-shaped emanation; <b>EFFECT:</b> You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of evil. 2nd Round: Number of evil auras [creatures, objects, or spells] in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming [see below], and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or [in the case of a cleric] class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two. ----- Aura Power ----- Creature/Object [Faint  Moderate  Strong  Overwhelming Evil creature] [HD]  10 or lower  11-25  26-50  51 or higher Undead [HD]  2 or lower  3-8  9-20  21 or higher Evil outsider [HD]  1 or lower  2-4  5-10  11 or higher Cleric of an evil deity 2 [class levels]  1  2-4  5-10  11 or higher Evil magic item or spell [caster level]  2nd or lower  3rd-8th  9th-20th  21st or higher 1 Except for undead and outsiders, which have their own entries on the table. 2 Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies. Lingering Aura: An evil aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a creature or magic item]. If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength  Duration of Lingering Aura Faint  1d6 rounds Moderate  1d6 minutes Strong  1d6x10 minutes Overwhelming  1d6 days Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Detect Fire</div></div>	Divination [Cold]	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	Fr:p.92
<div>[V,S] TARGET: Cone-shaped emanation; <b>EFFECT:</b> Functions like detect magic but detect fire/heat within 60 ft. [SR:No]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Detect Good</div></div>	Divination	1 standard action	Concentration, up to 110 minutes [D]	60 ft.	PH:p.219
<div>[V, S, DF] TARGET: Cone-shaped emanation; <b>EFFECT:</b> This spell functions like detect evil, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil. Healing potions, antidotes, and similar beneficial items are not good. [SR:No]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Detect Incarnum</div></div>	Divination	1 standard action	Concentration, up to 10 min./level	60 ft.	Mo:p.101
<div>[V, S, DF] TARGET: Cone-shaped emanation; <b>EFFECT:</b> You can sense the presence of incarnum. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of incarnum [including creatures with the incarnum subtype, soulmelds, or magic items invested with essentia]. 2nd Round: Number of incarnum auras [soulmelds, creatures with the incarnum subtype, and so on] in the area and the power of the most potent aura present [see the table]. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, you can discern its direction but not its exact location. The power of an incarnum aura depends on the type of creature or object that you're detecting and its Hit Dice or caster level, as shown on the table. If an aura falls into more than one strength category, the spell indicates the stronger of the two. [SR:No]</div>					
<div><div><div></div><div></div><div></div><div></div></div><div>Detect Law</div></div>	Divination	1 standard action	Concentration, up to 110 minutes [D]	60 ft.	PH:p.219
<div>[V, S, DF] TARGET: Cone-shaped emanation; <b>EFFECT:</b> This spell functions like detect evil, except that it detects the auras of lawful creatures, clerics of lawful deities, lawful spells, and lawful magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic. [SR:No]</div>					
* =Domain/Specialty Spell					

# Cleric Spells

☐☐☐☐☐	<b>Detect Taint</b>	Divination	1 standard action	Concentration, up to 110 minutes [D]	60 ft.	HH:p.128
<b>[V, S] TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You can sense the presence of taint in nearby objects and creatures. The amount of information revealed depends on how long you study a particular area or subject: 1st Round: Presence or absence of taint within the area. 2nd Round: Number of tainted creatures in the area and the strength of the strongest tainted aura present. If you are free of taint, if the strongest tainted aura is overwhelming [see below], and if the strength of the tainted aura is at least twice your character level, you are nauseated for 1 round and the spell ends. 3rd Round: The strength and location of each tainted aura. If a tainted aura is outside your line of sight, you discern its direction but not its exact location. Aura Strength: The strength of a tainted aura depends on the corruption or depravity score [whichever is higher] of the creature you are detecting, or the amount of taint bestowed by an object, location, or creature without a taint score. Taint Taint Aura Score Bestowed Strength 1 0* Faint 2-6 1 Moderate 7-14 1d2 or 1d3 Strong 15+ 1d4 or more Overwhelming *An object or location that is tainted in some way but does not bestow taint generally has a faint aura strength. If an aura falls into more than one strength category, you learn about the stronger of the two. Length Aura Lingers: How long the aura lingers depends on its original strength: Original Duration of Strength Lingering Aura Faint 1d6 minutes Moderate 1d6/10 minutes Strong 1d6 hours Overwhelming 1d6 days Each round, you can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. <b>[SR:No]</b>						
☐☐☐☐☐	<b>Detect Undead</b>	Divination	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	PH:p.220
<b>[V, S, M/DF] TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area. 1st Round: Presence or absence of undead auras. 2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming [see below], and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the following table: HD  Strength 1 or lower  Faint 2-4  Moderate 5-10  Strong 11 or higher  Overwhelming Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength  Duration of Lingering Aura Faint  1d6 minutes Moderate  1d6 minutes Strong  1d6x10 minutes Overwhelming  1d6 days Each round, you can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Arcane Material Component: A bit of earth from a grave. <b>[SR:No]</b>						
☐☐☐☐☐	<b>Detect Weaponry</b>	Divination	1 standard action	Concentration, up to 110 minutes [D]	Close (50 ft.)	Ci:p.66
<b>[V,S] TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> Reveals weapons within 60 feet. <b>[SR:No]</b>						
☐☐☐☐☐	<b>Dispel Ward</b>	Abjuration	1 standard action	Instantaneous	Medium (210 ft.)	SC:p.67
<b>[V,S] TARGET:</b> One warded object or area; <b>EFFECT:</b> This spell functions like dispel magic [PH 223], except that it can be used only in the targeted or area version, and it affects only abjuration magic placed upon objects or areas [such as arcane lock, explosive runes, fire trap, glyph of warding, and guards and wards.]. The maximum bonus on the level check is +10. <b>[SR:No]</b>						
☐☐☐☐☐	<b>Divine Favor</b>	Evocation	1 standard action	1 minute	Personal	PH:p.224
<b>[V, S, DF] TARGET:</b> You; <b>EFFECT:</b> Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have [at least +1, maximum +3]. The bonus doesn't apply to spell damage. <b>[SR:No]</b>						
☐☐☐☐☐	<b>Divine Inspiration</b>	Divination	1 standard action	1d4 rounds	Touch	BE:p.96
<b>[Sacrifice] TARGET:</b> One creature touched; <b>EFFECT:</b> This spell helps to tip the momentum of combat in the favor of good, granting limited precognitive ability that enables the spell's recipient to circumvent the defenses of evil opponents. The target of the spell gains a +3 sacred bonus on all attack rolls made against evil creatures. This bonus does not apply to attacks made against nonevil creatures. Sacrifice: 1d2 points of Strength damage. <b>[SR:Yes (harmless)]</b>						
☐☐☐☐☐	<b>Doom</b>	Necromancy [Fear, Mind-Affecting]	1 standard action	11 minutes	Medium (210 ft.)	PH:p.225
<b>[V, S, DF] TARGET:</b> One living creature; <b>EFFECT:</b> This spell fills a single subject with a feeling of horrible dread that causes it to become shaken. <b>[SR:Yes; DC:15, Will negates]</b>						
☐☐☐☐☐	<b>Drug Resistance</b>	Enchantment	1 standard action	1 hour/level	Touch	BV:BoVD
<b>[V, M] TARGET:</b> one living creature; <b>EFFECT:</b> Subject is immune to addiction. <b>[SR:Yes; DC:15, Fortitude negates (harmless)]</b>						
☐☐☐☐☐	<b>Ease of Breath</b>	Necromancy [Cold]	1 standard action	11 hours	Touch	Fr:p.93
<b>[V,S,DF] TARGET:</b> Creature touched; <b>EFFECT:</b> Grants +20 bonus on Fortitude saves to resist altitude sickness & fatigue. <b>[SR:No]</b>						
☐☐☐☐☐	<b>Ebon Eyes</b>	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.77
<b>[V,S,M] TARGET:</b> Creature touched; <b>EFFECT:</b> The subject of this spell gains the ability to see normally in natural and magical darkness, although it does not otherwise improve the subject's ability to see in natural dark or shadowy conditions. The subject ignores the magic chance due to lack of illumination other than total darkness. While the spell is in effect, a jet-black film covers the subject's eyes, a visual effect that gives the spell its name. Material Component: A pinch of powdered black gemstone of any type. <b>[SR:Yes [harmless]]</b>						
☐☐☐☐☐	<b>Endure Elements</b>	Abjuration [WujenEarth, WujenFire, WujenI	1 standard action	24 hours	Touch	PH:p.226
<b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected. Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth. <b>[SR:Yes (harmless); DC:15, Will negates (harmless)]</b>						
☐☐☐☐☐	<b>Entropic Shield</b>	Abjuration	1 standard action	11 minutes [D]	Personal	PH:p.227
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance [similar to the effects of concealment]. Other attacks that simply work at a distance are not affected. <b>[SR:No]</b>						
☐☐☐☐☐	<b>Extract Drug</b>	Conjuration (Creation)	1 minute	Permanent	Touch	BV:BoVD
<b>[V, S, F] TARGET:</b> one dose of drug; <b>EFFECT:</b> Creates drug from inanimate object. <b>[SR:No]</b>						
☐☐☐☐☐	<b>Eyes of the Avoral</b>	Transmutation	1 standard action	10 minutes/level	Touch	BE:p.99
<b>[S] TARGET:</b> One creature; <b>EFFECT:</b> The subject gains an avoral's sharp eyesight, receiving a +8 racial bonus on Spot checks for the duration of the spell. <b>[SR:Yes (harmless); DC:15, Will negates (harmless)]</b>						
☐☐☐☐☐	<b>Faith Healing</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	SC:p.87
<b>[V,S] TARGET:</b> Living creature touched; <b>EFFECT:</b> When laying your hand upon a living creature, you channel positive energy that cures 8 points of damage +1 point per caster level 5. The spell works only on a creature that worships the same deity as you. A target with no deity or a different deity from yours is unaffected by the spell, even if the target would normally be harmed by positive energy. <b>[SR:Yes [harmless]; DC:16, Will negates [harmless]]</b>						
☐☐☐☐☐	<b>Favorable Difficulty</b>	Abjuration	1 standard action	1 hour/level	Touch	SC:p.89
<b>[V,S,M] TARGET:</b> Creature touched; <b>EFFECT:</b> The subject receives the protection of a divine power commensurate with the value of the expended material component. Only one of the benefits described below applies per casting of this spell; they do not stack. By expending 250 gp, you grant the subject damage reduction 5/magic; resistance to acid, cold, electricity, fire, and sonic 10; and spell resistance equal to your caster level. By expending 1,000 gp, you grant the subject damage reduction 10/magic; resistance to acid, cold, electricity, fire, and sonic 15; and spell resistance equal to your caster level +5. By expending 10,000 gp, you grant the subject damage reduction 20/magic; resistance to acid, cold, electricity, fire, and sonic 20; and spell resistance equal to your caster level +10. Material Component: Gems worth a total of 250 gp, 1,000 gp, or 10,000 gp. <b>[SR:Yes [harmless]; DC:15, Will negates [harmless]]</b>						
☐☐☐☐☐	<b>Fortify Cold Creatures</b>	Transmutation [Cold]	1 standard action	11 rounds	Close (50 ft.)	Fr:p.94
<b>[V,S,DF] TARGET:</b> 11 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Cold subtype creature gain +1 sacred bonus to all attack rolls and saving throws against fire effects. <b>[SR:No]</b>						
☐☐☐☐☐	<b>Foundation of Stone</b>	Transmutation [Earth]	1 standard action	1 round/level	Close (50 ft.)	SC:p.99
<b>[V,M] TARGET:</b> One creature/level, no two of which are more than 30 ft. apart; <b>EFFECT:</b> As long as they do not move and remain standing on solid ground, the subject creatures gain a +2 bonus to Armor Class and a +4 bonus on Strength checks made to resist being bull rushed or tripped. If this spell is cast in mountainous terrain, the bonus on Strength checks granted by this spell increases to +6. <b>[SR:Yes [harmless]]</b>						
☐☐☐☐☐	<b>Grave Strike</b>	Divination [Good]	1 swift action	1 round	Personal	SC:p.107
<b>[V,DF] TARGET:</b> You; <b>EFFECT:</b> For 1 round, you can deliver sneak attacks against undead as if they were not immune to extra damage from sneak attacks. To attack an undead creature in this manner, you must still meet the other requirements for making a sneak attack. This spell applies only to sneak attack damage. It gives you no ability to affect undead with critical hits, nor does it confer any special ability to overcome the damage reduction or other defenses of undead creatures.						
☐☐☐☐☐	<b>Guiding Light</b>	Evocation	1 standard action	1 minute/level [D]	Long (840 ft.)	SC:p.108
<b>[V,S] TARGET:</b> Creatures in a 5-ft.-radius burst; <b>EFFECT:</b> Bright lights shine at the targets. The lights grant a +2 circumstance bonus on ranged attack rolls against any highlighted target. If a creature gains total cover or total concealment relative to you, or if it leaves the area, the spell ends for that target. <b>[SR:Yes]</b>						
☐☐☐☐☐	<b>Healer's Vision</b>	Divination	1 standard action	1 round/level [D]	Personal	CS:null
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> Gain +5 bonus on Heal checks, and +2 attack and damage on sneak attacks.						
☐☐☐☐☐	<b>Healthful Rest</b>	Conjuration (Healing)	10 minutes	24 hours	Close (50 ft.)	SC:p.111
<b>[V,S] TARGET:</b> One creature/level, no two of which can be more than 30 feet apart; <b>EFFECT:</b> Healthful rest doubles the subjects' natural healing rate. Each affected creature regains twice the hit points and ability damage it otherwise would have regained during that day, depending on its activity level [PH 76]. <b>[SR:Yes [harmless]; DC:16, Will negates [harmless]]</b>						
☐☐☐☐☐	<b>Hemorrhage</b>	Necromancy	1 action	[5,5] rounds	Touch	SA:p.9
<b>[V S DF] TARGET:</b> Creature touched; <b>EFFECT:</b> Your touch inflicts a deep, painful wound that bleeds profusely and refuses to heal. The target takes 1d3 points of damage per round from bleeding until the spell's duration expires. Nonmagical healing neither stops the blood loss nor restores hit points lost from such bleeding. A cure spell restores hit points normally but does not stop the bleeding. A styptic or heal spell both stops the bleeding and restores lost hit points as it normally would. Hemorrhage is countered by stypitic. <b>[SR:Yes; DC:15, Will negates]</b>						
☐☐☐☐☐	<b>Hide from Undead</b>	Abjuration [Extomancy]	1 standard action	110 minutes [D]	Touch	PH:p.241
<b>[V, S, DF] TARGET:</b> 11 touched creatures; <b>EFFECT:</b> Undead cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. However, if it has reason to believe unseen opponents are present, it can attempt to find or strike them. If a warded creature attempts to turn or command undead, touches an undead creature, or attacks any creature [even with a spell], the spell ends for all recipients. <b>[SR:Yes; DC:15, Will negates (harmless); see text]</b>						
☐☐☐☐☐	<b>Ice Gauntlet</b>	Evocation [Cold]	1 standard action	1 minute/level [D]	Personal	SC:p.119
<b>[V,DF] TARGET:</b> You; <b>EFFECT:</b> You can attack with your fist in all respects as if you were wearing a +1 spiked gauntlet. The +1 spiked gauntlet deals normal damage for your size and 1d4 points of cold damage. Damage reduction applies to the ice gauntlet's normal damage, but it does not affect the cold damage. If you fail a saving throw against a fire effect, the ice gauntlet melts and the spell ends.						
☐☐☐☐☐	<b>Ice Slick</b>	Conjuration (Creation) [Cold]	1 standard action	11 rounds [D]	Close (50 ft.)	Fr:p.100
<b>[V,S,DF] TARGET:</b> One 20-ft. square; <b>EFFECT:</b> Reduce movement to half and require save or creature falls. <b>[SR:No; DC:16, See text]</b>						
☐☐☐☐☐	<b>Impede</b>	Enchantment (Compulsion)	1 standard action	1 round/level [D]	Medium (210 ft.)	CC:p.122
<b>[V, S, DF] TARGET:</b> One humanoid creature; <b>EFFECT:</b> Your will clamps down on the subject's mind, making the slightest movement a strenuous effort. This spell locks the subject in place. An affected creature is capable of taking actions, such as attacking or casting spells, but it cannot step from its current square [or squares, if it occupies more than one]. The subject also takes a -1 penalty on melee attack rolls and a -2 penalty on Reflex saves while so rooted. If the subject succeeds on the Initial Will save, it suffers no ill effects and the spell ends immediately. If it fails the initial save, it can attempt a new Will save every round thereafter. Once the subject succeeds on one of these secondary saves, it can move, but its base speed is reduced by 10 feet [to a minimum of 5 feet] for the duration of the spell. If the subject has multiple.MODEs of movement, each is reduced accordingly. If the subject is already under an effect that curtails its ability to move [such as slow or hold person], it also takes a -4 penalty to Dexterity for the duration of this spell, even if the other effect ends before this one does. <b>[SR:Yes; DC:15, Will partial]</b>						
☐☐☐☐☐	<b>Incite</b>	Enchantment (Compulsion) [Mind-Affecting]	1 swift action	1 minute/level	Close (50 ft.)	SC:p.121
<b>[V,S] TARGET:</b> Creatures in a 10-ft. burst; <b>EFFECT:</b> Affected creatures are not allowed to delay or to ready an action. If a subject is currently delaying, it acts as soon as the spell is cast. If the subject currently has an action readied, it loses that action. <b>[SR:Yes; DC:15, Will negates]</b>						
* =Domain/Specialty Spell						



# Cleric Spells

■■■■■ <b>Infllict Light Wounds</b>	<b>Necromancy</b>	1 standard action	Instantaneous	Touch	PH:p.244
<b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage +1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it. <b>[SR:Yes; DC:15, Will half]</b>					
■■■■■ <b>Inhibit</b>	<b>Enchantment (Compulsion) [Mind-Affecting]</b>	1 standard action	Instantaneous	Medium (210 ft.)	SC:p.123
<b>[V,S] TARGET:</b> One creature; <b>EFFECT:</b> You inhibit your foe from acting. The subject is forced to delay until the following round, acting immediately before you on your initiative count. <b>[SR:Yes; DC:15, Will negates]</b>					
■■■■■ <b>Invest Light Protection</b>	<b>Conjuration (Healing)</b>	1 standard action	Instantaneous; see text	Touch	PH2:p.115
<b>[V,S] TARGET:</b> Creature touched; <b>EFFECT:</b> Living creature healed 1d4 +1 per two caster levels [max +3] and gains DR:1/evil for 1 minute. On failed save undead take an extra 1 points of damage from a weapon that overcomes DR/good. <b>[SR:Yes (harmless); see text; DC:16, Will half (harmless); see text]</b>					
■■■■■ <b>Ironguts</b>	<b>Abjuration</b>	1 standard action	10 minutes/level	Touch	SC:p.126
<b>[V,S,M] TARGET:</b> Creature touched; <b>EFFECT:</b> You enable a creature to better fight off the effect of poison. The subject is filled with antitoxin and gains a +5 alchemical bonus on Fortitude saves against all kinds of poisons, whether injury, contact, ingestion, or inhalation. After the spell ends, the subject is nauseated for 1 round. Material Component: A vial containing the diluted poison of four different creatures. <b>[SR:Yes; DC:15, Will negates]</b>					
■■■■■ <b>Lantern Light</b>	<b>Evocation [Good, Light]</b>	1 standard action	1 round/level	Close (50 ft.)	BE:p.101
<b>[S, Abstinence] TARGET:</b> Ray; <b>EFFECT:</b> Rays of holy light flash from your eyes. You can fire 1 ray per 2 caster levels, but no more than 1 ray per round. You must succeed on a ranged touch attack to hit a target. The target takes 1d6 points of damage from each ray. Abstinence Component: You must abstain from sexual intercourse for 24 hours before casting this spell. <b>[SR:Yes]</b>					
■■■■■ <b>Light of Lunia</b>	<b>Evocation [Good, Light]</b>	1 standard action	10 minutes/level [D]	Medium (210 ft.)	SC:p.132
<b>[V,S] TARGET:</b> You and up to two rays; see text; <b>EFFECT:</b> The silvery radiance created by this spell emanates from you in a 30-foot radius, and dim light extends for an additional 30 feet. Beginning one turn after you cast this spell, you can choose to expend some or all of the light of Lunia as a ray of light. You must succeed on a ranged touch attack with the ray to strike a target. You can make a single ranged touch attack that deals 1d6 points of damage, or 2d6 points of damage against undead or evil outsiders, with a range of 30 feet. Spell resistance applies to this attack. This dims your silvery radiance to half 15. You can choose to fire one additional ray with the same characteristics either on the same round or on a subsequent round. Firing the second ray quenches your radiance and ends the spell. <b>[SR:Yes; see text]</b>					
■■■■■ <b>Locate Water</b>	<b>Divination</b>	1 standard action	Concentration, up to 110 minutes	Long (840 ft.)	Sa:p.117-118
<b>[V,S,F/DF] TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> See text. <b>[SR:No]</b>					
■■■■■ <b>Magic Stone</b>	<b>Transmutation [Earth Shugenja]</b>	1 standard action	30 minutes or until discharged	Touch	PH:p.251
<b>[V, S, DF] TARGET:</b> Up to three pebbles touched; <b>EFFECT:</b> You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets [range increment 50 feet]. The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage [including the spell's enhancement bonus], or 2d6+2 points against undead. <b>[SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]</b>					
■■■■■ <b>Magic Weapon</b>	<b>Transmutation [WujenMetal, Earth Shugen]</b>	1 standard action	11 minutes	Touch	PH:p.251
<b>[V, S, DF] TARGET:</b> Weapon touched; <b>EFFECT:</b> Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. [An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.] You can't cast this spell on a natural weapon, such as an unarmed strike [instead, see magic fang]. A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell. <b>[SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]</b>					
■■■■■ <b>Moon Lust</b>	<b>Illusion (Pattern) [Mind-Affecting]</b>	1 standard action	1 round/level	Medium (210 ft.)	SC:p.143
<b>[V,S,F] TARGET:</b> Creature touched; <b>EFFECT:</b> This spell instills in the target an obsessive fascination with the moon. If the target fails its save, it fixates on the moon, staring at the moon or imagining it in its mind, and is considered fascinated for the duration of the spell. If the saving throw is successful, the subject is instead dazzled for the duration of the spell. Sightless creatures are not affected by this spell. Focus: A silver ingot worth 5 gp. <b>[SR:Yes; DC:15, Will negates [harmless]]</b>					
■■■■■ <b>Nightshield</b>	<b>Abjuration</b>	1 standard action	1 minute/level [D]	Personal	SC:p.148
<b>[V,S] TARGET:</b> You; <b>EFFECT:</b> This spell provides a +1 resistance bonus on saving throws; this resistance bonus increases to +2 at caster level 6th and +3 at caster level 9th. In addition, the spell negates magic missile attacks directed at you.					
■■■■■ <b>Nimbus of Light</b>	<b>Evocation [Light]</b>	1 standard action	1 minute/level or until discharged [D]	Personal	SC:p.148
<b>[V,S,DF] TARGET:</b> You; <b>EFFECT:</b> The nimbus of light around you glows like a lantern, providing bright illumination in a 30-foot radius [and shadowy illumination for an additional 30 feet] from you. As a move action, you can coalesce the energy from a nimbus of light around your outstretched arm, and then as a standard action fling it toward a foe within 30 feet. You must succeed on a ranged touch attack with the energy to strike a target. A nimbus of light deals 1d8 points of damage +1 point per round that has elapsed since you cast the spell [maximum 1d8 + caster level]. Attacking with a nimbus of light ends the spell, whether your ranged touch attack is successful or not.					
■■■■■ <b>**Obscuring Mist</b>	<b>Conjuration (Creation) [WujenWater, Water]</b>	1 standard action	11 minutes	20 ft.	PH:p.258
<b>[V, S] TARGET:</b> Cloud spreads in 20-ft. radius from you, 20 ft. high; <b>EFFECT:</b> A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment [attacks have a 20% miss chance]. Creatures farther away have total concealment [50% miss chance, and the attacker cannot use sight to locate the target]. A moderate wind [11+ mph], such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind [21+ mph] disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater. <b>[SR:No]</b>					
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<b>[V, S] TARGET:</b> Cloud spreads in 20-ft. radius from you, 20 ft. high; <b>EFFECT:</b> A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment [attacks have a 20% miss chance]. Creatures farther away have total concealment [50% miss chance, and the attacker cannot use sight to locate the target]. A moderate wind [11+ mph], such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind [21+ mph] disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater. <b>[SR:No]</b>					
■■■■■ <b>Omen of Peril</b>	<b>Divination</b>	1 round	Instantaneous	Personal	SC:p.149
<b>[V,F] TARGET:</b> You; <b>EFFECT:</b> Based on an assessment of your immediate surroundings and chosen path of travel, you receive one of three visions that reflect the next hour's journey: safety, peril, or great danger. The base chance for receiving an accurate reply is 70% +1% per caster level, to a maximum of 90%; the DM makes the roll secretly. If the omen of peril is successful, you get one of three visions, which lasts just a second or two.. Safety: You aren't in any immediate danger. If you continue on your present course [or remain where you are if you have been stationary for some time before casting the spell], you will face no significant monsters, traps, or other challenges for the next hour or so.. Peril: You will face challenges typical of an adventure: challenging but not overwhelming monsters, dangerous traps, and other hazards for the next hour or so.. Great Danger: Your very life is at grave risk. You will likely face powerful NPCs or deadly traps in the next hour. If the roll fails, you get one of the two incorrect results, determined randomly by the DM, and you don't necessarily know that you failed because the DM rolls secretly. Choosing which vision is "correct" takes some educated guesswork on the part of the DM, who should assess the characters' likely courses of action and what dangers they're likely to face. The exact form that an omen of peril takes depends on whether you worship a specific deity, venerate nature as a druid, or simply uphold abstract principles. A druid might see a white dove for safety, a dark cloud obscuring the sun for peril, and a forest fire for great danger. A cleric of Pharlanhgn might get a vision of a straight road for safety, a crossroads for peril, and a washed-out bridge for great danger. Unlike the more powerful augury spell [PH 202], an omen of peril doesn't respond to a specific question. It indicates only the level of danger likely for the next hour, not what form the danger will take. Focus: A set of marked sticks, bones, or similar tokens worth at least 25 gp.					
■■■■■ <b>Painless Death</b>	<b>Necromancy</b>	1 action	Instantaneous	Touch	GW:p.56
<b>[V, S, DF] TARGET:</b> One willing living creature touched; <b>EFFECT:</b> The touched creature dies painlessly and instantly. <b>[SR:No]</b>					
■■■■■ <b>Peacebond</b>	<b>Transmutation</b>	1 standard action	110 minutes [D]	Close (50 ft.)	Ci:p.67
<b>[V,S,F] TARGET:</b> One weapon; <b>EFFECT:</b> Weapon is impossible to draw. <b>[SR:Yes (o); DC:15, Will negates (o)]</b>					
■■■■■ <b>Pleasant Visage</b>	<b>Illusion (Glamour) [Ectomancy]</b>	1 action	24 hours	Touch	GW:p.56
<b>[V, S] TARGET:</b> One ghost; <b>EFFECT:</b> You disguise the wounds of a ghost who has a disturbing, repulsive, or gruesome appearance, making it appear completely normal [although still a ghost]. The spell does not change the ghost's features or disguise it in any way; it conceals the manner of the ghost's death so that it can walk about in polite society. <b>[SR:Yes (harmless); DC:15, Will negates (harmless)]</b>					
■■■■■ <b>Portal Beacon</b>	<b>Transmutation</b>	1 standard action	1 hour/level	Close (50 ft.)	SC:p.161
<b>[V,S] TARGET:</b> One interplanar gate or portal; <b>EFFECT:</b> You alter a magic gate or portal so it sends out a mental beacon for up to six creatures, including yourself if you choose. These individuals must be known to you but need not be present at the time of casting. Once you cast portal beacon, these creatures know the direction and distance to the targeted portal for the spell's duration. Moving to a plane other than the two connected by the portal ends the spell for that creature but leaves it intact for others. You can have any number of portal beacons tuned to you without impairing other abilities or actions. <b>[SR:No]</b>					
■■■■■ <b>Protection from Evil</b>	<b>Abjuration [Good, Antimagic Domain]</b>	1 standard action	11 minutes [D]	Touch	PH:p.266
<b>[V, S, M/DF] TARGET:</b> Creature touched; <b>EFFECT:</b> This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects. First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures. Second, the barrier blocks any attempt to possess the warded creature [by a magic jar attack, for example] or to exercise mental control over the creature [including enchantment [charm] effects and enchantment [compulsion] effects that grant the caster ongoing control over the subject, such as dominate person]. The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the protection from evil effect. If the protection from evil effect ends before the effect granting mental control does, the would-be controller 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. Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good summoned creatures are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature. Arcane Material Component: A little powdered silver with which you trace a 3-foot- diameter circle on the floor [or ground] around the creature to be warded. <b>[SR:No; see text; DC:15, Will negates (harmless)]</b>					
■■■■■ <b>Protection from Incarnum</b>	<b>Abjuration</b>	1 standard action	11 minutes [D]	Touch	MoI:p.104
<b>[V, S] TARGET:</b> One creature; <b>EFFECT:</b> You ward a creature from attacks by soulmelds and incarnum creatures. The spell forms a barrier at a distance of 1 foot around the warded creature. The barrier is normally invisible, but it flashes electric blue when struck by an incarnum creature's natural weapon attack or an effect generated by a soulmeld. While protected, the subject gains a +2 deflection bonus to Armor Class and a +2 resistance bonus on saves. Both of these bonuses apply only against natural weapon attacks made by incarnum creatures or effects created by soulmelds. A side effect of this spell is that it prevents the subject from gaining essentia, even if such an effect would be considered beneficial. Such effects automatically fail if targeted on the protected subject. <b>[SR:No; see text; DC:15, Will negates (harmless)]</b>					
■■■■■ <b>Protection from Law</b>	<b>Abjuration [Chaotic, Antimagic Domain]</b>	1 standard action	11 minutes [D]	Touch	PH:p.266
<b>[V, S, M/DF] TARGET:</b> Creature touched; <b>EFFECT:</b> This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks from lawful creatures, and lawful summoned creatures cannot touch the subject. <b>[SR:No; see text; DC:15, Will negates (harmless)]</b>					
■■■■■ <b>Protection from Possession</b>	<b>Abjuration</b>	1 action	110 minutes	Touch	GW:p.57
<b>[V, S, M/DF] TARGET:</b> Creature touched; <b>EFFECT:</b> This spell wards a creature against mental control and possession attempts. The spell blocks any attempt to possess the warded creature [as by a magic jar attack or certain ghost feats] or to exercise mental control over the creature [as by a vampire's supernatural domination ability, which works similarly to dominate person]. The protection does not prevent a vampire's domination itself, but it prevents the vampire from mentally commanding the protected creature. If the protection from possession effect ends before the domination effect does, the vampire would then be able to mentally command the controlled creature. Likewise, the spell keeps out a possessing life force, but does not expel one if it is in place before the spell is cast. Arcane Material Component: A bit of powdered silver, which is used to mark the forehead of the target creature. <b>[SR:No]</b>					
■■■■■ <b>Ray of Hope</b>	<b>Enchantment (Compulsion) [Good, Mind-Af]</b>	1 standard action	1 round/level	Close (50 ft.)	BE:p.105
<b>[V, S] TARGET:</b> One living creature; <b>EFFECT:</b> Powerful hope wells up in the subject, who gains a +2 morale bonus on saving throws, attack rolls, ability checks, and skill checks. Ray of hope counters and dispels sorrow [detailed in the Book of Vile Darkness]. <b>[SR:Yes (harmless); DC:15, Will negates (harmless)]</b>					
* =Domain/Speciality Spell					



Cleric Spells					
☐☐☐☐☐ <b>Ray of Resurgence</b>	<b>Evocation</b>	1 standard action	Instantaneous	Close (50 ft.)	LE:p.33
<b>[V, S] TARGET:</b> One creature; <b>EFFECT:</b> Yellow light restores 5 of Strength damage, negates penalties to Strength 5 and either converts exhaustion to fatigue or removes fatigue <b>[SR:Yes (harmless); DC:15, Fortitude negates (harmless)]</b>					
☐☐☐☐☐ <b>Remove Fear</b>	<b>Abjuration [Water Shugenja]</b>	1 standard action	10 minutes; see text	Close (50 ft.)	PH:p.271
<b>[V, S] TARGET:</b> 3 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell. Remove fear counters and dispels cause fear. <b>[SR:Yes (harmless); DC:15, Will negates (harmless)]</b>					
☐☐☐☐☐ <b>Resist Planar Alignment</b>	<b>Abjuration</b>	1 standard action	1 round/level	Touch	SC:p.174
<b>[V,S,DF] TARGET:</b> Creature touched; <b>EFFECT:</b> This abjuration grants a creature limited protection from a plane's alignment traits [DMG 149]. When the subject visits a plane with an alignment trait, this spell grants it immunity to penalties on its Charisma-based checks that mildly aligned planes impose on visitors of opposed alignments. The Charisma-, Wisdom-, and Intelligencebased check penalties associated with strongly aligned planes are halved while the spell's duration lasts. <b>[SR:Yes [harmless]; DC:15, Will negates [harmless]]</b>					
☐☐☐☐☐ <b>Resurgence</b>	<b>Abjuration</b>	1 standard action	Instantaneous	Touch	SC:p.174
<b>[V,S,DF] TARGET:</b> Creature touched; <b>EFFECT:</b> The subject of a resurgence spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as dominate person. If the subject of resurgence is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. Resurgence never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by a spell, spell-like ability, or supernatural ability. If a spell, spell-like ability, or supernatural ability doesn't allow a save [such as power word stun], then resurgence won't help the subject recover. <b>[SR:Yes [harmless]; DC:15, Will negates [harmless]]</b>					
☐☐☐☐☐ <b>Sanctuary</b>	<b>Abjuration [Earth Shugenja]</b>	1 standard action	11 rounds	Touch	PH:p.274
<b>[V, S, DF] TARGET:</b> Creature touched; <b>EFFECT:</b> 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 that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act. <b>[SR:No; DC:15, Will negates]</b>					
☐☐☐☐☐ <b>Scholar's Touch</b>	<b>Divination</b>	Standard Action	Concentration, up to 11 rounds	Personal	RD:p.167
<b>[V,S,M,F] TARGET:</b> One book/round; <b>EFFECT:</b> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language. <b>[SR:No]</b>					
☐☐☐☐☐ <b>Shield of Faith</b>	<b>Abjuration [Earth Shugenja]</b>	1 standard action	11 minutes	Touch	PH:p.278
<b>[V, S, M] TARGET:</b> Creature touched; <b>EFFECT:</b> This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have [maximum +5 deflection bonus at 18th level]. Material Component: A small parchment with a bit of holy text written upon it. <b>[SR:Yes (harmless); DC:15, Will negates (harmless)]</b>					
☐☐☐☐☐ <b>Shivering Touch, Lesser</b>	<b>Necromancy [Cold]</b>	1 standard action	11 rounds	Touch	Fr:p.104
<b>[V,S] TARGET:</b> Creature touched; <b>EFFECT:</b> Melee touch attack causes target to shiver uncontrollably and take 1d6 Dex damage. <b>[SR:Yes]</b>					
☐☐☐☐☐ <b>Sign</b>	<b>Enchantment (Compulsion) [Mind-Affecting]</b>	1 standard action	10 minutes/level or until discharged	Personal	SC:p.189
<b>[V,S,M] TARGET:</b> You; <b>EFFECT:</b> You get a +4 bonus on your next initiative check. Material Component: A small piece of dried goat intestine or some tea leaves.					
☐☐☐☐☐ <b>Snowshoes</b>	<b>Transmutation</b>	1 standard action	1 hour/level [D]	Touch	SC:p.194
<b>[V,S] TARGET:</b> Creature touched; <b>EFFECT:</b> The affected creature can walk lightly over ice and snow without having its speed reduced. The affected creature gains a 10-foot enhancement bonus to speed and is not required to make a Balance check or Reflex save to walk on ice and snow without slipping and falling, to avoid cracking ice it walks over, or to avoid falling through cracked ice. In addition, the affected creature does not leave a more readily discernible trail through ice and snow than it does on solid ground, denying trackers potential bonuses to follow the affected creature's path. [See Weather, DMG 93-95, and Cold Dangers, DMG 302, for more details on the effects of weather and ice]. <b>[SR:Yes [harmless]; DC:15, Will negates [harmless]]</b>					
☐☐☐☐☐ <b>Spell Flower</b>	<b>Transmutation</b>	1 standard action	1 round/level	Personal	SC:p.198
<b>[V,S] TARGET:</b> You; <b>EFFECT:</b> You are able to hold the charge for one touch spell per arm of your body as long as you don't use a changed limb to cast another spell or touch anything with it. Each touch spell you cast resides in a different forelimb. For the duration of this spell, any touch spells you cast are discharged only if you cast another spell with that forelimb or touch something with that forelimb. For example, a human sorcerer casts this spell, then casts chill touch and holds the charge in his left hand, then casts shocking grasp and holds the charge in his right hand. Because of the spell flower, he can hold the charge on both of these spells at the same time. If he casts another spell with a somatic component [which requires the use of one of his hands], he immediately loses one of his held touch spells [his choice], but if the spell he casts is also a touch spell, he can immediately hold the charge in the available hand. If he chooses to attack with a touch spell, it works normally. Since he has multiple limbs that are considered armed, he can make an off-hand attack with the other touch spell in the same round, with the normal penalties for fighting with two weapons [PH 160]. A marilith spellcaster could do the same as the sorcerer in the previous example, except that she could hold the charge on up to six touch spells. She could also use any of her spell-like or supernatural abilities, since those do not interfere with holding a charge. If the spell flower effect ends, the most recent touch spell cast remains as a held charge and all other held spells dissipate.					
☐☐☐☐☐ <b>Spider Hand</b>	<b>Transmutation</b>	1 standard action	Concentration, up to 1 minute/level	Personal	BV:BoVD
<b>[V, S] TARGET:</b> caster's land; <b>EFFECT:</b> Caster's hand becomes a small monstrous spider. <b>[SR:No]</b>					
☐☐☐☐☐ <b>Spittle Spray</b>	<b>Transmutation</b>	1 action	11 rounds	Personal	GW:p.58
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> You can spit out to close range 0. If you have a poison bite attack, this spell allows you to spit your poison out to this range. You make a ranged touch attack to hit your foe, and if you succeed, the target must make a saving throw against your poison as if it had been bitten. This spell is normally used by the yuan-ti and has no significant effect if used with normal spittle.					
☐☐☐☐☐ <b>Stupor</b>	<b>Enchantment [Mind-Affecting]</b>	1 minute	1 hour/level	Touch	BV:BoVD
<b>[S, M] TARGET:</b> one helpless creature; <b>EFFECT:</b> One helpless subject is put in a state that allows him to be moved but take no other action. <b>[SR:Yes; DC:15, Fortitude negates]</b>					
☐☐☐☐☐ <b>Summon Monster I</b>	<b>Conjuration (Summoning)</b>	1 round	11 rounds [D]	Close (50 ft.)	PH:p.285
<b>[V, S, F/DF] TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell summons an extraplanar creature [typically an outsider, elemental, or magical beast native to another plane]. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Monster table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. Arcane Focus: A tiny bag and a small [not necessarily lit] candle. 1st Level List: Celestial: Dog, Owl, Giant Fire Beetle, Porpoise, Badger, Monkey. Fiendish: Dire Rat, Raven, Monstrous Centipede Medium, Monstrous Scorpion Small, Hawk, Monstrous Spider Small, Octopus, Snake Small Viper 1st Level List: Celestial: Dog, Owl, Giant Fire Beetle, Porpoise, Badger, Monkey. Fiendish: Dire Rat, Raven, Monstrous Centipede Medium, Monstrous Scorpion Small, Hawk, Monstrous Spider Small, Octopus, Snake Small Viper 2nd Level List: Celestial: Giant Bee, Giant Bombardier Beetle, Riding Dog, Eagle, Lemure [Devil], Fiendish: Squid, Wolf, Monstrous Centipede Large, Monstrous Scorpion Medium, Shark Medium, Monstrous Spider Medium, Snake Medium Viper <b>[SR:No]</b>					
☐☐☐☐☐ <b>Suspend Disease</b>	<b>Abjuration</b>	1 standard action	24 hours	Touch	BV:BoVD
<b>[V, S, M] TARGET:</b> One creature; <b>EFFECT:</b> Keeps disease from harming creature for 24 hours. <b>[SR:Yes; DC:15, Fortitude negates (harmless)]</b>					
☐☐☐☐☐ <b>Talons</b>	<b>Transmutation</b>	1 action	1 minute/level [D]	Personal	DCS:p.112
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> With this spell, you transform your hands into talonlike claws. The talons give you two natural claw attacks per round, dealing 1d6 points of slashing damage [plus Strength modifier] per successful melee attack. You are considered armed. <b>[SR:Yes (harmless)]</b>					
☐☐☐☐☐ <b>Twilight Luck</b>	<b>Abjuration [Good]</b>	1 standard action	1 minute/level	Touch	BE:p.110
<b>[V, Abstinence] TARGET:</b> One nonevil creature touched; <b>EFFECT:</b> By means of this spell, the caster can impart the luck of the fey to one nonevil being. The target gains a +1 luck bonus on all saving throws for the duration of the spell. Abstinence: The caster must refrain from imbibing alcohol for 3 days prior to casting this spell. <b>[SR:Yes (harmless)]</b>					
☐☐☐☐☐ <b>Updraft</b>	<b>Conjuration (Creation) [Air]</b>	1 swift action	Instantaneous	Personal	SC:p.228
<b>[V,S,M] TARGET:</b> You; <b>EFFECT:</b> Updraft conjures forth rushing air that propels you upward. You gain 10 feet per level of altitude, and then gently float back down to the ground. At any point during your descent, you can move up to 5 feet laterally. Material Component: A miniature propeller or windmill.					
☐☐☐☐☐ <b>Vigor, Lesser</b>	<b>Conjuration (Healing)</b>	1 standard action	10 rounds + 1 round/level [max 15]	Touch	SC:p.229
<b>[V,S] TARGET:</b> Living creature touched; <b>EFFECT:</b> The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. Lesser vigor does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts. The effects of multiple vigor spells do not stack; only the highest-level effect applies. <b>[SR:Yes [harmless]; DC:16, Will negates [harmless]]</b>					
☐☐☐☐☐ <b>Vision of Glory</b>	<b>Divination</b>	1 standard action	1 minute or until discharged	Touch	SC:p.231
<b>[V,S,DF] TARGET:</b> Creature touched; <b>EFFECT:</b> You give the subject creature a brief vision of a divine entity that is giving it support and inspiring it to continue. The creature gets a morale bonus equal to your Charisma modifier on a single saving throw. It must choose to use the bonus before making the roll to which it applies. Using the bonus discharges the spell. <b>[SR:Yes]</b>					
☐☐☐☐☐ <b>Vision of Heaven</b>	<b>Enchantment [Mind-Affecting]</b>	1 standard action	1 round	Close (50 ft.)	BE:p.111
<b>[V] TARGET:</b> One evil creature; <b>EFFECT:</b> Your words allow the target creature the merest glimpse of the blessed joy of the Seven Heavens, spurring the target to a moment of regret for its evil deeds. For 1 round, the target is dazed. In addition, the creature is more susceptible to future redemption. For the next 24 hours, the creature takes a -1 penalty on all Will saves related to redemption [see Chapter 2]. <b>[SR:Yes; DC:15, Will negates]</b>					
☐☐☐☐☐ <b>Vision of Punishment</b>	<b>Divination [Mind-Affecting, Good, Sanctifier]</b>	1 swift action	3 rounds	Close (50 ft.)	CV:59
<b>[V,DF,*] TARGET:</b> One evil living creatures; <b>EFFECT:</b> You give a target a vision of what awaits it in the afterlife. For most evil creatures this is a gut-wrenching vision. The target is nauseated if it fails its save, otherwise, it is sickened. The caster takes 1d2 points of Strength damage. <b>[SR:Yes; DC:15, Will partial]</b>					
☐☐☐☐☐ <b>Wings Of The Sea</b>	<b>Transmutation</b>	1 action	1 minute/level	Touch	SS:p.72
<b>[S, M] TARGET:</b> You or person touched; <b>EFFECT:</b> This spell increases the touched creature's swim speed by 30 feet. It has no effect on other modes of movement, nor does it give the subject a swim speed if it does not already have one. Material Component: A drop of water. <b>[SR:Yes (harmless); DC:15, Fortitude negates (harmless)]</b>					
LEVEL 2 / Per Day:5+1 / Caster Level:11					
Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <b>Addiction</b>	<b>Enchantment</b>	1 standard action	Instantaneous	Touch	BV:BoVD
<b>[V, S, Drug] TARGET:</b> one living creature; <b>EFFECT:</b> Subject becomes addicted to a drug. Drug:the chosen drug for the addiction. <b>[SR:Yes; DC:16, Fortitude negates]</b>					
☐☐☐☐☐ <b>Adept Spirit</b>	<b>Divination [Incarnum]</b>	1 standard action	11 hours or until discharged	Touch	Mo:p.98
<b>[V, S, DF (E)] TARGET:</b> Creature touched; <b>EFFECT:</b> You bestow the soul of a great ancient spellcaster on the creature touched, giving him great skill with magic. As an immediate action, the target creature can activate the adept spirit. While active, the spirit's wisdom and learning provide the recipient of the spell with a +1 insight bonus to caster level and a +2 insight bonus on Will saves, Concentration checks, Intelligence checks, and Intelligence- based skill checks. The adept spirit remains active for 1 minute, and then its power is expended and the spell ends. No creature can be the target of more than one adept spirit spell simultaneously. If a second is cast before the first has been discharged, the second spell dissipates to no effect. Essential: For every point of essentia you invest in this spell, the bonus on Will saves, Concentration checks, Intelligence checks, and Intelligencebased skill checks provided by the spirit improves by 1. [The bonus to caster level is not improved by essentia investment.] <b>[SR:Yes (harmless); DC:16, Will negates (harmless)]</b>					
☐☐☐☐☐ <b>Aid</b>	<b>Enchantment (Compulsion) [Mind-Affecting]</b>	1 standard action	11 minutes	Touch	PH:p.196
<b>[V, S, DF] TARGET:</b> Living creature touched; <b>EFFECT:</b> Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level [to a maximum of 1d8+10 temporary hit points at caster level 10th]. <b>[SR:Yes (harmless)]</b>					
* =Domain/Specialty Spell					

Cleric Spells					
Align Weapon	Transmutation	1 standard action	11 minutes	Touch	PH:p.197
[V, S, DF] <b>TARGET:</b> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]; <b>EFFECT:</b> Align weapon makes a weapon good, evil, lawful, or chaotic, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment. You can't cast this spell on a natural weapon, such as an unarmed strike. When you make a weapon good, evil, lawful, or chaotic, align weapon is a good, evil, lawful, or chaotic spell, respectively. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
Animalistic Power	Transmutation	1 standard action	1 minute/level	Touch	PH2:p.101
[V,S,M] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Subject is imbued with +2 to Strength, Dexterity and Constitution. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
Augury	Divination	1 minute	Instantaneous	Personal	PH:p.202
[V, S, M, F] <b>TARGET:</b> You; <b>EFFECT:</b> An augury can tell you whether a particular action will bring good or bad results for you in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be 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] . Nothing [for actions that don't have especially good or bad results]. If the spell fails, you get the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury. The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic use the same dice result as the first casting. Material Component: Incense worth at least 25 gp. Focus: A set of marked sticks, bones, or similar tokens of at least 25 gp value. [SR:No]					
Aura Against Flame	Abjuration	1 standard action	1 round/level	Personal	SC:p.18
[V,S] <b>TARGET:</b> You; <b>EFFECT:</b> You create an aura of blue mist that protects you against fire, absorbing the first 10 points of fire damage as a resist energy [fire] spell [PH 272]. In addition to the resist energy [fire] effect, the spell can be used to snuff out fires. Any nonmagical flame that the aura contacts is immediately extinguished if the flame's maximum damage is 10 or fewer points per round. This means that torches, small fires, and hurled alchemist's fire are snuffed out and cause no damage if used against you or if you touch them. You can use a standard action to touch an existing magical fire [such as a flaming sphere or a wall of fire] and attempt to dispel it as if using a dispel magic spell against it [use the caster level of aura against flame for the caster level check]. If you succeed, you take no damage from the touch and the magical fire and aura both vanish. If you fail, you take damage from the magical fire source normally [reduced by your aura against flame], and both spells remain. With a readied action, you can use the aura as a dispel magic effect to counterspell a magical fire attack against you. If successful, the spell is counterspelled and the aura disappears. If you fail the dispel check, or if the attack is not a fire attack, the aura remains.					
Avoid Planar Effects	Abjuration	1 immediate action	1 minute/level	20 ft.	SC:p.19
[V] <b>TARGET:</b> One creature/level in a 20-ft. radius burst centered on you; <b>EFFECT:</b> You gain a temporary respite from the natural effects of a specific plane. These effects include extremes in temperature, lack of air, poisonous fumes, emanations of positive or negative energy, or other attributes of the plane itself [DMG 150]. Avoid planar effects provides protection from the 3d10 points of fire damage that characters normally take when on a plane with the fire-dominant trait. Avoid planar effects allows a character to breathe water on a waterdominant plane and ignore the threat of suffocation on an earth-dominant plane. A character protected by avoid planar effects can't be blinded by the energy of a major positive-dominant plane and automatically stops gaining temporary hit points when they equal the character's full normal hit point total. Negative-dominant planes don't deal damage or bestow negative levels to characters protected by avoid planar effects. In addition, some effects specific to a plane are negated by avoid planar effects. In the D&D cosmology, avoid planar effects negates the deafening effect of Pandemonium and the cold damage on the Cania layer of the Nine Hells. The DM can add additional protections for a cosmology he creates. If the campaign has an Elemental Plane of Cold, for example, avoid planar effects protects against the base cold damage dealt to everyone on the plane. The effects of gravity traits, alignment traits, and magic traits aren't negated by avoid planar effects, nor is the special entrapping trait of certain planes [such as Elysium and Hades]. The spell does not provide protection against creatures, native or otherwise, nor does it protect against spells, special abilities, or extreme and nonnatural formations within the plane. This spell allows you to survive on the Elemental Plane of Earth, for instance, but it won't protect you if you walk into a pool of magma on that same plane. [SR:Yes [harmless]]					
Ayalla's Radiant Burst	Evocation [Good]	1 standard action	Instantaneous	60 ft.	BE:p.90
[V, S, Sacrifice] <b>TARGET:</b> Cone-shaped burst; <b>EFFECT:</b> Shards of heavenly light spray from your fingertips, blinding evil creatures in their path for 1 round. A successful Fortitude save negates the blindness. The luminous shards also sear the flesh of evil creatures, dealing 1d6 points of damage per two caster levels [maximum 5d6]. A successful Reflex save halves the damage, which is of divine origin. Sacrifice: 1d2 points of Strength damage. [SR:Yes; DC:16, Fortitude negates [blindness] and Reflex half (shards)]					
Balor Nimbus	Transmutation	1 standard action	1 round/level	Personal	SC:p.24
[V,S,M/DF] <b>TARGET:</b> You; <b>EFFECT:</b> The flames created by this spell do not harm you or any equipment you carry or wear. Each round, the flames deal 6d6 points of fire damage to any creature grappling you [or any creature you grapple] on your turn. Arcane Material Component: A pinch of soot.					
Bear's Endurance	Transmutation [WujenEarth, Earth Shugen]	1 standard action	11 minutes	Touch	PH:p.203
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are. [SR:Yes; DC:16, Will negates (harmless)]					
Benediction	Abjuration	1 full round	10 minutes/level or until discharged	Touch	CC:p.116
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> You grant your comrade the luck of the gods. With this spell, you can grant another creature a +2 luck bonus on all saving throws. If the subject is also under another effect that grants saving throw bonuses, the effects stack. In addition, at any point before the duration expires, the subject can choose to reroll a single attack roll, saving throw, skill check, or ability check after seeing the result of the initial roll, but before finding out whether it succeeds or fails. The higher of the two rolls applies. Once this option is exercised, the spell ends immediately. Unlike most touch spells, benediction cannot be used on yourself. Its effects are for the benefit of others only. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
Bewildering Substitution	Illusion (Phantasm)	1 standard action	1 round/level	Close (50 ft.)	CC:p.116
[V, S, DF] <b>TARGET:</b> One living creature; <b>EFFECT:</b> You channel the mockery of the trickster deities to sow dissension among your opponents. By casting this spell, you cause the subject to believe that one ally and one enemy have traded places. The ally physically closest to the subject now seems to have the appearance, voice, clothing, and gear of its nearest enemy, and that enemy looks and sounds exactly like the subject's nearest ally. Both the ally and the enemy must be within the spell's range, and the effect ends immediately if either moves out of its range from you. The illusion affects only the subject. [SR:Yes; DC:16, Will negates]					
Bewildering Visions	Illusion (Phantasm)	1 standard action	1 round/level	Close (50 ft.)	CC:p.117
[V, S, DF] <b>TARGET:</b> One living creature; <b>EFFECT:</b> You channel mischievous divine energy to envelop your foe in sickened disorientation. This spell makes the world appear to be tossing and rippling in a nauseating manner. The subject is sickened for the duration of the spell and must make a Fortitude save or be nauseated. This saving throw must be repeated each round. [SR:Yes; DC:16, Will negates]					
Black Karma Curse	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Instantaneous	Close (50 ft.)	PH2:p.103
[V,S] <b>TARGET:</b> One creature; <b>EFFECT:</b> If the target fails it's save, it immediately takes damage as if struck by it's currently held weapon or most damaging natural attack. [SR:Yes; DC:16, Will negates]					
Black Lungs	Necromancy	11 hours		Touch	GW:p.49
[V, S] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> You cause the target to succumb to an infection and corruption of the lungs. An affected creature's speed is reduced by half, it loses any Dexterity bonus to Armor Class, and it takes a -2 penalty on attack rolls. Remove disease may end the effects of this spell early. This spell was created by the clerics of Khostren. [SR:Yes; DC:16, Fortitude negates]					
Blade Brothers	Abjuration	1 standard action	1 minute/level or until discharged	Touch	PH2:p.103
[V,S] <b>TARGET:</b> Two willing creatures; <b>EFFECT:</b> Once during the spell, if a subject attempts a saving throw, both recipients can roll and use the most favorable result. If both saves fail, both are affected by the spell. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
Blade of Pain and Fear	Evocation	1 standard action	1 minute/level [D]	0 ft.	SC:p.30
[V,S,DF] <b>TARGET:</b> Swordlike column of gnashing teeth; <b>EFFECT:</b> For the duration of the spell, you can make melee touch attacks that deal 1d6 points of damage +1 point per two caster levels 10. Your Strength modifier does not apply to the damage. A creature that you successfully deal damage to must also make a Will saving throw or become frightened for 1d4 rounds. [SR:Yes; DC:16, Will partial]					
Blood Snow	Necromancy [Cold]	1 standard action	11 rounds	Medium (210 ft.)	Fr:p.89
[V,S] <b>TARGET:</b> 220-ft. square of snow; <b>EFFECT:</b> Cast on snow it drains 1d2 Con pts. [SR:Yes; DC:16, Fort negates]					
Blood Wind	Evocation	1 swift action	1 round	Close (50 ft.)	SC:p.33
[V,S] <b>TARGET:</b> A single creature with Intelligence 4 or higher; <b>EFFECT:</b> The subject can take a full attack action to use all of its natural weapons or unarmed strikes as if they were thrown weapons with a 20-foot range increment. The subject gestures as if making a melee attack, but the result of the attack affects a target within range. This spell does not actually grant reach, and so does not help provide a flanking bonus or allow the subject to make attacks of opportunity at any range greater than normal. The subject uses its normal melee attack bonuses and deals damage normally if it hits, though the target of the attacks can benefit from cover or concealment. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
Body Blades	Transmutation	1 standard action	1 minute/level	Personal	SC:p.35
[V,S] <b>TARGET:</b> You; <b>EFFECT:</b> You sprout daggerlike blades from all the surfaces of your body and clothing. The blades appear metallic but are not actually metal, and never harm you or interfere with your movement or actions. You are proficient with your blades, and they allow you to deal piercing damage equal to 1d6 + your caster level 5 with a successful grapple attack. You can also make a regular melee attack [or offhand attack] with the spikes, and they count as a light weapon in this case. If a creature initiates a grapple with you, it takes the same damage, and you gain a bonus on grapple checks to resist the grapple equal to the damage dealt. You get a +4 bonus on Escape Artist checks to escape from a net, rope, grapple, or spell that entangles.					
Body Ward	Abjuration	1 standard action	1 minute/level or until expended	Touch	CC:p.117
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Your comrade's body grows denser and stronger beneath your touch. You grant the subject a limited resistance to ability damage. You choose one of the three physical ability scores- Strength, Dexterity, or Constitution-when you cast the spell. Body ward absorbs the next 5 points of damage dealt to that ability score, regardless of its source. If, for instance, an ally you had warned against Strength damage were subsequently poisoned for 6 points of Strength damage, she would take only 1 point. The spell lasts until its duration expires, or until the 5 points of protection are used up, whichever comes first. When cast multiple times upon the same subject, body ward has a synergistic effect. If you use it to affect two physical abilities simultaneously, it wards each against 8 points of damage. If you use it to affect all three physical abilities at once, it wards each against 10 points of damage. To achieve this synergy, the multiple castings must occur in subsequent rounds. The benefits from multiple castings of body ward that protect the same ability score do not stack. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
Brambles	Transmutation	1 standard action	1 round/level	Touch	SC:p.38
[V,S,M] <b>TARGET:</b> Wooden weapon touched; <b>EFFECT:</b> For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and also gains a +1 enhancement bonus per caster level on melee damage rolls 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. [SR:No]					
Brumal Stiffening	Transmutation [Cold]	1 standard action	11 rounds	Close (50 ft.)	Fr:p.89-90
[V,S] <b>TARGET:</b> One weapon; <b>EFFECT:</b> Decrease weapon's hardness by 5 making it more brittle. [SR:Yes; DC:16, Reflex negates]					
Bull's Strength	Transmutation [WujenEarth, Earth Shugen]	1 standard action	11 minutes	Touch	PH:p.207
[V, S, M/DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier. Arcane Material Component: A few hairs, or a pinch of dung, from a bull. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
Calm Emotions	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration, up to 11 rounds [D]	Medium (210 ft.)	PH:p.207
[V, S, DF] <b>TARGET:</b> Creatures in a 20-ft.-radius spread; <b>EFFECT:</b> This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions [although they can defend themselves] or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures. This spell automatically suppresses [but does not dispel] any morale bonuses granted by spells such as bless, good hope, and rage, as well as negating a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime. [SR:Yes; DC:16, Will negates]					
*Chill Metal	Transmutation [Cold, Cold Domain]	1 standard action	7 rounds	Close (50 ft.)	PH:p.209
[V, S, DF] <b>TARGET:</b> Metal equipment of 5 creatures, no two of which can be more than 30 ft. apart; or 275 lbs of metal; <b>EFFECT:</b> Chill metal makes metal extremely cold. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher. A creature takes cold damage if its equipment is chilled. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage [1 point or 2 points; see the table] if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight. On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second [and also the next-to-last] round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as shown on the table below. Round   Metal Temperature					
* =Domain/Specialty Spell					

Cleric Spells					
Damage 1 [Cold  None 2 [Icy  1d4 points 3-5  Freezing  2d4 points 6  Icy  1d4 points 7  Cold  None Any heat intense enough to damage the creature negates cold damage from the spell [and vice versa] on a point-for-point basis. Underwater, chill metal deals no damage, but ice immediately forms around the affected metal, making it more buoyant. Chill metal counters and dispels heat metal. [SR:Yes (object); DC:16, Will negates (object)]					
Close Wounds	Conjuration (Healing)	1 immediate action	Instantaneous	Close (50 ft.)	SC:p.48
[V] TARGET: One creature; <b>EFFECT:</b> This spell cures 1d4 points of damage +1 point per caster level 5. If you cast this spell immediately after the subject takes damage, it effectively prevents the damage. It would keep alive someone who had just dropped to -10 hit points, for example, leaving the character at negative hit points but stable. Used against an undead creature, close wounds deals damage instead of curing the creature [which takes half damage if it makes a Will saving throw]. [SR:Yes [harmless]; DC:17, Will half [harmless]; see text]					
Cloud of Knives	Conjuration	1 standard action	1 round/level	Personal	PH2:p.107
[V,S,M] TARGET: You; <b>EFFECT:</b> Each round as a free action you can release a knife at any opponent you can see within 30 ft. Attack bonus = Caster level + Key Ability. Damage 1d6 +1/3 level [max +5] Crit 19-20.					
Conduit of Life	Conjuration (Healing)	1 standard action	10 minutes/level or until discharged	Personal	CC:p.118
[V, S] TARGET: You; <b>EFFECT:</b> A small kernel of positive energy grows within your heart, warming your whole body. The next time you use a class feature or racial ability to channel positive energy [such as turn undead or lay on hands], you also heal a number of points of damage to yourself equal to 2d10+1/caster level [maximum 10]. If you are already subject to an ongoing healing effect [such as vigorSC], or if you receive a cure spell while conduit of life is still in effect, this spell instead heals a number of points of damage equal to 3d8+1/caster level and it is discharged.					
Conjure Ice Beast II	Conjuration (Creation) [Cold]	1 round	11 rounds [D]	Close (50 ft.)	Fr:p.91
[V,S,DF] TARGET: One or more conjured ice creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Creates a creature to fight for you. [SR:No]					
Conjure Ice Object	Conjuration (Creation) [Cold]	1 standard action	11 minutes	Personal	Fr:p.91-92
[V,S,DF] TARGET: One object of up to 50lbs; <b>EFFECT:</b> Creates any object from transparent ice. [SR:No]					
Consecrate	Evocation [Good]	1 standard action	22 hours	Close (50 ft.)	PH:p.212
[V, S, M, DF] TARGET: 20-ft.-radius emanation; <b>EFFECT:</b> This spell blesses an area with positive energy. Each Charisma check made to turn undead within this area gains a +3 sacred bonus. Every undead creature entering a consecrated area suffers minor disruption, giving it a -1 penalty on attack rolls, damage rolls, and saves. 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 given above are doubled [+6 sacred bonus on turning checks, -2 penalties for undead in the area]. You cannot consecrate an area with a similar fixture of a deity other than your own patron. If the area does contain an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the consecrate 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 and penalties relating to undead, as given above. Consecrate counters and dispels desecrate. Material Component: A vial of holy water and 25 gp worth [5 pounds] of silver dust, all of which must be sprinkled around the area. [SR:No]					
Cure Moderate Wounds	Conjuration (Healing) [Water Shugenja]	1 standard action	Instantaneous	Touch	PH:p.216
[V, S] TARGET: Creature touched; <b>EFFECT:</b> This spell functions like cure light wounds, except that it cures 2d8 points of damage +1 point per caster level [maximum +10]. [SR:Yes (harmless); see text; DC:17, Will half (harmless); see text]					
Curse of Ill Fortune	Necromancy	1 standard action	1 minute/level	Medium (210 ft.)	SC:p.56
[V,S,DF] TARGET: One living creature; <b>EFFECT:</b> You place a temporary curse upon the subject, giving it a -3 penalty on attack rolls, saving throws, ability checks, and skill checks. Curse of ill fortune is negated by any spell that removes a bestow curse spell. [SR:Yes; DC:16, Will negates]					
Darkbolt	Evocation	1 action	Instantaneous	Close (50 ft.)	Lom:null
[V,S] TARGET: 1 creature; <b>EFFECT:</b> The caster makes a ranged touch attack against a foe, launching a bolt of cold darkness from his left hand. The bolt deals 1d8 points of damage per two caster levels [maximum 5d8]. Half the damage is cold, and the other has no specific type. When struck, the foe must also succeed on a Fortitude save or be stunned for 1 round, overwhelmed by the evil charge of the darkbolt. [SR:Yes; DC:16, Fortitude Partial]					
Darkness	Evocation [Darkness]	1 standard action	110 minutes [D]	Touch	PH:p.216
[V, M/DF] TARGET: Object touched; <b>EFFECT:</b> This spell causes an object to radiate shadowy illumination out to a 20-foot radius. All creatures in the area gain concealment [20% miss chance]. Even creatures that can normally see in such conditions [such as with darkvision or low-light vision] have the miss chance in an area shrouded in magical darkness. Normal lights [torches, candles, lanterns, and so forth] are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. Darkness counters or dispels any light spell of equal or lower spell level. Arcane Material Component: A bit of bat fur and either a drop of pitch or a piece of coal. [SR:No]					
Dark Way	Illusion (Shadow)	1 standard action	1 round/level	Close (50 ft.)	SC:p.58
[V,S,DF] TARGET: One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long; <b>EFFECT:</b> You create a ribbonlike, weightless, unbreakable bridge. A dark way must be anchored at both ends to solid objects, but otherwise can be at any angle. Like a wall of force [PH 298], it must be continuous and unbroken when formed. It is typically used to cross a chasm or a hazardous space. Creatures can move on a dark way without penalty, since it is no more slippery than a typical dungeon floor. A dark way can support a maximum of 200 pounds per caster level. Creatures that cause the total weight on a dark way to exceed this limit fall through it as if it weren't there. You never fall through a dark way unless your own weight exceeds the spell's maximum capacity. [SR:Yes]					
Deific Vengeance	Conjuration (Summoning)	1 standard action	Instantaneous	Close (50 ft.)	SC:p.62
[V,S,DF] TARGET: One creature; <b>EFFECT:</b> This spell deals 1d6 points of damage per two caster levels [maximum 5d6], or 1d6 points per caster level [maximum 10d6] if the target is undead. [SR:Yes; DC:17, Will half]					
Delay Disease	Conjuration (Healing)	1 standard action	24 hours	Touch	SC:p.63
[V,S,DF] TARGET: Creature touched; <b>EFFECT:</b> The progress of any nonmagical disease that already afflicts the target is halted for the duration of the spell. Delay disease allows the subject to skip the required saving throw against the disease for the day that the spell is in effect. During this period, the subject accrues no further ability damage from the disease. A skipped saving throw counts as neither a success nor a failure for the purpose of recovery from the disease. Furthermore, the incubation period of any disease to which the subject is exposed during the spell's duration does not begin until the spell expires. Delay disease does not cure any damage that a disease might already have dealt, and it has no effect on magical or supernatural diseases. [SR:Yes [harmless]; DC:17, Will negates [harmless]]					
Delay Manifestation	Abjuration [Ectomancy]	1 action	11 hours	Touch	GW:p.51
[V, S] TARGET: One living creature; <b>EFFECT:</b> You prevent the subject creature from manifesting as a ghost for the duration of the spell. If the subject dies, it appears on the Ethereal Plane as normal, but cannot enter the Material Plane while the spell is in effect. This spell works only on an ethereal ghost or a living creature with a physical body; it cannot be cast upon the body of someone who is already dead, because this spell affects a creature's soul and a dead body has no soul to affect. [SR:Yes; DC:16, Will negates]					
Delay Poison	Conjuration (Healing) [Water Shugenja]	1 standard action	11 hours	Touch	PH:p.217
[V, S, DF] TARGET: Creature touched; <b>EFFECT:</b> The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
Denounce	Enchantment [Mind-Affecting]	1 standard action	1 min./level [D]; see text	Close (50 ft.)	FCI:p.100
[V, S] TARGET: One outsider; <b>EFFECT:</b> You point your finger and pronounce judgment. You instill feelings of shame and guilt in a target outsider, imposing a -4 insight penalty on its attack rolls, saves, and checks. Each round on its turn, the subject can attempt a new saving throw to end the effect. [This is a full-round action that does not provoke attacks of opportunity.] Outsiders with the good subtype are immune to denounce. [SR:Yes; DC:16, Will negates; see text]					
Desiccate	Necromancy	1 standard action	Instantaneous	Close (50 ft.)	Sa:p.114
[V,S,M] TARGET: One living creature; <b>EFFECT:</b> Deal 5d6 dessication damage; plants and water elementals take d8 and earth element takes d4. [SR:Yes; DC:16, Fort partial]					
Detect Aberration	Divination	1 standard action	Concentration up to 11 minutes [D]	60 ft	ECs:null
[V,S] TARGET: Quarter circle emanating from the character to the extreme of the range; <b>EFFECT:</b> You can detect the presence of all aberrations in the area. The amount of information revealed depends on how long you study a particular area or subject: 1st Round: Presence or absence of aberrant life. 2nd Round: Number of different aberrant auras and the strength of the strongest aura. If you detect overwhelming aberrant power with this spell, and the Hit Dice or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The strength and location of each aura. Aura Power: An aberrant aura's power depends on the type of creature you're detecting and its Hit Dice; see the accompanying table. If an aura falls into more than one power category, the spell indicates the stronger of the two. A humanoid with the Aberration Blood feat detects as Faint even if it has more than 3 Hit Dice. [SR:No]					
Divine Insight	Divination	1 standard action	1 hour/level or until discharged [D]	Personal	SC:p.70
[V,S,DF] TARGET: You; <b>EFFECT:</b> Once during the spell's duration, you can choose to use its effect. This spell grants you an insight bonus equal to 5 + your caster level 15 on any single skill check. Activating the effect requires an immediate action. You must choose to use the insight bonus before you make the check you want to modify. Once used, the spell ends. You can't have more than one divine insight effect active on you at the same time.					
Divine Interdiction	Abjuration	1 standard action	1 round/level	Close (50 ft.)	SC:p.70
[V] TARGET: 10-ft.-radius emanation centered on a creature, object, or point in space; <b>EFFECT:</b> This spell can be cast at a point in space, but the effect is stationary unless cast on a mobile object. The spell can be cast on a creature, and the effect then radiates from the creature and moves as it moves. A creature can attempt a Will save to negate the spell, and spell resistance, if any, applies if the spell is cast on a creature. Divine interdiction interferes with a cleric's connection to her divine source of power, resulting in a temporary loss of the ability to turn or rebuke creatures and loss of granted domain powers. Paladins, blackguards, and other classes capable of rebuking and turning also suffer a temporary loss of this ability. This affects the subject's ability to channel energy through the use of a turn or rebuke attempt, and so also interferes with the use of many divine feats. [SR:Yes or No [object]; see text; DC:16, Will negates or None [object]; see text]					
Divine Presence	Transmutation	1 standard action	10 minutes/level [D]	Personal	CC:p.119
[V, S] TARGET: You; <b>EFFECT:</b> Your back straightens, your eyes flash, and your aura pulses with divine might. You channel a tiny spark of the divine, granting yourself nearly inhuman presence. You gain a +5 sacred [if your deity is good or neutral] or profane [if your deity is evil] bonus on Intimidate checks made against anyone who does not worship your deity. When making such checks against individuals who have one alignment component opposed to yours 0, this bonus becomes +10. When making such checks against someone whose alignment is diametrically opposed to yours, the bonus becomes +15.					
Divine Protection	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minute/level	Medium (210 ft.)	SC:p.70
[V,S,DF] TARGET: Allies in a 20-ft.-radius burst; <b>EFFECT:</b> Allies gain a +1 morale bonus to their Armor Class and on saving throws. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
Eagle's Splendor	Transmutation	1 standard action	11 minutes	Touch	PH:p.225
[V, S, M/DF] TARGET: Creature touched; <b>EFFECT:</b> The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Sorcerers and bards [and other spellcasters who rely on Charisma] affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase. Arcane Material Component: A few feathers or a pinch of droppings from an eagle. [SR:Yes; DC:16, Will negates (harmless)]					
Ease Pain	Conjuration (Healing)	1 standard action	Instantaneous	Touch	BE:p.97
[S, DF] TARGET: Creature touched; <b>EFFECT:</b> Ease pain immediately removes any lingering effects of pain, including penalties imposed by symbol of pain, angry ache, and similar spells. It does not heal any damage or other effects not directly related to pain. If the target creature is under some effect that causes continuing damage, the pain is eased only for a moment. Ease pain cannot bypass the need for a Concentration check to cast a spell under such circumstances, nor can it allow a creature subject to death by thorns to act normally [since the spell's damage is ongoing]. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
Elation	Enchantment [Mind-Affecting]	1 standard action	1 round/level	80 ft.	BE:p.98
[V, S] TARGET: Allies in an 80-ft.-radius spread of you; <b>EFFECT:</b> Your allies become elated, full of energy and joy. Affected creatures gain a +2 morale bonus to effective Strength and Dexterity, and their speed increases by +5 feet. Elation does not remove the condition of fatigue, but it does offset most of the penalties for being fatigued. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
Energized Shield, Lesser	Abjuration [See text]	1 standard action	1 round/level	Touch	SC:p.79
[V,S,DF] TARGET: Touch; <b>EFFECT:</b> When this spell is cast, the shield touched appears to be made entirely out of one type of energy [fire, cold, electricity, acid, or sonic]. Whoever bears the shield gains resistance 5 against the chosen energy type. Additionally, if the wielder successfully hits someone with the shield with a shield bash attack, the victim takes 1d6 points of the appropriate energy damage in addition to the normal shield bash damage. The energy type must be chosen when the spell is cast and cannot be changed during the duration of the spell. The energy resistance overlaps [and does not stack] with resist elements. A given shield cannot be the subject of more than one lesser energized shield or energized shield spell at the same time. The descriptor of this spell is the same as the energy type you choose when you cast it. [SR:No]					
* =Domain/Specialty Spell					



## Cleric Spells

<div><div></div><div></div><div></div><div></div><div></div></div> <div>Enthrall</div>	Enchantment (Charm)	1 round	1 hour or less	Medium (210 ft.)	PH:p.227
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Cleric Spells					
☐☐☐☐☐Iron Silence	Transmutation	1 standard action	1 hour/level [D]	Touch	SC:p.125
[V,S,DF] TARGET: One suit of armor touched/3 levels; <b>EFFECT:</b> While this spell is in effect, the armor check penalty from the affected suit or suits of armor does not apply on Hide and Move Silently checks. Only wearers proficient in the armor's use get this benefit when wearing the affected armor. The armor check penalty still applies to other skill checks as normal. [SR:Yes [harmless,object]; DC:16, Will negates [harmless,object]]					
☐☐☐☐☐Lastai's Caress	Enchantment (Compulsion) [Good, Mind-Af1	standard action	1 round/level	Touch	BE:p.102
[V, S, M] TARGET: One known evil creature touched; <b>EFFECT:</b> Your gentle touch fills the target with tremendous feelings of love and compassion, and has the power to unnerve and debilitate evil creatures. You must succeed on a melee touch attack to affect an unwilling target. It has no effect on a creature that you do not know is evil. An evil creature touched by the spell must wrestle with the pleasant feelings invoked by the spell. Roll on the table below at the beginning of the creature's turn each round to see what condition applies to the subject in that round. d4 Condition 1 Cowering 2 Frightened 3 Nauseated 4 Shaken Instead of rolling on the table above, the caster may elect to leave the creature shaken for the duration of the spell. Material Component: A peach seed. [SR:Yes]					
☐☐☐☐☐Light of Faith	Abjuration	1 swift action	1 round/level, or until discharged	Touch	CC:p.123
[V, S, DF] TARGET: Holy symbol touched; <b>EFFECT:</b> A warm, comforting glow surrounds your holy symbol, renewing your faith and causing the wicked monsters before you to recoil in fear. This spell grants you a sacred [if you are good or neutral] or profane [if you are evil] bonus equal to one-half your divine caster level 5 on your next turning check. [SR:No]					
☐☐☐☐☐Light of Mercuria	Evocation [Good, Light]	1 standard action	10 minutes/level [D]	Medium (210 ft.)	SC:p.132
[V,S] TARGET: You and up to two rays; see text; <b>EFFECT:</b> This spell functions like light of Lunia, except that the radiance created is golden. Your light rays deal 2d6 points of damage, or 4d6 points of damage against undead and evil outsiders. [SR:Yes; see text]					
☐☐☐☐☐Living Undeath	Necromancy	1 standard action	1 minute/level	Touch	SC:p.134
[V,S,DF] TARGET: Creature touched; <b>EFFECT:</b> This spell imparts a physical transformation upon the subject, not unlike the process that produces a zombie. While the subject does not actually become undead, its vital processes are temporarily bypassed with no seeming ill effect. The subject is not subject to sneak attacks and critical hits for the duration of the spell, as if it were undead. While the spell is in effect, the subject takes a -4 penalty to its Charisma score [to a minimum of 1]. [SR:Yes [harmless]; DC:16, Fortitude negates [harmless]]					
☐☐☐☐☐Local Tremor	Evocation [Earth]	1 standard action	1 minute/level or until expended; see tex30 ft.		RD:r.p.114
[V, S] TARGET: 30-ft. line; <b>EFFECT:</b> The earth around your feet begins to ripple, and a directed shock wave of tectonic force is released that shoots through the ground. Immediately upon completion of the casting of this spell and as often as once per round thereafter, you can cause the ground to shake along a 30-foot line. You can produce a number of these tremors equal to your caster level [maximum five], the tremors begin at your location and extend in the direction you indicate; any creature caught standing within the area must make a Reflex save or fall prone. A spellcaster caught standing on one of these squares must make a Concentration check [DC 20 + spell level] or lose any spell that was being attempted. You need not produce a tremor immediately upon finishing the casting of this spell. You can perform other actions, even the casting of other spells, between producing new tremors. Calling up a new tremor in any round after the spell has been cast requires a standard action [as you refocus your concentration on the spell]. [SR:No; DC:16, Reflex negates]					
☐☐☐☐☐Lore of the Gods	Divination	1 standard action	10 minutes/level or until discharged	Personal	CC:p.124
[V, S] TARGET: You; <b>EFFECT:</b> Your mind opens to the secrets of the cosmos and briefly touches the omniscience of the gods. You gain a +5 insight bonus on all Knowledge checks. At any point before the duration expires, you can make a check with a Knowledge skill in which you have no ranks, or retry a Knowledge check you have previously failed. The +5 insight bonus still applies in both of those cases, but utilizing this option reduces the spell's remaining duration to 1 minute/level. If you worship a deity who grants access to the Knowledge domain, the bonus is +10 rather than +5-even if you did not choose that domain.					
☐☐☐☐☐Luminous Armor	Abjuration	1 standard action	1 hour/level [D]	Touch	BE:p.102
[Sacrifice] TARGET: One good creature touched; <b>EFFECT:</b> This spell, favored among eladrins visiting the Material Plane, envelops the target in a protective, shimmering aura of light. The luminous armor resembles a suit of dazzling full plate, but it is weightless and does not restrict the target's movement or mobility in any way. In addition to imparting the benefits of a breastplate [+5 armor bonus to AC], the luminous armor has no maximum Dexterity restriction, no armor check penalty, and no chance for arcane spell failure. Luminous armor sheds light equivalent to a daylight spell and counters darkness spells of 2nd level or lower with which it comes into contact. In addition, the armor's brightness causes opponents to take a -4 to penalty on melee attacks made against the target. This penalty stacks with the attack penalty suffered by creatures sensitive to bright light [such as dark elves]. Sacrifice: 1d2 points of Strength damage. [SR:Yes [harmless]]					
☐☐☐☐☐Major Resistance	Abjuration	1 action	1 hour/level	Touch	SS:p.68
[V, S, M/DF] TARGET: Creature touched; <b>EFFECT:</b> You imbue the subject with a strong magical energy that protects her from harm, granting a +3 resistance bonus on saves. Arcane Material Component: A miniature cloak of fine cloth. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
☐☐☐☐☐Make Whole	Transmutation [Earth Shugenja]	1 standard action	Instantaneous	Close (50 ft.)	PH:p.252
[V, S] TARGET: One object of up to 110 cu. ft; <b>EFFECT:</b> This spell functions like mending, except that 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, nor does it affect creatures [including constructs]. [SR:Yes [harmless, object]; DC:16, Will negates [harmless, object]]					
☐☐☐☐☐Manifestation of the Deity	Illusion (Pattern) [Fear, Mind-Affecting]	1 swift action	1 round/3 levels [D]	Personal	CS:null
[V, S, DF] TARGET: An image of the deity you worship; <b>EFFECT:</b> Create illusion of your deity, rendering enemies shaken for 1 round. [SR:No; DC:16, Will negates]					
☐☐☐☐☐Mark of Judgement	Necromancy	1 standard action	1 round/level	Medium (210 ft.)	PH2:p.119
[V,S,DF] TARGET: One creature/3 levels, no two of which are more than 30 ft. apart; <b>EFFECT:</b> Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage. [SR:Yes; DC:16, Will negates]					
☐☐☐☐☐Mark of the Outcast	Necromancy	1 standard action	Permanent	Close (50 ft.)	SC:p.138
[V,S,DF] TARGET: One creature; <b>EFFECT:</b> This spell creates an indelible mark on the subject's face [or other upper body part, if the subject doesn't have a head]. The mark is visible to normal vision, low-light vision, and darkvision. The wearer of such a mark takes a -5 circumstance penalty on Bluff and Diplomacy checks and a -2 penalty to Armor Class. The mark cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. This spell creates an indelible mark on the subject's face [or other upper body part, if the subject doesn't have a head]. The mark is visible to normal vision, low-light vision, and darkvision. The wearer of such a mark takes a -5 circumstance penalty on Bluff and Diplomacy checks and a -2 penalty to Armor Class. The mark cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. [SR:Yes; DC:16, Will negates]					
☐☐☐☐☐Master's Touch	Divination	1 immediate action	Instantaneous	Close (50 ft.)	PH2:p.119
[V] TARGET: One creature; <b>EFFECT:</b> Subject gains +4 insight bonus to one skill check. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
☐☐☐☐☐Master Cavalier	Transmutation	1 standard action	10 minutes/level [D]	Personal	CC:p.124
[V, S] TARGET: You; <b>EFFECT:</b> When you utter the final words of this spell, your muscles and equilibrium shift dramatically, making you feel more at home in the saddle than you do on your own feet. Upon casting this spell, you gain a +10 bonus on all Ride checks. If you have special mount or similar class ability, your bonus on Ride checks increases to +20 while you are mounted on your special mount. If you cast master cavalier along with phantom charge [see below] and war-mount [page 129], the three spells have a synergistic effect. By shunting a tiny amount of its physical form into the plane from which it normally comes, your mount gains the ability to walk on liquids or even on empty air. This adjustment grants it a fly speed equal to its normal land-based movement rate, with average maneuverability. This effect lasts until either master cavalier or war-mount expires.					

Cleric Spells					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Rigor Mortis</b></div> <div> <div>[S, M] TARGET:</div> <div>Creature touched; <i>EFFECT:</i> This spell allows you to wrap a single target in death's embrace, making him both feel and appear dead for the duration of the spell. You must be able to touch the target, and the target must have a Wisdom score, but otherwise the spell can affect any creature, including intelligent undead. You must succeed on a melee touch attack to affect unwilling targets, and those who fail their saving throws immediately fall to the ground as though dead. All vital functions [if any] are suspended; subjects of this spell do not breathe, pump blood, or otherwise indicate in any way that they still live. Any physical harm done to someone in this state immediately grants another saving throw to awaken from the artificial torpor. Material Component: A pinch of ash from a cremated body of any kind. <b>[SR:Yes; DC:16, Fortitude negates]</b></div> </div>	Necromancy	1 standard action	1d6+2 rounds	Touch	HH:p.132
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Shadow Shroud</b></div> <div> <div>[V] TARGET:</div> <div>You; <i>EFFECT:</i> This spell negates any penalties or other harmful effects imposed by your light blindness or light vulnerability. You also gain a +5 competence bonus on Hide checks made in areas of shadow or darkness. As with any darkness spell, the effect is suppressed if you enter the area of a light spell of 3rd level or higher.</div> </div>	Evocation [Darkness]	1 immediate action	1 round/level [D]	Personal	DrU:p.62
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Share Talents</b></div> <div> <div>[V,S,M] TARGET:</div> <div>Two willing creatures touched; <i>EFFECT:</i> Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill. <b>[SR:Yes (harmless); DC:16, Will negates (harmless)]</b></div> </div>	Transmutation	1 round	10 minutes/level	Touch	PH2:p.124
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Shatter</b></div> <div> <div>[V, S, M/DF] TARGET:</div> <div>5-ft.-radius spread; or one solid object or one crystalline creature; <i>EFFECT:</i> Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature. Used as an area attack, shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered. Alternatively, you can target shatter against a single solid object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature [of any weight], shatter deals 1d6 points of sonic damage per caster level [maximum 10d6], with a Fortitude save for half damage. Arcane Material Component: A chip of mica. <b>[SR:Yes (object); DC:16, Will negates (object); or Fortitude half; see text]</b></div> </div>	Evocation [Sonic]	1 standard action	Instantaneous	Close (50 ft.)	PH:p.278
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Shield Other</b></div> <div> <div>[V, S, F] TARGET:</div> <div>One creature; <i>EFFECT:</i> This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks [including that dealt by special abilities] that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject. If you and the subject of the spell move out of range of each other, the spell ends. Focus: A pair of platinum rings [worth at least 50 gp each] worn by both you and the warded creature. <b>[SR:Yes (harmless); DC:16, Will negates (harmless)]</b></div> </div>	Abjuration	1 standard action	11 hours [D]	Close (50 ft.)	PH:p.278
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Shroud of Undeath</b></div> <div> <div>[V,S,M] TARGET:</div> <div>You; <i>EFFECT:</i> You shroud yourself with invisible negative energy so that nonintelligent undead creatures perceive you as a fellow undead, ignoring you. Your appearance does not change, and while intelligent undead do not immediately recognize you as alive, they are likely to question whether you are actually undead. If used in conjunction with a disguise or illusion to appear undead, this spell gives you a +5 bonus on your Disguise check. When you are affected by this spell, inflict spells heal you and cure spells hurt you. You are treated as if you were undead for the purpose of all spells and effects that specifically affect undead creatures. A successful turning or rebuking attempt against you [treating you as an undead of your Hit Dice] ends this spell but does not otherwise affect you. If you attack an undead creature while this spell is in effect, the spell immediately ends. Material Component: Dust or bone fragments from any destroyed undead creature.</div> </div>	Necromancy	1 standard action	10 minutes/level [D]	Personal	SC:p.189
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Silence</b></div> <div> <div>[V, S] TARGET:</div> <div>20 ft. radius emanation centered on a creature, object, or point in space; <i>EFFECT:</i> Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks. <b>[SR:Yes; see text or no (object); DC:16, Will negates; see text or none (object)]</b></div> </div>	Illusion (Glamer) [Air Shugenja]	1 standard action	11 minutes [D]	Long (840 ft.)	PH:p.279
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Soulmeld Blessing</b></div> <div> <div>[V, DF] TARGET:</div> <div>When you cast soulmeld blessing, you provide each affected creature with a surfeit of essentia. Affected creatures can immediately reallocate their essentia pool as if they had taken a swift action to do so [even though it isn't their turn and no action is required]. Essentia that cannot be reallocated with a swift action [for example, essentia invested in an incarnum feat] cannot be redistributed. <b>[SR:Yes (harmless); DC:16, None (harmless)]</b></div> </div>	Evocation [Incarnum]	1 swift action	Instantaneous	20 ft.	MoIp.p.105
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Soul Ward</b></div> <div> <div>[V, S, DF] TARGET:</div> <div>Creature touched; <i>EFFECT:</i> Your comrade's thoughts and feelings meld with yours, each bolstering the other, through the touch of your hand. This spell functions like body ward [page 117], except that you choose one of the three mental abilities-Intelligence, Wisdom, or Charisma-rather than a physical ability to be affected. <b>[SR:Yes (harmless); DC:16, Will negates (harmless)]</b></div> </div>	Abjuration	1 standard action	1 minute/level or until discharged	Touch	CC:p.127
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Sound Burst</b></div> <div> <div>[V, S, F/DF] TARGET:</div> <div>10-ft.-radius spread; <i>EFFECT:</i> You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged. Arcane Focus: A musical instrument. <b>[SR:Yes; DC:16, Fortitude partial]</b></div> </div>	Evocation [Sonic]	1 standard action	Instantaneous	Close (50 ft.)	PH:p.281
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Spawn Screen</b></div> <div> <div>[V,S,DF] TARGET:</div> <div>One creature/level; <i>EFFECT:</i> The subject does not rise as an undead spawn should it perish from an undead's attack that normally would turn it into a spawn, such as from the bite of a ghoul [MM 118]. This spell doesn't prevent the subject from perishing or provide anything other than insurance that the subject's body and spirit cannot be hijacked by an acquisitive undead creature. The protection applies if the duration is still in effect when the subject first dies; the spell need not linger in its effect during the period immediately prior to a spawn's rise. This spell cannot be cast on the body of a creature that has already been killed by a spawncreating undead. <b>[SR:Yes (harmless); DC:16, Will negates (harmless)]</b></div> </div>	Necromancy	1 standard action	1 hour/level	Touch	SC:p.197
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Spell Immunity, Lesser</b></div> <div> <div>[V,S] TARGET:</div> <div>Creature touched; <i>EFFECT:</i> This spell protects one creature from a single 1st- or 2nd-level spell. The creature effectively has unbeatable spell resistance regarding the chosen spell. Lesser spell immunity can't protect a creature from a spell to which spell resistance doesn't apply. This spell works against other spells, spell-like effects, and innate spell-like abilities. 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 school of spells or a group of spells with similar effects; thus, a creature given immunity to inflict light wounds is still susceptible to inflict moderate wounds. A creature can have only one lesser spell immunity or spell immunity [PH 282] in effect at a time. <b>[SR:Yes (harmless); DC:16, Will negates (harmless)]</b></div> </div>	Abjuration	1 standard action	10 minutes/level	Touch	SC:p.199
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Spider Legs</b></div> <div> <div>[V, S, F] TARGET:</div> <div>You; <i>EFFECT:</i> Caster grows long spider legs that have a speed of 30-ft and move on vertical surfaces. <b>[SR:No]</b></div> </div>	Transmutation	1 standard action	1 minute/level	Personal	BV:BoVD
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Spiritual Weapon</b></div> <div> <div>[V, S, DF] TARGET:</div> <div>Magic weapon of force; <i>EFFECT:</i> A weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8 force damage per hit, +1 point per three caster levels [maximum +5 at 15th level]. The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you [see below] and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus [possibly allowing it multiple attacks per round in subsequent rounds] plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the normal miss chance associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers. Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the spiritual weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action. A spiritual weapon cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual weapon's AC against touch attacks is 12 [10 + size bonus for Tiny object]. If an attacked creature has spell resistance, you make a caster level check [1d20 + caster level] against that spell resistance the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows. Chaos: Battleaxe Evil: Light flail Good: Warhammer Law: Longsword, <b>[SR:Yes]</b></div> </div>	Evocation [Force]	1 standard action	11 rounds [D]	Medium (210 ft.)	PH:p.283
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Stabilize</b></div> <div> <div>[V,S,DF] TARGET:</div> <div>50-ft.-radius burst centered on you; <i>EFFECT:</i> This spell, designed to work on the battlefield, allows you to stabilize the dying all around you. A burst of positive energy spreads out from you, healing 1 point of damage to all living creatures in the affected area, whether allied or not. This spell deals 1 point of damage to undead creatures, which are allowed a Will saving throw to negate the effect. <b>[SR:Yes (harmless); DC:17, Will negates (harmless); see text]</b></div> </div>	Conjuration (Healing)	1 swift action	Instantaneous	See text	SC:p.204
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Status</b></div> <div> <div>[V, S, DF] TARGET:</div> <div>3 living creatures touched; <i>EFFECT:</i> When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it. <b>[SR:Yes (harmless); DC:16, Will negates (harmless)]</b></div> </div>	Divination	1 standard action	11 hours	Touch	PH:p.284
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Stay the Hand</b></div> <div> <div>[V] TARGET:</div> <div>One humanoid; <i>EFFECT:</i> Target refrains from attacking you or targeting you with spells for the remainder of the current round. <b>[SR:Yes; DC:16, Will negates]</b></div> </div>	Enchantment (Charm) [Mind-Affecting]	1 immediate action	Instantaneous	Medium (210 ft.)	PH2:p.126
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Stone Bones</b></div> <div> <div>[V,S,F] TARGET:</div> <div>Corporeal undead creature touched; <i>EFFECT:</i> You cause the skeleton of the target corporeal undead to become thicker and as strong as stone. This gives the subject a +3 enhancement bonus to its existing natural armor. Arcane Focus: A miniature skull carved of granite. <b>[SR:Yes (harmless); DC:16, Will negates (harmless)]</b></div> </div>	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.208
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Stone Fist</b></div> <div> <div>[V,S,DF] TARGET:</div> <div>You; <i>EFFECT:</i> Acts as if armed and your hands become hard inflicting damage; see text. <b>[SR:No]</b></div> </div>	Transmutation	Standard Action	11 rounds [D]	Personal	RS:p.163
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Stretch Weapon</b></div> <div> <div>[V] TARGET:</div> <div>Melee weapon wielded; <i>EFFECT:</i> Adds 5 feet of reach for one attack. <b>[SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]</b></div> </div>	Transmutation	1 swift action	One attack	0 ft.	PH2:p.126
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Substitute Domain</b></div> <div> <div>[V, S, DF] TARGET:</div> <div>You; <i>EFFECT:</i> The power of your deity courses through you, replacing what you once knew with different ideas and abilities. Upon casting substitute domain, you can swap one of your current domains for another that your deity offers. You gain the granted power of the new domain, as well as access to any of its spells that you can cast-though you must still prepare the spells normally. While substitute domain is in effect, you lose the granted powers and spells of the domain to which you have given up access. For example, Saera, a cleric of Pelor, normally has access to the Strength and Sun domains. She casts substitute domain on herself and chooses to swap the Strength domain for another of the domains that Pelor normally grants- namely Healing. While she can now access the spells and granted power of the Healing domain, Saera cannot tap the abilities and spells normally associated with the Strength domain.</div> </div>	Transmutation	10 minutes	1 day/level [D]	Personal	CC:p.128
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Summon Elysian Thrush</b></div> <div> <div>[V,S,DF] TARGET:</div> <div>One summoned Elysian thrush; <i>EFFECT:</i> This spell summons an elementite swarm [Planar Handbook 114]-air, earth, fire, or water, at your option- from the appropriate Elemental Plane. It appears where you designate and acts immediately, on your turn. It understands your speech [regardless of your language], and it follows your commands to the best of its ability. You must concentrate to maintain the spell's effect, but commanding the creature is a free action. When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type. <b>[SR:No]</b></div> </div>	Conjuration (Summoning) [Good]	10 minutes	8 hours	Close (50 ft.)	SC:p.214
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div><b>Summon Monster II</b></div> <div> <div>[V, S, F/DF] TARGET:</div> <div>One or more summoned creatures, no two of which can be more than 30 ft. apart; <i>EFFECT:</i> This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. 1st Level List: Celestial: Dog, Owl, Giant Fire Beetle, Porpoise, Badger, Monkey. Fiendish: Dire Rat, Raven, Monstrous Centipede Medium, Monstrous Scorpion Small, Hawk, Monstrous</div> </div>	Conjuration (Summoning)	1 round	11 rounds [D]	Close (50 ft.)	PH:p.286
* =Domain/Specialty Spell					

Cleric Spells					
Spider Small, Octopus, Snake Small Viper 2nd Level List: Celestial: Giant Bee, Giant Bombardier Beetle, Riding Dog, Eage. Lemure [Devil], Fiendish: Squid, Wolf, Monstrous Centipede Large, Monstrous Scorpion Medium, Shark Medium, Monstrous Spider Medium, Snake Medium Viper 3rd Level List: TODO... [SR:No]					
Suppress Magic	Abjuration	1 standard action	11 rounds [D]	Medium (210 ft.)	Mo:p.105
[V, S (E)] TARGET: One object or soulmeld; <b>EFFECT:</b> You attempt to suppress the functioning of a single magic item or soulmeld. If you succeed on a caster level check against the item or soulmeld [against a DC of 11 + meldshaper level], the item or soulmeld loses all magical properties for the duration of the spell. This is identical to the effect of a dispel magic spell targeted on an object, except for duration and your ability to invest essentia to improve your caster level check. This spell has no effect on ongoing spell effects, even if those effects are on items [such as greater magic weapon]. Essentia: Every point of essentia invested in this spell grants you a +2 insight bonus on your caster level check to suppress the item. If the spell fails to affect the item, the invested essentia immediately returns to your pool. [SR:No; DC:16, See text]					
Thin Air	Necromancy [Cold]	1 standard action	11 minutes	Medium (210 ft.)	Fr:p.105
[V,S] TARGET: 30-ft.-radius emanation; <b>EFFECT:</b> Thins oxygen, save or suffer altitude sickness. [SR:No; DC:16, Fort negates]					
Turn Anathema	Enchantment (Compulsion)	1 standard action	10 minutes/level	Personal	CC:p.129
[V, S, DF] TARGET: You; <b>EFFECT:</b> When you clutch your holy symbol, it pulses briefly with divine power, then grows oddly cold beneath your fingers. Choose one non-neutral aspect of your own alignment- chaotic, evil, good, or lawful. If you are neutral, you must choose an alignment component for this spell when you first cast it, and this choice cannot be altered for subsequent castings unless your alignment has changed in such a way as to make that choice unsuitable. The spell takes on the descriptor of the selected alignment component. Upon casting this spell, you can use one of your daily turn or rebuke attempts to turn creatures with the opposing alignment subtype as though they were undead. For instance, if you cast turn anathema as a good spell, you could attempt to turn creatures of the evil subtype, such as demons. You could not, however, turn a red dragon, because although it is an evil creature, it lacks the evil subtype. This spell allows only turning, not rebuking or destroying, even if you normally rebuke rather than turn. You can use as many of your daily turn/rebuke attempts as you wish in this way for the duration of the spell.					
Tyche's Touch	Abjuration	1 standard action	24 hours or until discharged	Touch	LE:p.35
[S, DF] TARGET: One living creature; <b>EFFECT:</b> Confers a decreasing sacred bonus or penalty -4 on the subjects next four saving throws. [SR:Yes; DC:16, Will negates]					
Undetectable Alignment	Abjuration	1 standard action	24 hours	Close (50 ft.)	PH:p.297
[V, S] TARGET: One creature or object; <b>EFFECT:</b> An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination. [SR:Yes (object); DC:16, Will negates (object)]					
Veil of Shadow	Evocation [Darkness]	1 standard action	1 minute/level	Personal	SC:p.228
[V,S] TARGET: You; <b>EFFECT:</b> Swirling wisps of darkness obscure your form, granting you concealment. The 20% miss chance is in effect even if the attacker has darkvision. This spell effect is dispelled in daylight or in the area of a light spell of 3rd level or higher. See invisibility does not counter a veil of shadow's concealment effect, but a true seeing spell does.					
*Wind Wall	Evocation [Air, Air Shugenja]	1 standard action	11 rounds	Medium (210 ft.)	PH:p.302
[V, S, M/DF] TARGET: Wall up to 110 ft. long and 55 ft. high [S]; <b>EFFECT:</b> An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. [A Reflex save allows a creature to maintain its grasp on an object.] Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. [A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.] Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall [although it is no barrier to incorporeal creatures]. While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points. Arcane Material Component: A tiny fan and a feather of exotic origin. [SR:Yes; DC:16, None; see text]					
Wings Of The Sea	Transmutation	1 action	1 minute/level	Touch	SS:p.72
[S, M] TARGET: You or person touched; <b>EFFECT:</b> This spell increases the touched creature's swim speed by 30 feet. It has no effect on other modes of movement, nor does it give the subject a swim speed if it does not already have one. Material Component: A drop of water. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
Zone of Truth	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 minutes	Close (50 ft.)	PH:p.303
[V, S, DF] TARGET: 20-ft.-radius emanation; <b>EFFECT:</b> Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose. [SR:Yes; DC:16, Will negates]					
LEVEL 3 / Per Day:5+1 / Caster Level:11					
Name	School	Time	Duration	Range	Source
Adoration of the Frightful	Enchantment (Charm) [Mind-Affecting]	1 standard action	1 minute/level	60 ft.	DM:p.64
[V] TARGET: 60-ft. radius emanation, centered on you; <b>EFFECT:</b> A thunderous rumble echoes from within you, washing over cowed creatures and forcing them to show you respect. Upon casting this spell, you radiate a magical aura that causes fearful creatures to shy away from harming you. While this spell is in effect, any creature within the spell's area that is shaken, frightened, or panicked has its attitude toward you shifted to friendly [see Influencing NPC Attitudes, PH 72]. This effect ends for a given creature if the fear effect is removed, or if you or an ally attacks the creature or otherwise takes any hostile act toward it. Special: A character who learns this spell gains a +1 competence bonus on Diplomacy checks. [SR:Yes; DC:17, Will negates]					
Affliction	Necromancy [Good]	1 standard action	Instantaneous	Touch	BE:p.89
[V, S] TARGET: Evil creature touched; <b>EFFECT:</b> The subject contracts an affliction selected from the list below, which strikes immediately [no incubation period]. Afflictions deal damage only to evil creatures. Any evil creature takes damage equal to that listed plus its Charisma bonus. An evil elemental or evil undead takes an extra 1 point of damage, and an evil outsider or an evil cleric of an evil deity takes an extra 2 points. The DC listed is for the subsequent saves [use affliction's normal save DC for the initial saving throw]. Affliction DC Damage* Depraved decadence 18 1d4 Str Eternal torpor 14 1d6 Dex Raging desire 15 1d3 Con Consuming passion 17 1d4 Int Haunting conscience 16 1d4 Wis Pride in vain 20 1d6 Cha * See Chapter 3: Exalted Equipment for more information about afflictions. [SR:Yes; DC:17, Fortitude negates]					
Aid, Mass	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minute/level	Close (50 ft.)	SC:p.8
[V,S,DF] TARGET: One or more creatures, no two of which are more than 30 ft. apart; <b>EFFECT:</b> +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp. You hold your holy symbol aloft and cast the spell. A silvery radiance dances from your hands, leaping over all the nearby party members and strengthening them. This spell functions like aid [PH 196], except that it affects multiple subjects at a distance and each subject gains temporary hit points equal to 1d8 + caster level 15. [SR:Yes [harmless]]					
Air Breathing	Transmutation	1 standard action	2 hours/level; see text	Touch	SC:p.8
[S,M/DF] TARGET: Living creatures touched; <b>EFFECT:</b> Tiny bubbles form on your hands as you complete the spell. As you touch each subject, its chest heaves and shudders, then begins to rhythmically expand and contract. The transmuted creatures can breathe air freely. Divide the duration evenly among all the creatures you touch. This spell does not make creatures unable to breathe water. Arcane Material Component: A short reed or piece of straw. [SR:Yes [harmless]; DC:17, Will negates [harmless]]					
Align Weapon, Mass	Transmutation [See text]	1 standard action	1 minute/level	Close (50 ft.)	SC:p.9
[V,S,DF] TARGET: One weapon/level, no two of which are more than 30 ft. apart; <b>EFFECT:</b> You hold your holy symbol high and speak old words of power. Your party's weapons take on a pale blue radiance. This spell functions like align weapon [PH 197], except that it affects multiple weapons or projectiles at a distance. [SR:Yes [harmless, object]; DC:17, Will negates [harmless, object]]					
Alter Fortune	Divination	1 immediate action	Instantaneous	Close (50 ft.)	PH2:p.101
[V,X] TARGET: One creature; <b>EFFECT:</b> Target must reroll any die roll it just made taking the second roll. [SR:No]					
Amanuensis	Transmutation	1 standard action	10 minute/level	Close (50 ft.)	SC:p.9
[V,S] TARGET: Object or objects with writing; <b>EFFECT:</b> You point at the writing and then move your hand as though holding a stylus or quill. As you intone the spell, the script appears on a sheet of paper close at hand. You cause writing from one source [such as a book] to be copied into a book, paper, or parchment. This spell copies 250 words per minute and creates a perfect duplicate of the original. The spell copies only nonmagical text, not illustrations or magical writings [such as the text of a spellbook, a spell scroll, or a sepiá snake sigil]. If the target contains normal and magical writing [such as a letter with explosive runes], only the normal text is copied, leaving blank space in the copied text where the magical writing would be expected. Likewise, if the target contains text and illustration, only the text is copied. The spell triggers [but does not copy] writing-based magic traps in the material being copied. Blank paper, parchment, or a book must be provided for the spell to write upon. If the target has multiple pages, the spell automatically turns to the next blank page whenever necessary. If more pages in the target exist than blank pages are available, the spell copies the original until it runs out of blank pages. At any time during the spell's duration you can redirect the magic to copy from another target, copy onto a different blank source, or resume a duplication that was interrupted by a shortfall of blank pages. The spell does not translate the copied writing. If you do not understand the original, you have no additional ability to understand the copy. [SR:Yes [object]; DC:17, Will negates [object]]					
Anarchic Storm	Conjuration (Creation) [Chaotic, Water]	1 standard action	1 round/level [D]	20 ft.	SC:p.11
[V,S,M,DF] TARGET: Cylinder [20-ft. radius, 20 ft. high]; <b>EFFECT:</b> You call upon the powers of chaos, and a heavy rain begins to fall around you, its drops a rainbow of soft radiances. Above you, a multicolored lightning bolt flashes. The downpour created by this spell falls in a fixed area once created. The storm reduces hearing and visibility, resulting in a -4 penalty on Listen, Spot, and Search checks. It also applies a -4 penalty on ranged attacks made into, out of, or through the storm. Finally, it automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames [such as those of lanterns]. The rain damages lawful creatures, dealing 2d6 points of damage per round [lawful outsiders take double damage]. In addition, each round, a bolt of lightning strikes a randomly selected lawful outsider within the spell's area, dealing 5d6 points of electricity damage. After the spell's duration expires, the water disappears. Material Component: A flask of anarchic water [see the anarchic water spell, below]. [SR:No]					
Antidragon Aura	Abjuration	1 standard action	1 minute/level	Close (50 ft.)	SC:p.14
[V,S,M,DF] TARGET: One creature/2 levels, no two of which are more than 30 ft. apart; <b>EFFECT:</b> All subjects gain a +2 luck bonus to Armor Class and on saving throws against the attacks, spells, and special attacks [extraordinary, supernatural, and spell-like] of dragons. This bonus increases by 1 for every four caster levels above 5th [to +3 at 9th, +4 at 13th, and a maximum of +5 at 17th]. Material Component: A chunk of platinum worth at least 25 gp [slightly less than 1 ounce]. [SR:Yes [harmless]; DC:17, Will negates [harmless]]					
Attune Form	Transmutation	1 standard action	24 hours	Touch	SC:p.17
[V,S,M/DF] TARGET: One creature/3 levels; <b>EFFECT:</b> This spell allows you to attune the affected creatures to the plane you are currently on, negating the harmful effects of that plane. Affected creatures gain the protections described in the avoid planar effects spell [page 19]. Arcane Material Component: A bit of stone or earth from your home plane.					
Aura of Cold, Lesser	Transmutation [Cold]	1 standard action	11 rounds [D]	5 ft.	Fr:p.88-89
[V,S,DF] TARGET: 5-ft.-radius spherical emanation centered on you; <b>EFFECT:</b> Deals 1d6 cold damage to those within 5 ft.. [SR:Yes]					
Awaken Sin	Enchantment (Compulsion) [Fear, Good, MI]	1 standard action	Instantaneous	Touch	SC:p.21
[V,S,DF] TARGET: One evil creature with Intelligence 3+; <b>EFFECT:</b> [SR:Yes; DC:17, Will negates]					
Bestow Curse	Necromancy	1 standard action	Permanent	Touch	PH:p.203
[V, S] TARGET: Creature touched; <b>EFFECT:</b> You place a curse on the subject. Choose one of the following three effects. . -6 decrease to an ability score [minimum 1] . -4 penalty on attack rolls, saves, ability checks, and skill checks. . Each turn, the target has a 50% chance to act normally; otherwise, it takes no action. You may also invent your own curse, but it should be no more powerful than those described above. The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. Bestow curse counters remove curse. [SR:Yes; DC:17, Will negates]					
Binding Snow	Transmutation [Cold]	1 standard action	11 hours [D]	Medium (210 ft.)	Fr:p.89
[V,S,DF,Frostfell] TARGET: 11 10-ft. square; <b>EFFECT:</b> Cast on snow it impedes movement to half. [SR:Yes; DC:17, Reflex negates]					
Bladebane	Transmutation	1 standard action	11 rounds	Touch	UE:p.48
[V, S, M] TARGET: Weapon touched; <b>EFFECT:</b> Add +2 enhancement and +2d6 pts of damage to slashing weapon against a creature type of your choice. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
Blade of Pain and Fear	Evocation	1 standard action	1 minute/level [D]	0 ft.	SC:p.30
[V,S,DF] TARGET: Swordlike column of gnashing teeth; <b>EFFECT:</b> For the duration of the spell, you can make melee touch attacks that deal 1d6 points of damage +1 point per two caster levels 10. Your Strength modifier does not apply to the damage. A creature that you successfully deal damage to must also make a Will saving throw or become frightened for 1d4 rounds. [SR:Yes; DC:17, Will partial]					
Blessed Aim	Divination	1 standard action	1 minute/level	50 ft.	SC:p.31
[V,S] TARGET: 50 ft. spread, centered on you; <b>EFFECT:</b> This spell grants your allies within the spread a +2 morale bonus on ranged attack rolls. [SR:No; DC:17, Will negates [harmless]]					
* =Domain/Specialty Spell					



Cleric Spells					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Blessed Sight</b>	Divination	1 standard action	1 minute/level [D]	Personal	BE:p.92
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> This spell makes your eyes glow with white light and allows you to see evil auras within 120 feet of you. The effect is similar to a detect evil spell, but does not require concentration and discerns aura location and strength more quickly. You know the location and strength of all evil auras within your sight. An aura's strength depends on the type and Hit Dice of any evil creature, as noted in the description of the detect evil spell in the Player's Handbook.					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Blindness/Deafness</b>	Necromancy	1 standard action	Permanent [D]	Medium (210 ft.)	PH:p.206
<b>[V] TARGET:</b> One living creature; <b>EFFECT:</b> You call upon the powers of unlfe to render the subject blinded or deafened, as you choose. <b>[SR:Yes; DC:17, Fortitude negates]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Blindsight</b>	Transmutation	1 standard action	1 minute/level	Touch	SC:p.32
<b>[V,S] TARGET:</b> Creature touched; <b>EFFECT:</b> This spell grants the subject the blindsight ability [MM 306] effective out to 30 feet. <b>[SR:Yes [harmless]; DC:17, Will negates [harmless]]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Bolster Aura</b>	Abjuration	1 standard action	10 minutes/level	Touch	CC:p.117
<b>[V, S] TARGET:</b> Creature or object touched; <b>EFFECT:</b> The divine aura that surrounds you begins to swell, sending off waves of faux power into the ether. By casting bolster aura, you make the aura of the target creature or object stronger, possibly causing other creatures to assume that the target is more powerful than it actually is. For every two caster levels you possess, the target of a bolster aura spell appears to have 1 Hit Die more than it actually does. If the target has no aura, then bolster aura has no effect. <b>[SR:Yes (object); DC:17, Will negates (object)]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Briar Web</b>	Transmutation	1 standard action	11 minutes	Medium (210 ft.)	CD:p.156-157
<b>[V,S,DF] TARGET:</b> Plants in a 20-ft.-radius spread.; <b>EFFECT:</b> As entangle, but thorns deal damage each round. <b>[SR:No; DC:17, Reflex negates; see text]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Bridge Of Sound</b>	Conjuration (Creation) [Sonic]	1 action	Concentration plus 1 round/level	Close (50 ft.)	SS:p.63
<b>[V, S, DF] TARGET:</b> One bridge of sound 5 ft. wide, 1 in. thick, and up to 10 ft./ level long; <b>EFFECT:</b> You create a ribbonlike, weightless, unbreakable, invisible bridge of sound. The bridge must be anchored to solid objects at both ends, but otherwise can be at any angle. Like a wall of force, it must be continuous and unbroken when formed. It is typically used to cross a chasm or a hazardous space. Creatures can move on the bridge of sound without penalty, since it is no more slippery than a typical dungeon floor. It is only a physical barrier to solid objects and has no effect on spells, line of sight, gaze attacks, ethereal creatures, or incorporeal creatures and objects. The bridge of sound can support a maximum of 200 pounds per caster level. Creatures that cause the total weight on the bridge of sound to exceed this limit sink through the bridge as if it weren't there. A bridge of sound is temporarily negated within the area of a silence spell, causing anything on it to fall. If the silence effect ends or is dispelled before the bridge's duration expires, the bridge is once again whole. <b>[SR:Yes]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Brilliant Emanation</b>	Evocation [Good]	1 standard action	1d4 rounds	100 ft. + 10 ft./level	BE:p.92
<b>[Sacrifice] TARGET:</b> 100-ft.-radius emanation + 10-ft. radius per level; <b>EFFECT:</b> This spell causes a divine glow to radiate from any reflective objects worn or carried by the caster, including metal armor. Evil creatures within the spell's area are blinded unless they succeed on a Fortitude saving throw. Nonevil characters perceive the brilliant light emanating from the caster, but are not blinded by it and do not suffer any negative effects from it. Evil characters that make their saving throw are not blinded, but are distracted, taking a -1 penalty on any attacks made within the spell's area for the duration of the spell. Creatures must be able to see visible light to be affected by this spell. Sacrifice: 1d3 points of Strength damage. <b>[SR:Yes; DC:17, Fortitude partial]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Burrow</b>	Transmutation	1 action	11 minutes	Personal	Rac:p.189
<b>[V, S, M] TARGET:</b> You; <b>EFFECT:</b> Your hands sprout claws as hard as stone. You may use these claws to burrow at a speed of 10 feet. <b>[SR:No]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Celestial Aspect</b>	Transmutation [Good]	1 standard action	1 minute/level	Touch	BE:p.93
<b>[V, Sacrifice] TARGET:</b> One creature touched; <b>EFFECT:</b> The target can assume one of several celestial traits, chosen from selection below. As a free action, the target can choose a different celestial trait, but the target cannot change traits more than once during a given round. Armblade of the Sword Archon: One of the target's arms reshapes into a blade that functions as a +1 flaming longsword or +1 holy longsword [caster's choice]. The caster may also choose to create a short sword version instead of the normal longsword-sized blade. The target cannot be h o l d i n g anything in the affected arm, and the a r m b l a d e cannot be disarmed or sundered. Eyes of the Firre: Red flames fill the target's eyes. Once per round, as a standard action, the target can deal 2d6 points of fire damage to any single creature or object within 60 feet, simply by gazing at it [no attack roll required]. Horns of the Cervidal: Ramlake horns sprout from the target's head. The target can charge an opponent with its deadly horns. In addition to the normal benefits and hazards of a charge, this tactic allows the creature to make a single gore attack that deals 1d8 points of damage plus 1-1/2 times the target's Strength modifier. Any summoned or called creature struck by the horns is dismissed instantly. Wings of the Astral Deva: Angelic wings sprout from the target's back, allowing the target to fly at a speed of 100 feet [good]. Although these attributes change the target's appearance, other celestials do not recognize the target as a celestial being [unless the target happens to be one]. If the creature tries to disguise itself as a celestial, consult the Player's Handbook for the appropriate Disguise check DC. Sacrifice: 1d3 points of Strength damage. <b>[SR:Yes (harmless); DC:17, Fortitude negates (harmless); see text]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Chain of Eyes</b>	Divination	1 standard action	1 hour/level	Touch	SC:p.45
<b>[V,S] TARGET:</b> Living creature touched; <b>EFFECT:</b> You can use another creature's vision instead of your own. While this spell gives you no control over the subject, each time it comes into physical contact with another living being, you can choose to transfer your sensor to the new creature. 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. Each transfer attempt allows the new target a saving throw and spell resistance. If a target resists, the spell ends. <b>[SR:Yes; DC:17, Will negates]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Channeled Divine Shield</b>	Abjuration	See text	1 round/level	Personal	PH2:p.106
<b>[V,S] TARGET:</b> You; <b>EFFECT:</b> Gain DR based upon casting time; See text.					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Circle Dance</b>	Divination	1 minute	Instantaneous	Personal	SC:p.46
<b>[V,S] TARGET:</b> You; <b>EFFECT:</b> You divine the relative direction and condition of another creature. You must have firsthand knowledge of the creature for the spell to function. If the creature is alive and on the same plane as you, the spell leaves you facing in its direction. You also get an impression of its physical and emotional condition [unharmd, wo u n d e d , unconscious, dying, and so on]. If the creature you seek is on a different plane or dead, you feel nothing.					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Cloak of Bravery</b>	Abjuration [Mind-Affecting]	1 standard action	10 minutes/level	60 ft.	SC:p.47
<b>[V,S] TARGET:</b> 60-ft.-radius emanation centered on you; <b>EFFECT:</b> All allies within the emanation [including you] gain a morale bonus on saves against fear effects equal to your caster level [to a maximum of +10 at 10th level]. <b>[SR:Yes [harmless]; DC:17, Will negates [harmless]]</b> All allies within the emanation [including you] gain a morale bonus on saves against fear effects equal to your caster level [to a maximum of +10 at 10th level]. <b>[SR:Yes [harmless]; DC:17, Will negates [harmless]]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Cloak Pool</b>	Illusion (Glamer) [Mind-Affecting]	1 standard action	1 hour/level [D]	Close (50 ft.)	SC:p.48
<b>[V,S] TARGET:</b> One color pool; <b>EFFECT:</b> This spell causes a color pool on the Astral Plane [DMG 154]-an irregular patch of color containing a portal to another plane-to seemingly cease to exist. In truth, the color pool is only hidden from view. The use of this spell does not hide the area around the pool; it masks only the fact that a pool is present. See invisibility or true seeing reveals the presence of the pool, as does analyze portal. <b>[SR:No; DC:17, Will negates [harmless,object]]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Close Wounds</b>	Conjuration (Healing)	1 immediate action	Instantaneous	Close (50 ft.)	SC:p.48
<b>[V] TARGET:</b> One creature; <b>EFFECT:</b> This spell cures 1d4 points of damage +1 point per caster level 5. If you cast this spell immediately after the subject takes damage, it effectively prevents the damage. It would keep alive someone who had just dropped to -10 hit points, for example, leaving the character at negative hit points but stable. Used against an undead creature, close wounds deals damage instead of curing the creature [which takes half damage if it makes a Will saving throw]. <b>[SR:Yes [harmless]; DC:18, Will half [harmless]; see text]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Conjure Ice Beast III</b>	Conjuration (Creation) [Cold]	1 round	11 rounds [D]	Close (50 ft.)	Fr:p.91
<b>[V,S,DF] TARGET:</b> One or more conjured ice creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Creates a creature to fight for you. <b>[SR:No]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Continual Flame</b>	Evocation [Light]	1 standard action	Permanent	Touch	PH:p.213
<b>[V, S, M] TARGET:</b> Object touched Magical, heatless flame; <b>EFFECT:</b> A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched. Light spells counter and dispel darkness spells of an equal or lower level. Material Component: You sprinkle ruby dust [worth 50 gp] on the item that is to carry the flame. <b>[SR:No]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Control Sand</b>	Transmutation	1 standard action	110 minutes [D]	Long (840 ft.)	Sa:p.112-113
<b>[V,S,DF] TARGET:</b> Dust or Sand in a volume of 110ft. wide by 110 ft. long by 22 ft. deep [S]; <b>EFFECT:</b> Spell not completed. <b>[SR:No; DC:17, None; see text]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Control Snow and Ice</b>	Transmutation	1 standard action	110 minutes [D]	Long (840 ft.)	Fr:p.92
<b>[V,S,DF] TARGET:</b> Ice and snow in a volume of 110 ft. by 110 ft. by 22 ft. [S]; <b>EFFECT:</b> May raise or lower snow & ice. <b>[SR:No]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Conviction, Legion's</b>	Abjuration	1 standard action	11 minutes	Medium (210 ft.)	MH:p.34
<b>[V,S,M] TARGET:</b> Allies in a 20-ft.-radius burst; <b>EFFECT:</b> +2 morale bonus to allies; see text. <b>[SR:Yes (harmless); DC:17, Will negates (harmless)]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Conviction, Mass</b>	Abjuration	1 standard action	10 minutes/level	Medium (210 ft.)	SC:p.52
<b>[V,S,M] TARGET:</b> Allies in a 20-ft.-radius burst; <b>EFFECT:</b> This spell functions like conviction, except that it affects multiple allies at a distance. <b>[SR:Yes [harmless]; DC:17, Will negates [harmless]]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Corona of Cold</b>	Evocation [Cold]	1 standard action	1 round/level [D]	10 ft.	SC:p.52
<b>[V,S,DF] TARGET:</b> 20-ft.-radius spread; <b>EFFECT:</b> You are surrounded by a protective aura of cold that also causes damage to others within its radius. You gain resistance to fire 10. Starting in the round you cast the spell, corona of cold also deals 1d12 points of cold damage each round at the beginning of your turn to all other creatures within the area. A successful save prevents the damage caused by the spell in that round, but does not prevent damage in future rounds. Creatures damaged by the spell shiver uncontrollably, taking a -2 penalty to their Strength and Dexterity and moving at half speed for as long as they remain within the area; these penalties do not stack with consecutive rounds of damage or additional corona of cold spells. <b>[SR:Yes; DC:17, Fortitude negates]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Create Food and Water</b>	Conjuration (Creation)	10 minutes	24 hours; see text	Close (50 ft.)	PH:p.214
<b>[V, S] TARGET:</b> Food and water to sustain 33 humans or 11 horses for 24 hours; <b>EFFECT:</b> The food that this spell creates is simple fare of your choice-highly nourishing, if rather bland. Food so created 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, and it doesn't go bad as the food does. <b>[SR:No]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Create Lantern Archon</b>	Conjuration (Creation) [Good, Light, Sanctify]	1 hour	Instantaneous	Close (50 ft.)	CV:54
<b>[V,S,DF*] TARGET:</b> One lantern archon; <b>EFFECT:</b> Creates one new lantern archon in service of your patron deity. It will be friendly to you, but not under your control. It will perform 1 nonhazardous task of your choice for up to 1 hour without payment. Creating it will drain you of 1d2 points of Constitution. <b>[SR:No]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Crown of Grave</b>	Necromancy	1 standard action	1 hour/level [D] or until discharged	Touch	PH2:p.108
<b>[V,S,M,F] TARGET:</b> Creature touched; <b>EFFECT:</b> Wearer can compel undead with a one-word command once per minute. See text. <b>[SR:Yes (harmless); DC:17, Will negates (harmless)]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Crown of Might</b>	Transmutation	1 standard action	1 hour/level [D] or until discharged	Touch	PH2:p.108
<b>[V,S,F] TARGET:</b> Creature touched; <b>EFFECT:</b> +2 Strength enhancement or discharge for +8 Strength for one round. <b>[SR:Yes (harmless); DC:17, Will negates (harmless)]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Crown of Protection</b>	Transmutation	1 standard action	1 hour/level [D] or until discharged	Touch	PH2:p.108
<b>[V,S,F] TARGET:</b> Creature touched; <b>EFFECT:</b> +1 deflection bonus to AC and +1 resistance bonus on all saves. <b>[SR:Yes (harmless); DC:17, Will negates (harmless)]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Crown of Smiting</b>	Evocation	1 standard action	1 hour/level [D] or until discharged	Touch	PH2:p.108
<b>[V,S,F] TARGET:</b> Creature touched; <b>EFFECT:</b> Choose alignment [chaotic, evil, good or lawful]. Once per minute, gain +2 divine bonus on damage rolls no next melee or ranged attack if the opponent has the designated alignment or Discharge for a +8 bonus. <b>[SR:Yes (harmless); DC:17, Will negates (harmless)]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Cure Serious Wounds</b>	Conjuration (Healing) [Water Shugenja]	1 standard action	Instantaneous	Touch	PH:p.216
<b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> This spell functions like cure light wounds, except that it cures 3d8 points of damage +1 point per caster level [maximum +15]. <b>[SR:Yes (harmless); see text; DC:18, Will half (harmless); see text]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Curse of Arrow Attraction</b>	Transmutation	1 standard action	1 round/level	Medium (210 ft.)	PH2:p.109
<b>[V,M] TARGET:</b> One creature; <b>EFFECT:</b> Subjects AC against any ranged attack is -5, including projectile weapons, thrown weapons, and ranged attacks. In addition, any critical threats are automatically confirmed. <b>[SR:Yes; DC:17, Will negates]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Curse of Petty Failing</b>	Necromancy	1 standard action	11 minutes	Close (50 ft.)	MH:p.35
<b>[V,S,DF] TARGET:</b> One creature; <b>EFFECT:</b> -2 penalty to attack and saving throws. <b>[SR:Yes]</b>					
* =Domain/Specialty Spell					



Cleric Spells					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Darkfire</b>	Evocation [Fire]	1 standard action	1 round/level [D]	0 ft.	SC:p.59
<b>[V,S] TARGET:</b> Flame in your palm; <b>EFFECT:</b> Dark flames appear in your hand. You can hurl them or use them to touch enemies. The flames appear in your open hand and harm neither you nor your equipment. They emit no light but produce the same amount of heat as an actual fire. Beginning the following round, you can strike opponents with a melee touch attack, dealing 1d6 points of fire damage per two caster levels [maximum 5d6]. Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you make a ranged touch attack [with no range penalty] and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. The darkfire is invisible to normal vision but can be seen with darkvision as easily as a normal flame can be seen in darkness [this means that darkfire can be used as a signal or beacon for creatures with darkvision]. The spell does not function underwater. [SR:Yes]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Daylight</b>	Evocation [Light, Fire Shugenja]	1 standard action	110 minutes [D]	Touch	PH:p.216
<b>[V, S] TARGET:</b> Object touched; <b>EFFECT:</b> The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light. If daylight is cast on a small object that is then placed inside or under a light- proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness [or vice versa] is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness. [SR:No]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Death Lock</b>	Necromancy [Ectomancy]	1 action	110 minutes	Close (50 ft.)	GW:p.51
<b>[V, S] TARGET:</b> One creature; <b>EFFECT:</b> If the subject creature dies while the spell is in effect, its soul immediately passes on to the True Afterlife and cannot form a ghost. The subject can still be raised from the dead or even brought back as a ghost by magic [such as with the raise ghost spell]; this spell only prevents a newly slain creature from forming a ghost of its own volition. [SR:Yes; DC:17, Will negates]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Deeper Darkness</b>	Evocation [Darkness]	1 standard action	11 days [D]	Touch	PH:p.217
<b>[V, M/DF] TARGET:</b> Object touched; <b>EFFECT:</b> This spell functions like darkness, except that the object radiates shadowy illumination in a 60-foot radius and the darkness lasts longer. 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 and dispels any light spell of equal or lower level, including daylight and light. [SR:No]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Deific Bastion</b>	Transmutation	1 standard action	1 round/level	Touch	CC:p.119
<b>[V, S, DF] TARGET:</b> Shield or heavy armor touched; <b>EFFECT:</b> Calling upon your patron for protection, you imbue your defenses with an unnatural resilience. You must either be holding a shield or wearing heavy armor to cast this spell. The shield or armor gains a +1 enhancement bonus plus an additional special ability that depends on your deity, as given on the table below. This enhancement bonus is defensive only; it does not cause a shield to function as a magic weapon if it is used to make a shield bash. The enhancement bonus of the armor or shield is +2 if your caster level is 9th-11th, +3 if it's 12th-14th level, +4 if it's 15th-16th, and +5 if it's 18th or higher. [SR:Yes (harmless, object); DC:17, Fortitude negates (harmless, object)]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Delay Death</b>	Necromancy	1 immediate action	1 round/level	Close (50 ft.)	SC:p.63
<b>[V,S,DF] TARGET:</b> One creature; <b>EFFECT:</b> The subject of this powerful spell is unable to die from hit point damage. While under the protection of this spell, the normal limit of -9 hit points before a character dies is extended without limit. A condition or spell that destroys enough of the subject's body so as to not allow raise dead to work, such as a disintegrate effect, still kills the creature, as does death brought about by ability score damage, level drain, or a death effect. The spell does not prevent the subject from entering the dying state by dropping to -1 hit points. It merely prevents death as a result of hit point loss. If the subject has fewer than -9 hit points when the spell's duration expires, it dies instantly. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Demon Dirge</b>	Transmutation	1 standard action	1d6 rounds; see text	Close (50 ft.)	SC:p.63
<b>[V,S,DF] TARGET:</b> Living creature; <b>EFFECT:</b> Demon dirge deals 2d6 points of damage each round for the duration of the spell to any creature that has both the chaotic and evil subtypes [such as a howler or a demon]. No saving throw is allowed against this damage. If the target creature also possesses the tanar'ri subtype [MM 316], the spell has a much more powerful effect. In addition to the damage, a tanar'ri is stunned for the duration of the spell unless it succeeds on a Fortitude save. [SR:Yes; DC:17, NWill half]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Metal and Minerals</b>	Divination	1 action	Concentration, up to 110 minutes	60 ft.	Racp.189
<b>[V, S, M] TARGET:</b> Quarter circle emanating from you to the extreme of the range; <b>EFFECT:</b> You can detct large accumulations of metals and other minerals, whether worked or un-worked. [SR:No]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Devil's Eye</b>	Transmutation	1 standard action	1 minute/level [D]	Personal	FCI:p.101
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Devil Blight</b>	Transmutation	1 standard action	1d6 rounds	Close (50 ft.)	SC:p.64
<b>[V,S,DF] TARGET:</b> Living creature; <b>EFFECT:</b> This spell deals 2d6 points of damage per round for the duration of the spell to creatures that have both the lawful and evil subtypes [such as a barghest or a devil]. No saving throw is allowed against this damage. If the target creature also possesses the baatezu subtype [MM 306], it must succeed on a Fortitude save or be stunned for the duration of the spell. [SR:Yes; DC:17, None or Fortitude partial; see text]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Dispel Magic</b>	Abjuration [Abjuration Domain, Antimagic]	1 standard action	Instantaneous	Medium (210 ft.)	PH:p.223
<b>[V, S] TARGET:</b> One spellcaster, creature, or object; or 20-ft.-radius burst; <b>EFFECT:</b> You can use dispel magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells [or at least their effects] within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. You can dispel magic dispel [but not counter] spell-like effects just as it does spells. Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. 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 dispel magic spell. You make a dispel check [1d20 + your caster level, maximum +10] against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect. If you target an object or creature that is the effect of an ongoing spell [such as a monster summoned by monster summoning], you make 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. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword [a masterwork sword, in fact]. Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself. Area Dispel: When dispel magic is used in this way, the spell affects everything within a 20-foot radius. For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell [which discharges the dispel magic spell so far as that target is concerned] or until you fail all your checks. The creature's magic items are not affected. For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel. For each ongoing area or effect spell whose point of origin is within the area of the dispel magic spell, you can make a dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the dispel magic spell, you can make a dispel check to end the effect, but only within the overlapping area. If an object or creature that is the effect of an ongoing spell [such as a monster summoned by monster summoning] is in the area, you can make a dispel check to end the spell that conjured that 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 on dispel checks against any spell that you have cast. Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell. [SR:No]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Divine Retaliation</b>	Evocation [Force]	1 swift action	1 round	0 ft.	PH2:p.110
<b>[V,S,DF] TARGET:</b> Magic weapon of force; <b>EFFECT:</b> Create divine weapon that mimics deity's favored weapon. Attack modifier is caster level + Str or Wis modifier [your choice]. Damage is the same as base weapon + 1-1/2 Str or Wis modifier [your choice]. The weapon strikes for like amount against any creature that attacks you. [SR:No]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Dominate Vermin</b>	Transmutation	1 standard action	1 minute/level	Close (50 ft.)	DrU:p.61
<b>[V, S, DF; Drow] TARGET:</b> One vermin; <b>EFFECT:</b> You invest your psyche into a single vermin creature, granting it your Intelligence. While it is so affected, you can direct it with simple commands such as "Attack," "Run," and "Fetch." Since you are in absolute control of the creature, it even follows suicidal commands. You can continue to direct the vermin as long as it remains within range. You need not see it to control it. Changing your instructions or giving a new command is the equivalent of redirecting a spell, so it is a move action. If the vermin is slain, your mind is forced out of the creature violently. The experience deals 1d4 points of Wisdom damage to you. [SR:Yes; DC:17, Will negates]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Downdraft</b>	Evocation [Air]	1 standard action	Instantaneous	Long (840 ft.)	SC:p.72
<b>[V,S,M] TARGET:</b> Cylinder [20-ft. radius, 100 ft. high]; <b>EFFECT:</b> Downdraft sends a column of turbulent air rushing toward the earth. Airborne creatures caught in the area of a downdraft must succeed on a Reflex save or immediately plummet up to 100 feet straight downward, taking falling damage [1d6 points of damage per 10 feet fallen] if the downdraft makes them hit the ground or collide with an object. Those who succeed on the Reflex save plummet only 50 feet. Creatures already on the ground must succeed on a Reflex save or be knocked prone by the spell. Material Component: A balsawood bird carving, which is crushed underfoot. [SR:Yes; DC:17, Reflex partial; see text]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Earthen Shield</b>	Conjuration (Creation)	1 action	1 minute/level [D]	Close (50 ft.)	DCS:p.107
<b>[V, S] TARGET:</b> Wall of earth up 5 feet long/level and 1 foot thick [S]; <b>EFFECT:</b> This spell creates a small, localized wall of earth, which rises from the ground. You create one wall section 5 feet long, 5 feet tall, and 1 foot thick per level. For example, a 7th-level caster would create a wall 5 feet tall and 1 foot thick that was 20 feet long and then turned and continued another 15 feet. The earthen shield cannot be conjured so that it occupies the same space as a creature or another object. The earthen shield must be vertical and must rest upon a firm foundation, merging with existing earth. You can make the wall up to 10 feet tall by stacking one section on top of another, but that is the maximum height the earthen shield can reach. You can make the wall 2 or more feet thick by stacking one section behind another. The earthen shield is defensive in nature, used to provide cover from attackers. Each 5-foot length of the shield has 100 hit points per foot of thickness. Creatures can hit the shield automatically, and its hardness is 0. A section of shield whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single effort, the DC for the Strength check is 15 + 5 per foot of thickness [on a successful check, a 5-foot section of the wall is destroyed]. The earthen shield requires a DC 15 climb check. [SR:No]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Energized Shield</b>	Abjuration [See text]	1 standard action	1 round/level	Touch	SC:p.79
<b>[V,S,DF] TARGET:</b> Touch; <b>EFFECT:</b> This spell functions like lesser energized shield, except that the energy resistance is 10 and damage dealt is 2d6. [SR:No]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Energize Potion</b>	Transmutation	1 standard action	Instantaneous	Close (50 ft.)	BE:p.98
<b>[V, S, M] TARGET:</b> 10-ft.-radius burst; <b>EFFECT:</b> This spell transforms a magic potion into a volatile substance that can be hurled out to the specified range. The spell destroys the potion and releases a 10-foot-radius burst of energy at the point of impact. The caster must specify the energy type [acid, cold, electricity, fire, or sonic] when the spell is cast. The potion deals 1d6 points of damage [of the appropriate energy type] per spell level of the potion [maximum 3d6]. For example, a potion of displacement transformed by this spell deals 3d6 points of damage. An energized potion set to deal fire damage ignites combustibles within the spell's burst radius. Material Component: A magic potion. [SR:Yes; DC:17, Reflex half]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Energy Aegis</b>	Abjuration	1 immediate action	1 round	Close (50 ft.)	PH2:p.111
<b>[V,DF] TARGET:</b> One creature; <b>EFFECT:</b> Gain resistance 20 against one energy type for one attack. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Energy Vortex</b>	Evocation [Choose:Acid, Cold, Fire, Electricity]	standard action	Instantaneous	20 ft.	SC:p.81
<b>[V,S] TARGET:</b> All creatures within a 20-ft.-radius burst centered on you; <b>EFFECT:</b> When you cast energy vortex, you choose one of four energy types: acid, cold, electricity, or fire. A blast of that energy type bursts in all directions from you, dealing 1d8 points of damage +1 point per caster level 20 to nearby creatures other than you. If you are willing to take the damage yourself, you deal twice as much damage. You don't get a Reflex save, but spell resistance applies, as do any resistances and immunities you have to the energy type. The descriptor of this spell is the same as the energy type you choose when you cast it. [SR:Yes; DC:17, Reflex half]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Energy Vulnerability</b>	Abjuration	1 standard action	1 round/level	Medium (210 ft.)	PH2:p.112
<b>[V,S,M/DF] TARGET:</b> One or more creatures within a 10-ft.-radius burst; <b>EFFECT:</b> You can affect a number of creatures with total hit dice equal to twice your caster level. You select which creatures are affected. Choose an energy type and that creature takes an additional 50% damage from that type. [SR:Yes; DC:17, Will negates]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Faith Healing Wand</b>	Transmutation	1 standard action	11 minutes	Touch	CV:55
<b>[V,S] TARGET:</b> Wand touched; <b>EFFECT:</b> Temporarily changes any wand into a wand of faith healing with the same number of charges. [SR:No]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Favorable Sacrifice</b>	Abjuration	1 standard action	1 hour/level	Touch	SC:p.89
<b>[V,S,M] TARGET:</b> Creature touched; <b>EFFECT:</b> The subject receives the protection of a divine power commensurate with the value of the expended material component. Only one of the benefits described below applies per casting of this spell; they do not stack. By expending 250 gp, you grant the subject damage reduction 5/magic; resistance to acid, cold, electricity, fire, and sonic 10; and spell resistance equal to your caster level. By expending 1,000 gp, you grant the subject damage reduction 10/magic; resistance to acid, cold, electricity, fire, and sonic 15; and spell resistance equal to your caster level +10. Material Component: Gems worth a total of 250 gp, 1,000 gp, or 10,000 gp. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Fell the Greatest Foe</b>	Transmutation	1 standard action	1 round/level	Touch	SC:p.90
<b>[V,S,M] TARGET:</b> Creature touched; <b>EFFECT:</b> The subject gains the ability to deal greater damage against larger creatures. For every size category of an opponent bigger than the subject of the spell, the subject deals an extra 1d6 points of damage on any successful melee attack. For example, a Medium creature would deal an extra 1d6 points of damage against a Large creature, 2d6 against Huge, 3d6 against Gargantuan, or 4d6 against a Colossal creature. Material Component: A dragon's claw or a giant's fingernail. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
* =Domain/Specialty Spell					

## Cleric Spells

Cleric Spells

Find the Gap	Divination	1 standard action	1 round/level	Personal	Dr.p.
[V] TARGET: You; <b>EFFECT:</b> Your attacks ignore armor and natural armor. [SR:No]					
Flame of Faith	Evocation	1 standard action	1 round/level	Touch	SC:p.95
[V,S,M] TARGET: Nonmagical weapon touched; <b>EFFECT:</b> You can temporarily turn any single normal or masterwork melee weapon into a magic, flaming one. For the duration of the spell, the weapon acts as a +1 flaming burst weapon. Material Component: A lump of phosphorus, touched to the target weapon. [SR:No]					
Footsteps of the Divine	Transmutation	1 standard action	1 round/level [D]	Personal	CC:p.120
[V, S, DF] TARGET: You; <b>EFFECT:</b> Your body twists and reshapes itself, allowing you brief freedom from the confines of a wholly humanoid shape. Upon casting this spell, you briefly acquire a new movement.MoDe and speed, as given on the table below. Unlike most deity-valuable spells, footsteps of the divine does not limit you to the option offered by your own deity; you are free to choose any option presented on the table. If you choose an option offered by a deity other than your own, however, the spell duration is halved. You can choose only one option per casting. Your assumption of a new movement.MoDe, if any, imposes certain physical changes on you. For instance, if footsteps of the divine grants you flight, you grow wings; if it grants you a burrow speed, you grow heavy digging claws; and so forth. A "-" entry indicates that you gain no new movement type, but your base speed increases by the amount indicated. At any point before the duration expires, you can choose to employ a burst of truly inhuman speed. Doing so adds an additional +10 feet to your speed per round remaining in the spell's duration. However, this effect lasts for only a single round, after which the spell ends.					
Forced Incorporeality	Transmutation [Ectomancy]	1 action	11 rounds	Medium (210 ft.)	GW:p.52
[V, S] TARGET: One ghost or naturally incorporeal undead; <b>EFFECT:</b> The target ghost is enveloped in an orange haze that forces it to be incorporeal for the duration of the spell. Forced incorporeality counters and dispels forced manifestation. [SR:Yes; DC:17, Will negates]					
Forced Manifestation	Transmutation [Ectomancy]	1 action	11 rounds	Medium (210 ft.)	GW:p.52
[V, S] TARGET: One ghost or naturally incorpreal undead; <b>EFFECT:</b> The target creature is enveloped in a violet haze that forces it to manifest fully for the duration of the spell. Forced manifestation counters and dispels forced incorporeality. [SR:Yes; DC:17, Will negates]					
Fuse Arms	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.100
[V,S] TARGET: Creature with at least two arms or tentacles touched; <b>EFFECT:</b> You cause a creature's multiple arms or tentacles to fuse together into a single pair of stronger limbs. Only limbs that the creature can use as arms or grasping limbs are affected by the spell [so basilisks and monstrous centipedes, neither of which use their limbs to attack or manipulate objects, are unaffected]. For every set of limbs fused into the primary set of limbs, the creature gains +4 to Strength when using those fused limbs [affecting activities that would use those limbs, but not activities relying on its bite, legs, and so on]. For example, a gillrallon under the effect of this spell would have one pair of arms and Strength 26 for the purpose of using those arms. A behir, which has three pairs of limbs that it can use as arms, would end up with one pair of arm-limbs with a +8 bonus to Strength for those arms [its six legs would be unaffected]. The loss of limbs might reduce the number of attacks available to the subject. If the subject has only two arms or tentacles, they are fused into a single limb, and the creature gains a +4 bonus to Strength on attack rolls made with that limb. [SR:Yes [harmless]; DC:17, Fortitude negates [harmless]]					
*Gaseous Form	Transmutation [Polymorph] [WuJenWater]	1 standard action	22 minutes [D]	Touch	PH:p.234
[S, M/DF] TARGET: Willing corporeal creature touched; <b>EFFECT:</b> The subject and all its gear become insubstantial, misty, and translucent. Its material armor [including natural armor] becomes worthless, though its size, Dexterity, dexterity bonuses, and armor bonuses from force effects still apply. The subject gains damage reduction 10/magic and becomes immune to poison and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. [This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials.] The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect. A gaseous creature can't run, but it can fly at a speed of 10 feet [maneuverability perfect]. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot. Arcane Material Component: A bit of gauze and a wisp of smoke. [SR:No]					
Ghost Touch Weapon	Transmutation	1 standard action	1 minute/level	Close (50 ft.)	SC:p.102
[V,S] TARGET: One weapon or fifty projectiles [all in contact at time of casting]; <b>EFFECT:</b> Ghost touch weapon makes a weapon magically capable of dealing damage normally to incorporeal creatures, regardless of its enhancement bonus. [An incorporeal creature's 50% chance to avoid damage does not apply to attacks made with weapons under the effect of this spell.] A ranged weapon affected by this spell does not bestow the ability on its ammunition. The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a weapon under the effect of this spell counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder. [SR:Yes [harmless/object]; DC:17, Will negates [harmless/object]]					
Girallon's Blessing	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.106
[V,S,M] TARGET: Creature touched; <b>EFFECT:</b> You give the subject an additional pair of arms. Each of its arms-new and old-ends in a clawed hand with fingers and an opposable thumb. The creature's original arms [if any] are its primary arms, and new limbs are secondary limbs [if the subject had no arms, the arms created by the spell are its primary arms]. The creature gains four claw attacks, each using its base attack bonus + its Str modifier for attack rolls. Each claw deals 1d4 points of damage + the subject's Str modifier, and if an opponent is struck by two or more claws in 1 round, the subject can rend it for an additional 2d4 points of damage + 1-1/2 times its Str modifier. A creature cannot use normal weapons and the claw attacks in the same round, and the subject does not gain additional claw attacks from a high base attack bonus. Material Component: A few strands of girallon hair. [SR:Yes [harmless]; DC:17, Fortitude negates [harmless]]					
Glyph of Turning	Abjuration	10 minutes	Permanent until discharged	Touch	GW:p.54
[V, S, M] TARGET: Object touched or up to 55 sq. ft.; <b>EFFECT:</b> As glyph of warding, except that instead of a spell effect or a blast of energy, the spell unleashes a burst of positive or negative energy, depending on whether you channel positive or negative energy. When you cast this spell, it uses one of your turning attempts for the day. If you have a feat or special ability that alters your turning check [such as Empower Turning], you may apply that modifier to the turning or rebuking stored in the glyph. When the glyph is triggered, the turning or rebuking attempt functions as if you were making the turning roll. A successful turning or rebuking attempt causes the undead to flee the glyph. If the result is that the undead are commanded, they guard the area of the glyph for 24 hours and then are released from the effects of the command. The commanded undead do not serve you. [SR:Yes (object); DC:17, Special]					
Glyph of Warding	Abjuration	10 minutes	Permanent until discharged [D]	Touch	PH:p.236
[V, S, M] TARGET: Object touched or up to 55 sq. ft.; <b>EFFECT:</b> This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph of warding 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 entering the warded area or opening the warded object without speaking a password [which you set when casting the spell] is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics [such as height or weight] or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, Hit Dice, 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 can be separately warded. When casting the spell, you weave a tracery of faintly glowing lines around the warding spell. A 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. Misdread, polymorph, and nondetection [and similar magical effects] can fool a glyph, though nonmagical disguises and the like can't. Read magic allows you to identify a glyph of warding with a DC 13 Spellcraft check. 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]. 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 glyph deals 1d8 points of damage per two caster levels [maximum 5d8] to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic [caster's choice, made at time of casting]. Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect. Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect 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. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph. Material Component: You trace the glyph with incense, which must first be sprinkled with powdered diamond worth at least 200 gp. [SR:No (object) and Yes; see text; DC:17, See text]					
Grace	Transmutation [Good]	1 swift action	1 round/level	Personal	SC:p.107
[V] TARGET: You; <b>EFFECT:</b> You create a silvery glow around your body that provides illumination to a radius of 60 feet. You gain a -20 circumstance penalty on Hide checks made while under the effect of this spell. For the duration of the spell, you gain a +2 sacred bonus to Dexterity, and your base land speed increases by 10 feet. Your touch attacks and any melee weapons you wield become infused with this power as well. They are treated as good-aligned weapons for the purpose of overcoming damage reduction.					
Guardian Spirit	Divination [Incarnum]	1 standard action	11 hours or until discharged	Touch	MoI:p.101
[V, S, DF (E)] TARGET: Creature touched; <b>EFFECT:</b> You bestow a prescient unborn soul on the creature touched, giving him an uncanny ability to anticipate danger. As an immediate action, the target creature can activate the guardian spirit. While active, the spirit's presence provides the recipient of the spell with a +2 insight bonus on Armor Class, Reflex saving throws, Dexterity checks [including initiative checks], and Dexterity-based skill checks. The guardian spirit remains active for 1 minute, and then its power is expended and the spell ends. No creature can be the target of more than one guardian spirit spell simultaneously. If a second is cast before the first has been discharged, the second spell dissipates to no effect. Essentia: For every point of essentia you invest in this spell, the bonus provided by the spirit improves by 1. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
Habooob	Conjuration [Creation] [Air, Earth]	1 standard action	11 minutes	Medium (210 ft.)	Sa:p.117
[V,S,M] TARGET: Abrasive dust spreads in 20-ft. radius, 20 ft. high; <b>EFFECT:</b> Create a thick haze of swirling dust; see text. [SR:No; DC:18, None or Reflex half; See text]					
Hamatula Barbs	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.109
[V,S,M] TARGET: Creature touched; <b>EFFECT:</b> Any creature hitting the subject of this spell with a handheld weapon or a natural weapon takes 1d8 points of slashing and piercing damage from the subject's barbs. This damage does not apply to attackers using reach weapons, such as longspears. The subject itself is not harmed by its own barbs. Arcane Material Component: A barb from a hamatula. [SR:Yes [harmless]; DC:17, Fortitude negates]					
Hammer of Righteousness	Evocation [Force, Good]	1 standard action	Instantaneous	Medium (210 ft.)	BE:p.100
[V, S, Sacrifice] TARGET: Magic warhammer of force; <b>EFFECT:</b> A great warhammer of positive energy springs into existence, launches toward a target that you can see within the range of the spell, and strikes unerringly. The hammer of righteousness deals 1d6 points of damage per caster level to the target, or 1d8 points of damage per caster level if the target is evil. The caster can decide to deal nonlethal damage instead of lethal damage with the hammer, or can split the damage evenly between the two types. How the damage is split must be decided before damage is rolled. The hammer is considered a force effect and has no miss chance when striking an incorporeal target. A successful Fortitude save halves the damage. Sacrifice: 1d3 points of Strength damage. [SR:Yes; DC:17, Fortitude half]					
Heart's Ease	Enchantment [Compulsion] [Mind-Affecting]	1 standard action	Permanent	Close (50 ft.)	BE:p.100
[V, S, DF] TARGET: One creature/level; <b>EFFECT:</b> Heart's ease cures emotional wounds in the same way that heal wipes away physical ones. The subjects are cured of any fear effect, despair effect [such as the crushing despair spell], or similar maddening condition, excluding charms and compulsions [such as charm person, dominate person, and similar spells]. It removes any lingering psychological effects of torture [including the increased effectiveness of torture devices, as described in the Book of Vile Darkness]. It cures confusion and insanity, restores 2d4 points of Wisdom damage [but not permanent Wisdom drain], and leaves the targets feeling refreshed and at peace. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
Helping Hand	Evocation	1 standard action	11 hours	5 miles	PH:p.239
[V, S, DF] TARGET: Ghostly hand; <b>EFFECT:</b> You create the ghostly image of a hand, which you can send to find a creature within 5 miles. The hand then beckons to that creature and leads it to you if the creature is willing to follow. 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 a subject that fits the description. The amount of time it takes to find the subject depends on how far away she is. Distance   Time to Locate 100 ft. or less   1 round 1,000 ft.   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 the creature to follow it. If the subject does so, the hand points in your direction, indicating the most direct feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to you, it disappears. The subject is not compelled to follow the hand or act in any particular way toward you. If the subject 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; the subject must then rely on her own devices to locate you. If more than one subject in 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 a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you. The hand can't 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. [SR:No]					
Hesitate	Enchantment [Compulsion] [Mind-Affecting]	1 immediate action	1 round/level [D]; see text	Close (50 ft.)	PH2:p.114
[V,S] TARGET: One living creature; <b>EFFECT:</b> Creature can only take move action on it's turn; retry save each round [swift action]. [SR:Yes; DC:17, Will negates; see text]					
Hold Person or Ghost	Enchantment [Compulsion] [Ectomancy, Mi]	1 action	11 rounds [D]	Medium (210 ft.)	GW:p.54
[V, S, F/DF] TARGET: One humanoid or ghost of Medium-size or smaller; <b>EFFECT:</b> As hold person, except that it also affects ghosts. [SR:Yes; DC:17, Will negates]					
* =Domain/Speciality Spell					

Cleric Spells					
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<div> <div>[V,S,M,DF] TARGET:</div> <div>Cylinder [20-ft. radius, 20 ft. high]; <b>EFFECT:</b> A driving rain falls around you. It falls in a fixed area once created. The storm reduces hearing and visibility, resulting in a -4 penalty on Listen, Spot, and Search checks. It also applies a -4 penalty on ranged attacks made into, out of, or through the storm. Finally, it automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames [such as those of lanterns]. The rain damages evil creatures, dealing 2d6 points of damage per round [evil outsiders take double damage] at the beginning of your turn. Material Component: A flask of holy water [25 gp]. <b>[SR:No]</b></div> </div>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Ice Axe</div>	Evocation [Cold]	1 standard action	1 round/level [D]	0 ft.	SC:p.118
<div> <div>[V,S,M] TARGET:</div> <div>Battleaxe-shaped weapon of swirling ice; <b>EFFECT:</b> This spell creates a battleaxe-shaped formation of jagged, fast-swirling ice shards in your hand. You are automatically considered proficient with the ice axe. Attacks with the ice axe are melee touch attacks. The axe deals 2d12 points of cold damage +1 point per two caster levels 10 with a successful hit. You cannot be disarmed of the ice axe nor can it be sundered. Since the axe is virtually weightless, your Strength modifier does not apply on damage rolls. If your base attack bonus is high enough to allow for multiple attacks in a round, you can make them with the ice axe. If you choose to hold something other than the ice axe in your hand or use the hand in some other way, the ice axe vanishes until the hand is empty again. Material Component: A shard of ice, glass, or crystal. <b>[SR:Yes]</b></div> </div>					
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<div> <div>[V,S,M/DF] TARGET:</div> <div>Ice touched, up to 21 cu. ft.; <b>EFFECT:</b> Form an existing piece of ice into any shape that suits your purpose. <b>[SR:No]</b></div> </div>					
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<div> <div>[V, S] TARGET:</div> <div>Creature touched; <b>EFFECT:</b> This spell functions like inflict light wounds, except that you deal 3d8 points of damage +1 point per caster level [maximum +15]. <b>[SR:Yes; DC:17, Will half]</b></div> </div>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Insignia of Blessing</div>	Enchantment [Compulsion] [Mind-Affecting]	Standard Action	11 minutes	Long (840 ft.)	RD:p.166
<div> <div>[V,S,F] TARGET:</div> <div>All wearers of special insignia within range; <b>EFFECT:</b> +1 morale bonus on attack rolls and on saving throws against fear effects. <b>[SR:Yes (harmless)]</b></div> </div>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Insignia of Healing</div>	Conjuration [Healing]	Standard Action	Instantaneous	Long (840 ft.)	RD:p.166
<div> <div>[V,S,F] TARGET:</div> <div>All wearers of special insignia within range; <b>EFFECT:</b> Heals 1d8+10 to all wearers. <b>[SR:Yes (harmless);see text; DC:18, Will half (Harmless)]</b></div> </div>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Insignia of Warding</div>	Abjuration	Standard Action	11 minutes	Long (840 ft.)	RD:p.166
<div> <div>[V,S,F] TARGET:</div> <div>All wearers of special insignia within range; <b>EFFECT:</b> +1 divine bonus to AC and on Fort saves. <b>[SR:Yes (harmless); DC:17, Will negates (Harmless)]</b></div> </div>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Inspired Aim</div>	Enchantment [Compulsion] [Language-Dep1	standard action	Concentration	40 ft.	BE:p.101
<div> <div>[V] TARGET:</div> <div>Allies with 40-ft.-radius emanation centered on you; <b>EFFECT:</b> You inspire allies within the spell's area to focus their minds on hitting their intended targets. All affected allies gain a +2 insight bonus on all ranged attacks. <b>[SR:Yes (harmless); DC:17, Will negates (harmless)]</b></div> </div>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Interplanar Message</div>	Evocation [Language-Dependent]	1 standard action	24 hours/level	One creature	SC:p.124
<div> <div>[V,S] TARGET:</div> <div>One creature; <b>EFFECT:</b> This spell allows you to send a limited message of twenty-five words or less to the targeted creature, who can be on another plane when the message is received. Casting the spell takes a standard action, during which you touch the creature you intend to communicate with. That creature should be able to understand a language you know [otherwise, when the magic is activated, the creature knows that you sent the message, but has no idea what the message is]. At any time afterward, you can send your interplanar message to that creature. The message pops into the target's mind, awake or asleep, and the target is aware that the message has been delivered. If the message arrives when the target is asleep, it might appear as a vivid dream that the target remembers upon awakening. This spell does not obligate nor force the creature you communicate with to act. The target cannot reply to tell you its plans or intentions. The message travels through the Astral Plane to reach its target, so the spell cannot reach planes separate from [not coterminal to or coexistent with] the Astral Plane. You have only one interplanar message active at any given time. <b>[SR:Yes [harmless]; DC:17, Will negates [harmless]]</b></div> </div>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Invest Moderate Protection</div>	Conjuration [Healing]	1 standard action	Instantaneous; see text	Touch	PH2:p.115
<div> <div>[V,S] TARGET:</div> <div>Creature touched; <b>EFFECT:</b> Living creature healed 3d4 +1 per two caster levels [max +6] and gains DR:1/evil for 1 minute, undead damaged by likewise amount. On failed save undead take an extra 3 points of damage from a weapon that overcomes DR/good. <b>[SR:Yes (harmless); see text; DC:18, Will half (harmless); see text]</b></div> </div>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Invisibility Purple</div>	Evocation	1 standard action	11 minutes [D]	Personal	PH:p.245
<div> <div>[V, S] TARGET:</div> <div>You; <b>EFFECT:</b> You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility. Anything invisible becomes visible while in the area. <b>[SR:No]</b></div> </div>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Invoke the Cerulean Sign</div>	Evocation	1 Standard Action	Instantaneous	30 ft	Lom:null
<div> <div>[S] TARGET:</div> <div>Multiple aberrations whose combined total Hit Dice do not exceed twice caster level in a spread emanating from the character to the extreme of the range; <b>EFFECT:</b> The cerulean sign is an ancient symbol said to embody the purifyof the natural world, and as such it is anathema to aberrations. While druids and rangers are the classes most often known to cast this ancient spell, its magic is nearly universal and can be mastered by all spellcasting classes. When you cast this spell, you trace the cerulean sign in the air with a hand, leaving a glowing blue rune in the air for a brief moment before it flashes and fills the area of effect with a pulse of cerulean light. Any aberration within the area must make a Fortitude saving throw or suffer the following ill effects. Closer aberrations are affected first. Aberration Hit = Dice Effect: Up to caster level +10 None; Up to caster level +5 Sickened; Up to caster level Nauseated; Up to caster level +5 Dazed; Up to caster level 10 Stunned; Each effect lasts for 1 round. None: The aberration suffers no ill effect, even if it fails the saving throw. Sickened: The aberration takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks for 1 round. Nauseated: The aberration cannot attack, cast spells, concentrate on spells, or do anything but take a single move action for 1 round. Dazed: The aberration can take no actions, but has no penalty to its Armor Class, for 1 round. Stunned: The aberration drops everything held, can't take actions, takes a -2 penalty to AC, and loses its Dexterity</div></div>					



Cleric Spells					
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[V,S,M] <b>TARGET:</b> You; <b>EFFECT:</b> This spell functions like mantle of chaos, except that mantle of law grants spell resistance against spells with the chaotic descriptor.					
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[V,S,DF] <b>TARGET:</b> One creature; <b>EFFECT:</b> Subject marked takes 1d6 damage any time it continues fighting; see text. [SR:No]					
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[V,S,DF] <b>TARGET:</b> You; <b>EFFECT:</b> Meld into a large enough block of ice. [SR:No]					
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[V, S, DF] <b>TARGET:</b> You; <b>EFFECT:</b> Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted. While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction [to the extent that you no longer fit within it] expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save. Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage. The following spells harm you if cast upon the stone that you are occupying: Stone to flesh expels you and deals you 5d6 points of damage. Stone shape deals you 3d6 points of damage but does not expel you. Transmute rock to mud expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, passwall expels you without damage. [SR:No]					
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[V,S,M] <b>TARGET:</b> Cone-shaped burst; <b>EFFECT:</b> You breathe out a cone of nauseating vapors. Any creature in the area must succeed on a Fortitude save or be nauseated for 1d6 rounds. Material Component: A piece of fish at least one day old. [SR:No; DC:18, Fortitude negates]					
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[V, S, M/DF] <b>TARGET:</b> One object touched of up to 1100 lbs; <b>EFFECT:</b> This spell hides an object from location by divination [scrying] effects, such as the scrying spell or a crystal ball. Such an attempt automatically fails [if the divination is targeted on the object] or fails to perceive the object [if the divination is targeted on a nearby location, object, or person]. Arcane Material Component: A piece of chameleon skin. [SR:Yes (object); DC:17, Will negates (object)]					
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[V, Abstinence] <b>TARGET:</b> <b>EFFECT:</b> Path of the exalted allows the caster to consult her deity [or an agent of her deity] to help make a difficult decision. This decision is usually more complex than a simple morality question. It may involve strategizing, choosing a particular lead to follow in an investigation, deciding who to help, or other difficult choices. The deity or agent simply helps the character examine a known situation from a number of different angles and makes a recommendation about the correct path to take. This spell does not reveal unknown factors, but merely helps the caster analyze known elements. The spell ends when the deity or agent has provided sufficient guidance for the caster to arrive at a decision. If the caster is out of favor with her deity, this spell may not work until the caster atones. Abstinence Component: The caster must abstain from casting Divination spells for 24 hours prior to the casting of this spell.					
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[V, S, DF, Sacrifice] <b>TARGET:</b> One good creature/level in a 20-ft.-radius burst centered on you; <b>EFFECT:</b> Phieran's resolve [named after the exalted god of suffering, endurance, and perseverance] was devised to comb a t wielders of vile magic. This spell grants targets a +4 sacred bonus on saving t h rows a g a i n s t spells with the evil descriptor. Sacrifice: 1d3 points of Strength damage. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
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[V S DF XP] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> In order to cast this spell, you must have a familiar, special mount, animal companion, or other companion acquired as a class ability. The spell does not function on outsiders or undead. When you cast the spell, the target creature undergoes a transformation into a celestial, fiendish, axiomatic, or anarchic creature, depending on the alignment of your patron deity [or your alignment, if you have no patron deity]. If your patron deity is good, the creature becomes celestial. If your patron deity is evil, the creature becomes fiendish. If your patron deity is lawful neutral, the creature becomes axiomatic, and if your patron deity is chaotic neutral, the creature becomes anarchic. The axiomatic and anarchic creature templates are detailed in Manual of the Planes. If the target creature is your familiar, it gains energy resistance, fast healing, damage reduction, and additional damage for its smite attack as though its Hit Dice were equal to your character level. Otherwise, use its actual Hit Dice to determine these qualities. If the target creature becomes axiomatic, its linked minds ability applies to you [and only to you]. You cannot cast this spell on another character's companion creature. Most creatures consider the transformation harmless and beneficial, but if the creature resists, a successful Fortitude save negates the spell. XP Cost: 500 XP. [SR:Yes [harmless]; DC:17, Fortitude negates [harmless]]					
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[V, S, DF] <b>TARGET:</b> All allies and foes within a 40-ft.-radius burst centered on you; <b>EFFECT:</b> You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and your each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a -1 penalty on such rolls. [SR:Yes]					
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[V,S,DF] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> Warded creature immune to dehydration until the spell has absorbed 100 damage. [SR:Yes (harmless); DC:17, Fort negates (harmless)]					
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[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Protection from energy grants temporary immunity to the type of energy you specify when you cast it [acid, cold, electricity, fire, or sonic]. When the spell absorbs 12 points per caster level of energy damage [to a maximum of 120 points at 10th level], it is discharged. Note: Protection from energy overlaps [and does not stack with] resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
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[V,S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The warded creature gains partial protection against negative energy effects. For as long as the spell lasts, it subtracts 10 from the hit point damage dealt by any negative energy effect [such as an inflict spell] that adversely affects it. Negative energy effects that don't deal hit point damage to the subject, such as an energy drain spell, affect the subject normally. [SR:Yes [harmless]; DC:17, Will negates [harmless]]					
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[V,S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The warded creature gains partial protection against positive energy effects. For as long as the spell lasts, it subtracts 10 from the hit point damage dealt by any positive energy effect [such as a cure spell] that adversely affects it. Positive energy effects that don't deal hit point damage to the subject, such as turning attempts, affect the subject normally. [SR:Yes [harmless]; DC:17, Will negates [harmless]]					
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[V, S] <b>TARGET:</b> 20-ft.-radius burst centered on you; <b>EFFECT:</b> Refreshment channels celestial energy to remove all nonlethal damage the targets have taken, including damage from environmental conditions, starvation and thirst, and related effects as well as damage dealt by nonlethal attacks. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
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[V, S] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> When laying your hand upon a living creature, you boost its life energy to grant it the fast healing ability. The target heals 2 hit points per round until the duration expires. This spell does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow or attach lost body parts. The effect of the spell automatically stabilizes a dying character. The effects of multiple remedy spells do not stack; only the highest-level effect applies. Applying a second remedy spell of equal level extends the spell's duration. [SR:Yes; DC:18, Will negates (harmless)]					
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[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Remove blindness/deafness cures blindness or deafness [your choice], whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged. Remove blindness/deafness counters and dispels blindness/deafness. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
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[V, S] <b>TARGET:</b> Creature or item touched; <b>EFFECT:</b> Remove curse instantaneously removes all curses on an object or a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such 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. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
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[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher. 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. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
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[V, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Remove nausea restores to health a creature who is nauseated or sickened. Remove nausea cures only the nausea or sickening effect, not disease, poison, or any other effects. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
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[V,S,M] <b>TARGET:</b> One 10 ft.-cube area of the Shadow Weave; <b>EFFECT:</b> Creates a zone of dead magic for the Shadow Weave. While you have this spell prepared, you get a +2 competence bonus on caster level checks to dispel Shadow Weave effects. [SR:No]					
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[V,S,DF] <b>TARGET:</b> One creature/level, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> This spell functions like resist energy [PH 272], except that it affects all targeted creatures. [SR:Yes [harmless]; DC:17, Fortitude negates [harmless]]					
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[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> This spell grants a +4 resistance bonus on saving throws made to resist acquiring taint. [SR:Yes; DC:17, Fortitude negates (harmless)]					
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[V,S,DF] <b>TARGET:</b> One creature/level, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> This spell functions like resurgence, except as noted here. The spell grants a second save attempt against a single spell or ability chosen by you. For instance, if three of your allies have been mind blasted by mind flayers and two others have been turned into toads by baleful polymorph spells, you must choose to affect either the mind blast [granting three new save attempts] or the baleful polymorphs [granting two new save attempts]. [SR:Yes [harmless]; DC:17, Will negates [harmless]]					
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[V, S, F] <b>TARGET:</b> Your legacy item; see text; <b>EFFECT:</b> Choose one of your legacy item's least legacy abilities with a daily use limit. You regain one daily use of the chosen ability. This use must be expended within the spell's duration, or it is lost. If all daily uses of all least legacy abilities of the item are still available, this spell has no effect [that is, it can't increase the number of available daily uses above the normal maximum]. No legacy item can be affected by this spell more than once in a 24-hour period. Focus: Your legacy item, which you must be holding, wearing, or wielding. [SR:No]					
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[V,S,M] <b>TARGET:</b> You; <b>EFFECT:</b> This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into all squares adjacent to your space, and it moves with you as you move. Each round, at the beginning of your turn, and also when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level 10 to all creatures in the affected area. Spell resistance does not apply to the damage dealt, but a creature's damage reduction does apply. The blades are treated as magic, silvered, and slashing for the purpose of overcoming damage reduction. Material Component: A small dagger.					
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[V,S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The recipient of this spell can find the shortest, most direct direction to a place of safety, with safety being defined as a location where the individual is not taking immediate damage from the environment, and immediate damage is not imminent. It does not provide the means for the subject to move in that direction. A safety spell points out the shortest distance out of a poisonous cloud, or the direction one should dig to reach the surface if entombed in earth. It does not function against the maze spell, because that spell deals no physical damage. Nor does the spell provide knowledge of or protection against the creatures that inhabit those safe places. In the D&D cosmology [DMG 150], safety has the following effects when cast on specific planes. Plane of Shadow: Shortest route out of darklands. Elemental Plane of Air: Nearest windproof shelter, shortest route out of smoke bank. Elemental Plane of Earth: Nearest air pocket or open cavern. Elemental Plane of Fire: Shortest route out of magma pools or other unusually hot places. Elemental Plane of Water: Nearest pocket of breathable air; shortest					
* =Domain/Specialty Spell					



# Cleric Spells

route out of hot spot, ice pocket, or red tide. Negative Energy Plane: Nearest doldrum area with the minor negative- dominant trait. Positive Energy Plane: Nearest edge zone with the minor positive-dominant trait. Limbo: Nearest area of stabilized limbo. Pandemonium: Nearest shelter from a windstorm. Carceri: Shortest route out of a Minethys sandstorm. Gehenna: Nearest flat ledge, nearest shelter from Mungoth's acidic snow, Nine Hells: Nearest shelter from fireballs on Avernus, rockslides on Malbolge, or cold on Cania. Acheron: Nearest shelter from Ocanthus bladestorms. On planes you create yourself, safety might provide other information. This spell is mostly used in hostile environments, such as one of the Inner Planes, to locate the nearest pocket of habitable space. If safety is cast and then followed by a plane shift spell [PH 262], the plane shift sends the subject of safety to a place of relative safety on that plane. It is transported to a pocket of air on the Elemental Plane of Water, for example, or a cool spot on the Elemental Plane of Fire. [SR:No or Yes [harmless]; DC:17, None or Will negates [harmless]]					
☐☐☐☐☐ <b>Searing Light</b>	<b>Evocation [Fire Shugenja]</b>	1 standard action	Instantaneous	Medium (210 ft.)	PH:p.275
[V, S] <b>TARGET:</b> Ray; <b>EFFECT:</b> Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels [maximum 5d8]. An undead creature takes 1d6 points of damage per caster level [maximum 10d6], and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level [maximum 10d8]. A construct or inanimate object takes only 1d6 points of damage per two caster levels [maximum 5d6]. [SR:Yes]					
☐☐☐☐☐ <b>Share Animal's Mind</b>	<b>Enchantment (Compulsion) [Mind-Affecting]</b>	full round	Concentration, up to 1 minute/level [D]	Medium (210 ft.)	DCS:p.111
[V, S, AF] <b>TARGET:</b> One animal of Medium size or smaller; <b>EFFECT:</b> You take control of the target animal's body. For as long as you maintain concentration, you see through the animal's eyes and control over the animal's actions. You receive the input of the animal's senses and can make use of all its special attacks and qualities. You can undertake any action the animal can physically accomplish, even if the animal would normally lack the intelligence to perform the action in question. You can control the animal at a distance of up to 1 mile [the spell's range only applies when you first establish control of the animal]. If you force the animal to perform actions contrary to its nature or exceedingly dangerous [such as forcing the animal to walk off a cliff, or fly down the gullet of a dragon, for example], the animal is allowed another saving throw. Attacking foes who are one size larger than the animal [or smaller] is not exceedingly dangerous and does not provide the animal with an opportunity to make another saving throw. While you control the animal, you are limited to a single move action every round in your own body. You can still see through your own eyes and defend yourself normally. When in doubt whether something is an "animal" as defined by the spell, check Monster Manual [ the creature's type must be Animal]. Focus: A piece of clay molded to approximate the chosen animal's form. [SR:Yes (harmless); DC:17, Will negates]					
☐☐☐☐☐ <b>Sheltered Vitality</b>	<b>Abjuration</b>	1 standard action	1 minute/level	Touch	SC:p.188
[V,S,DF] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> The subject gains immunity to fatigue, exhaustion, and ability damage or ability drain [regardless of the source]. [SR:Yes [harmless]; DC:17, Fortitude negates [harmless]]					
☐☐☐☐☐ <b>Shield of Warding</b>	<b>Abjuration [Good]</b>	1 standard action	1 minute/level	Touch	SC:p.188
[V,S] <b>TARGET:</b> One shield or buckler touched; <b>EFFECT:</b> The touched shield or buckler grants its wielder a +1 sacred bonus to Armor Class and on Reflex saves, +1 per five caster levels [maximum +5 at 20th level]. The bonus applies only when the shield is worn or carried normally [but not, for instance, if it is slung over the shoulder]. [SR:No; DC:17, Will negates [object,harmless]]					
☐☐☐☐☐ <b>Shivering Touch</b>	<b>Necromancy [Cold]</b>	1 standard action	11 rounds	Touch	Fr:p.104
[V,S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Melee touch attack causes it to become numb and deals 3d6 Dex damage. [SR:Yes]					
☐☐☐☐☐ <b>Sink</b>	<b>Transmutation</b>	1 standard action	1 round	Close (50 ft.)	SC:p.190
[V,S,DF] <b>TARGET:</b> One creature/level, no two of which are more than 30 ft. apart; <b>EFFECT:</b> When this spell is cast, it causes the targets, which must be currently in water or another liquid, to sink. Each subject descends 100 feet down into the liquid [or to the bottom, if the liquid is not deep enough]. Affected creatures can then swim up normally. Once on the bottom, a creature must still make a Swim check to move, or else it can move along the bottom at one-quarter its land speed. [SR:Yes; DC:17, Will negates]					
☐☐☐☐☐ <b>Skull Watch</b>	<b>Necromancy</b>	1 standard action	Permanent	Touch	SC:p.191
[V,S,F] <b>TARGET:</b> One humanoid skull; <b>EFFECT:</b> The skull affected by a skull watch spell floats gently 5 feet off the ground, facing a direction you choose. It monitors an area 20 feet wide by 90 feet long, though walls and other opaque barriers can curtail this area. If any Tiny or larger living creature enters the area guarded by the skull, it emits a piercing shriek that can be heard up to a quarter mile away. Every creature within 60 feet of the skull when it shrieks must make a Fortitude save or be deafened for 1d6 rounds. Whether or not you can hear this audible alarm, you instantly become aware that the effect has been triggered, provided you are on the same plane as it is. The alarm resets 1d4 rounds later. When you cast the spell, you can specify creatures that will not trigger the alarm. The skull can be moved from its original position by anyone who can get to it without entering its monitored area. The skull has AC 12, hardness 1, and 1 hit point per caster level. You are not magically made aware of the skull's destruction if it has not been triggered. Focus: The humanoid skull upon which the spell is cast. [SR:No; DC:17, See text]					
☐☐☐☐☐ <b>Slashing Darkness</b>	<b>Evocation</b>	1 standard action	Instantaneous	Medium (210 ft.)	SC:p.191
[V,S] <b>TARGET:</b> Ray; <b>EFFECT:</b> You must succeed on a ranged touch attack with the ray to strike a target. A creature struck by this ray of negative energy takes 1d8 points of damage per two caster levels [maximum 5d8]. An undead creature instead heals 1d8 points of damage per two caster levels [maximum 5d8]. [SR:Yes]					
☐☐☐☐☐ <b>*Sleet Storm</b>	<b>Conjuration (Creation) [Cold, Cold Domain]</b>	1 standard action	11 rounds	Long (840 ft.)	PH:p.280
[V, S, M/DF] <b>TARGET:</b> Cylinder 40'; <b>EFFECT:</b> Driving sleet blocks all sight [even darkvision] within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Balance check. Failure means it can't move in that round, while failure by 5 or more means it falls [see the Balance skill for details]. The sleet extinguishes torches and small fires. Arcane Material Component: A pinch of dust and a few drops of water. [SR:No]					
☐☐☐☐☐ <b>Snowshoes, Mass</b>	<b>Transmutation</b>	1 standard action	1 hour/level [D]	Close (50 ft.)	SC:p.194
[V,S] <b>TARGET:</b> One creature/level, no two of which are more than 30 ft. apart; <b>EFFECT:</b> This spell functions like snowshoes, except as noted above. [SR:Yes [harmless]; DC:17, Will negates [harmless]]					
☐☐☐☐☐ <b>Sonorous Hum</b>	<b>Evocation [Sonic]</b>	1 standard action	1 minute/level [D]	Personal	SC:p.196
[V,S] <b>TARGET:</b> You; <b>EFFECT:</b> After you cast this spell, the next spell you cast within the duration that requires concentration to maintain is maintained for you until the sonorous hum spell expires. This effect allows you to cast other spells, even another spell that also requires concentration. If the spell maintained by the sonorous hum has a shorter duration than that of this spell, the maintained spell expires as it normally would, and you gain no further benefits from this casting of sonorous hum. The sound created by the spell is as loud as a person in armor walking at a slow pace trying not to make noise [normally a DC 5 Listen check to detect]. You can end the spell as a free action. For example, you could cast this spell, then cast detect thoughts, and this spell maintains the concentration on detect thoughts while you cast discern lies and maintain concentration on that spell yourself. You control all aspects of both spells, so you could change the orientation of the detect thoughts effect and select a different target for your discern lies spell in the same round. If you take damage, you must still make a Concentration check to maintain the spell.					
☐☐☐☐☐ <b>Soul Boon</b>	<b>Necromancy [Incarnum]</b>	1 standard action	1 minute	Touch	Mol:p.104
[V, S, M/DF] <b>TARGET:</b> One living creature; <b>EFFECT:</b> When you cast this spell, you invoke the power of souls unborn to reinforce the recipient's essentia pool. The creature touched gains 1 point of temporary essentia for every three caster levels, to a maximum of 5 points of essentia at caster level 15th. These temporary essentia points can be used just like normal essentia points for as long as soul boon lasts. Material Component: An empty insect cocoon. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
☐☐☐☐☐ <b>Soul of Light</b>	<b>Transmutation [Good]</b>	1 standard action	1 hour	Personal	DM:p.73
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> Bright, clear light sprouts from your body, quickly flaring before fading to a faint white pulse. This spell infuses your body with energy drawn from the Positive Energy Plane, making it easier to repair injuries. Whenever you cast or are the target of a conjuration [healing] spell, you can choose for the spell to heal a number of extra points of damage equal to twice the spell's level. If such a spell heals at least 10 points of damage, it also removes the fatigued condition from the target [or reduces exhaustion to fatigue]. If soul of light and soul of anarchy are active on you at the same time, you gain damage reduction 3/evil or lawful. If soul of light and soul of order are active on you at the same time, you gain damage reduction 3/chaotic or evil. Soul of light counters and dispels soul of shadow, and vice versa. Special: A good-aligned dragon capable of casting 5th-level Sorcerer spells can cast this spell as a swift action.					
☐☐☐☐☐ <b>Soul of the Waste</b>	<b>Transmutation [Earth]</b>	1 standard action	110 minutes [D]	Personal	Sa:p.121
[V,S,DF] <b>TARGET:</b> You; <b>EFFECT:</b> You meld your body and 100 lbs of possessions into the sand. [SR:No]					
☐☐☐☐☐ <b>Sound Lance</b>	<b>Evocation [Sonic]</b>	1 standard action	Instantaneous	Medium (210 ft.)	SC:p.196
[V,S] <b>TARGET:</b> One creature or object; <b>EFFECT:</b> This spell causes a projectile of intense sonic energy to leap from you to a target within range. The sound deals 1d8 points of sonic damage per caster level [maximum 10d8]. A sound lance cannot penetrate the area of a silence spell. [SR:Yes; DC:17, Fortitude half]					
☐☐☐☐☐ <b>Spark of Life</b>	<b>Necromancy</b>	1 standard action	1 round/level	Touch	SC:p.196
[V,S] <b>TARGET:</b> Undead creature touched; <b>EFFECT:</b> For the duration of the spell, the undead creature is subject to extra damage from critical hits [and thus sneak attacks], nonlethal damage, ability drain, energy drain, fatigue, exhaustion, and damage to its physical ability scores [though it still lacks a Constitution score and thus can't take Constitution damage] as if it were alive. It loses its immunity to effects that require a Fortitude save, as well as its invulnerability to poison, sleep effects, paralysis, stunning, disease, and death effects. However, an undead affected by this spell gains a bonus on its Fortitude saves equal to its Charisma bonus [if any]. [The bonus doesn't apply to Fortitude saves against effects that also affect objects.] It must breathe, eat, and sleep just like a normal living creature [though the last two aren't likely to come into play thanks to the spell's short duration]. While it is under the effect of this spell, both negative energy [such as inflict spells] and positive energy [such as cure spells] heal damage to the undead creature, rather than damaging it. An undead creature affected by this spell retains all of its other traits. [SR:Yes; DC:17, Will negates]					
☐☐☐☐☐ <b>Speak with Dead</b>	<b>Necromancy [Language-Dependent]</b>	10 minutes	11 minutes	10 ft.	PH:p.281
[V, S, DF] <b>TARGET:</b> One dead creature; <b>EFFECT:</b> 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 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. This spell does not affect a corpse that has been turned into an undead creature. [SR:No; DC:17, Will negates; see text]					
☐☐☐☐☐ <b>Spiderbind</b>	<b>Transmutation</b>	1 standard action	11 rounds	Close (50 ft.)	CV:58
[V,S,M] <b>TARGET:</b> 5 spider or spiderlike creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Affected creatures are affected as a slow spell, reduced to one move or attack action during the round. Additionally, they take a -1 penalty on attack rolls, AC, and Reflex saves. They move at half their normal speed rounded down. Their poison attacks don't work for the duration. While the spell is prepared, you get a +2 circumstance save bonus against poison. [SR:Yes; DC:17, Fortitude negates]					
☐☐☐☐☐ <b>Spikes</b>	<b>Transmutation</b>	1 standard action	1 hour/level	Touch	SC:p.202
[V,S,M] <b>TARGET:</b> Wooden weapon touched; <b>EFFECT:</b> This spell functions like brambles [page 38], except that the affected weapon gains a +2 enhancement bonus on its attack rolls, and its threat range is doubled. This effect does not stack with other effects that increase a weapon's threat range, such as the Improved Critical feat. [SR:No]					
☐☐☐☐☐ <b>Stone Shape</b>	<b>Transmutation [Earth, WuJenEarth, Earth SI]</b>	1 standard action	Instantaneous	Touch	PH:p.284
[V, S, M/DF] <b>TARGET:</b> Stone or stone object touched, up to 21 cu. ft.; <b>EFFECT:</b> You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work. 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. [SR:No]					
☐☐☐☐☐ <b>Storm Shield</b>	<b>Abjuration</b>	1 standard action	11 minutes or until discharged [D]	Medium (210 ft.)	LE:p.34
[V, S, DF] <b>TARGET:</b> 30-ft.-radius emanation; <b>EFFECT:</b> Glowing sphere absorbs 220 points of electricity damage from effects that pass within 30 ft. [SR:See text; DC:17, See text]					
☐☐☐☐☐ <b>Subdue Aura</b>	<b>Abjuration</b>	1 standard action	10 minutes/ level	Touch	CC:p.128
[V, S] <b>TARGET:</b> Creature or object touched; <b>EFFECT:</b> The normally formidable aura that marks you as a servant of a higher power recedes, leaving few traces of your allegiance visible to creatures that can see such marks. This spell masks the target's aura, making it appear less powerful than it really is. For every two caster levels, the target of a subdue aura spell appears to have 1 fewer Hit Die than it really does. If the target has no aura, the spell has no effect. [SR:Yes (object); DC:17, Will negates (object)]					
☐☐☐☐☐ <b>Summon Monster III</b>	<b>Conjuration (Summoning)</b>	1 round	11 rounds [D]	Close (50 ft.)	PH:p.286
[V, S, F/DF] <b>TARGET:</b> One or more summoned creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. [SR:No]					
☐☐☐☐☐ <b>Suppress Glyph</b>	<b>Abjuration</b>	1 standard action	1 minute/level	100 ft.	SC:p.216
[V,S] <b>TARGET:</b> 100-ft.-radius emanation centered on you; <b>EFFECT:</b> You gain an enhanced awareness of magical writing within range. Magical writing such as a glyph of warding, explosive runes, sepia snake sigil, or symbol is covered by a blue nimbus of light [which sheds light equal to a candle]. This effect reveals the location of the writing without triggering it. For every source of magical writing, you can make a dispel check 10 against a DC equal to 11 + the writing's caster level. If you are successful, the magical writing is suppressed for 1 minute per caster level. You and other creatures could then read a book guarded by explosive runes, or open a drawer guarded by a glyph of warding, or pass					
* =Domain/Specialty Spell					

## Cleric Spells

□□□□	<b>Telepathic Bond, Lesser</b>	<b>Divination [Mind-Affecting]</b>	1 standard action	110 minutes	30 ft.	CD:p.183
<b>[V,S] TARGET:</b> You and one willing creature within 30 ft.: <b>EFFECT:</b> Link with subject within 30 ft. for 110 minutes. <b>[SR:No]</b>						

Character: <b>Faustus</b> Player:	PCGen Character Template by Andrew Maitland (LegacyKing) and Stefan Radermacher (Zaister), based on work by Frugal, ROG, Arcady, Barak, Dimrill, & Dekker. Created using <a href="#">PCGen</a> v6.08.00 RC10 on Apr 23, 2024 at 8:17:28 PM	Level:12 (CR:13) Page 22
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Cleric Spells					
■■■■■ <b>Animate with the Spirit</b>	Conjuration (Summoning) [Good, Sanctified]	10 minutes	110 minutes [D]	Medium (210 ft.)	CV:52
<b>[V,S,DF]* TARGET:</b> One corpse with HD equal to or less than your caster level; <b>EFFECT:</b> Requests a spirit of a good aligned outsider to inhabit a corpse [6 HD max]. This then fights for you. Summoning the spirit drains you of 1d3 points of Strength. <b>[SR:]No</b>					
■■■■■ <b>Antidragon Aura</b>	Abjuration	1 standard action	1 minute/level	Close (50 ft.)	SC:p.14
<b>[V,S,M,DF] TARGET:</b> One creature/2 levels, no two of which are more than 30 ft. apart; <b>EFFECT:</b> All subjects gain a +2 luck bonus to Armor Class and on saving throws against the attacks, spells, and special attacks [extraordinary, supernatural, and spell-like] of dragons. This bonus increases by 1 for every four caster levels above 5th [+to +3 at 9th, +4 at 13th, and a maximum of +5 at 17th]. Material Component: A chunk of platinum worth at least 25 gp [slightly less than 1 ounce], <b>[SR:]Yes [harmless]; DC:18, Will negates [harmless]</b>					
■■■■■ <b>Armored Vermin</b>	Transmutation	1 standard action	1 round/level [D]	Close (50 ft.)	DRU:p.60
<b>[V, S, DF; Drow] TARGET:</b> Up to three vermin, no two of which are more than 30 ft. apart; <b>EFFECT:</b> You cause the exoskeletons of up to three vermin to harden to the strength of steel. The spell increases the vermin's natural armor bonus by 2. This bonus increases by 1 for every three caster levels above 7th, to a maximum of +6 at caster level 19th. The enhancement bonus provided by armored vermin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A vermin with no natural armor has an effective natural armor bonus of +0. <b>[SR:]Yes [harmless]; DC:18, Will negates [harmless]</b>					
■■■■■ <b>Assay Resistance</b>	Divination	1 swift action	1 round/level	Personal	CAR:p.98
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> +10 bonus on caster level checks to defeat one creature's spell resistance <b>[SR:]No</b>					
■■■■■ <b>Assay Spell Resistance</b>	Divination	1 swift action	1 round/level	Personal	SC:p.17
<b>[V,S] TARGET:</b> You; <b>EFFECT:</b> This spell gives you a +10 bonus on caster level checks to overcome the spell resistance of a specific creature. Assay resistance is effective against only one specific creature per casting, and you must be able to see the creature when you cast the spell.					
■■■■■ <b>Astral Hospice</b>	Conjuration (Teleportation)	1 standard action	24 hours/level	Close (50 ft.)	SC:p.17
<b>[V,S,M] TARGET:</b> See text; <b>EFFECT:</b> This spell can be cast only upon the Astral Plane [DMG 154]. It opens up a small planar portal to a demiplane where natural healing can occur [unlike on the Astral Plane itself]. The firm surface of the demiplane is roughly 50 feet square, and the demiplane extends 50 feet above the surface. The demiplane's traits [including time, gravity, and magic] match those of the Material Plane, and the demiplane is self-contained; walking to one end returns a character to the point from which he began. The demiplane has no unusual planar traits. The only way in or out of the demiplane is through the entrance created by you, and only those named or described by you upon the casting of the spell can enter. The portal continues to exist and remains visible on the Astral Plane only while the hospice demiplane exists. When you leave the demiplane, the portal seals shut and vanishes. Anyone still in the hospice demiplane at that time appears on the Astral Plane at the location of the hospice's entrance. Material Component: A single flawless gemstone of at least 250 gp value.					
■■■■■ <b>Aura of the Sun</b>	Abjuration [Light]	1 standard action	11 rounds [D]	10 ft.	LE:p.30
<b>[V, S, DF] TARGET:</b> 10-ft.-radius emanation center on you; <b>EFFECT:</b> Fills an area with light that damages undead and hampers magical darkness. <b>[SR:]None</b>					
■■■■■ <b>Beast Claws</b>	Transmutation	1 Standard Action	11 rounds	Personal	CD:p.151-152
<b>[V,S,M] TARGET:</b> You; <b>EFFECT:</b> Change your hands into claws. Damage 1d6 plus strength or magic; Threat range 19-20. See text. <b>[SR:]No</b>					
■■■■■ <b>Blessing of the Righteous</b>	Evocation [Good]	1 standard action	1 round/level	40 ft.	PH2:p.104
<b>[V,S,DF] TARGET:</b> All allies in a 40-ft.-radius burst centered on you; <b>EFFECT:</b> You and your allies melee and ranged attacks deal an extra 1d6 holy damage, weapons are considered good-aligned for overcoming DR. <b>[SR:]Yes [harmless]; DC:18, Will negates [harmless]]</b>					
■■■■■ <b>Blindsight</b>	Transmutation	1 standard action	1 minute/level	Touch	SC:p.32
<b>[V,S] TARGET:</b> Creature touched; <b>EFFECT:</b> This spell grants the subject the blindsight ability [MM 306] effective out to 30 feet. <b>[SR:]Yes [harmless]; DC:18, Will negates [harmless]]</b>					
■■■■■ <b>Blindsight, Greater</b>	Transmutation	1 standard action	1 minute/level	Touch	SC:p.32
<b>[V,S] TARGET:</b> Creature touched; <b>EFFECT:</b> This spell functions like blindsight, except as noted above and that the blindsight granted by the spell is effective out to 60 feet. <b>[SR:]Yes [harmless]; DC:18, Will negates [harmless]]</b>					
■■■■■ <b>Blood of the Martyr</b>	Necromancy (Healing) [Good]	1 standard action	Instantaneous	Medium (210 ft.)	BE:p.92
<b>[V, S] TARGET:</b> Willing creature; <b>EFFECT:</b> You may transfer your own hit points directly to a target creature within range. You must transfer at least 20 points. Transferred hit points are damage to you. The creature takes your transferred hit points as if receiving a cure wounds spell and cannot gain more hit points than its maximum allows; any excess points are lost. This spell transfers only actual hit points, not temporary hit points. An unconscious target is considered a "willing creature" for purposes of this spell. <b>[SR:]Yes</b>					
■■■■■ <b>Briartangle</b>	Transmutation	Standard Action	11 minutes [D]	Long (840 ft.)	PG:p.100
<b>[V, S, DF] TARGET:</b> Plants in a 40-ft.-radius spread; <b>EFFECT:</b> Each entangled creature takes 1d8+5 in each subsequent round it attempts to break free or move it takes a like amount of damage. <b>[SR:]Yes; DC:18, Reflex half</b>					
■■■■■ <b>Castigate</b>	Evocation [Sonic]	1 standard action	Instantaneous	10 ft.	SC:p.44
<b>[V] TARGET:</b> 10-ft. radius burst centered on you; <b>EFFECT:</b> This spell has no effect on creatures that cannot hear. All creatures whose alignment differs from yours on both the law-chaos and the good-evil axes take 1d4 points of damage per caster level [maximum 10d4]. All creatures whose alignment differs from yours on one component take half damage, and this spell does not deal damage to those who share your alignment. For example, a lawful good cleric who casts this spell deals full damage to any creature that is not lawful and not good, half damage to any creature that is lawful or good [but not both], and no damage to lawful good creatures. A Fortitude saving throw reduces damage by half. <b>[SR:]Yes; DC:18, Fortitude half</b>					
■■■■■ <b>Celestial Brilliance</b>	Evocation [Good, Light]	1 standard action	1 day/level [D]	Touch	BE:p.94
<b>[V, S] TARGET:</b> Object touched; <b>EFFECT:</b> The object touched sheds light brighter than bright sunlight, channeled directly from the celestial realms. The light extends to a 120-foot radius; bright light to 60 feet and dim light in another 60 feet. Creatures with light sensitivity take twice the usual penalty when they are within 60 feet of the object. Undead creatures take 1d6 points of damage each round they are within the bright light. Evil outsiders, as well as undead creatures that are specifically harmed by sunlight, take 2d6 points of damage each round in the bright light. Celestial brilliance 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. Celestial brilliance counters or dispels any darkness spell of equal or lower level, such as deeper darkness. <b>[SR:]No</b>					
■■■■■ <b>Celestial Fortress</b>	Conjuration (Creation) [Good, Sanctified]	10 minutes	22 hours [D]	Close (50 ft.)	CV:53
<b>[V,S,DF]* TARGET:</b> 20 ft. square structure; <b>EFFECT:</b> Creates a simple flat-roofed fort with a sturdy door, fireplace, but no windows. It is protected by consecrate and magic circle against evil. Creating it drains you of 1d2 points of Constitution. <b>[SR:]No</b>					
■■■■■ <b>Channeled Divine Health</b>	Conjuration (Healing)	See text	Instantaneous	See text	PH2:p.106
<b>[V,S] TARGET:</b> One creature; <b>EFFECT:</b> Ranged healing; See text. <b>[SR:]Yes [harmless]; DC:19, Will negates [harmless]]</b>					
■■■■■ <b></b>					



Cleric Spells					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Delay Death</b>	Necromancy	1 immediate action	1 round/level	Close (50 ft.)	SC:p.63
<b>[V,S,DF] TARGET:</b> One creature; <b>EFFECT:</b> The subject of this powerful spell is unable to die from hit point damage. While under the protection of this spell, the normal limit of -9 hit points before a character dies is extended without limit. A condition or spell that destroys enough of the subject's body so as to not allow raise dead to work, such as a disintegrate effect, still kills the creature, as does death brought about by ability score damage, level drain, or a death effect. The spell does not prevent the subject from entering the dying state by dropping to -1 hit points. It merely prevents death as a result of hit point loss. If the subject has fewer than -9 hit points when the spell's duration expires, it dies instantly. <b>[SR:Yes [harmless]; DC:18, Will negates [harmless]]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Diamond Spray</b>	Evocation [Good]	1 standard action	Instantaneous	60 ft.	BE:p.96
<b>[V, S, M] TARGET:</b> Cone-shaped burst; <b>EFFECT:</b> A blast of diamondlike shards springs from your hand and extends outward in a glittering cone. The cone dazzles evil creatures in the area for 2d6 rounds. The spell also deals 1d6 points of damage per caster level [maximum 10d6]. The damage affects only evil creatures. A successful Reflex save reduces the damage by half but does not negate the dazzling effect. Material Component: Diamond dust worth at least 100 gp. <b>[SR:Yes; DC:18, Reflex half]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Dimensional Anchor</b>	Abjuration [Earth Shugenja]	1 standard action	11 minutes	Medium (210 ft.)	PH:p.221
<b>[V, S] TARGET:</b> Ray; <b>EFFECT:</b> A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like or psionic abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell. A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell. <b>[SR:Yes (object)]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Discern Lies</b>	Divination [Air Shugenja]	1 standard action	Concentration, up to 11 rounds	Close (50 ft.)	PH:p.221
<b>[V, S, DF] TARGET:</b> 11 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Each round, you concentrate on one subject, who must be within range. You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different subject. <b>[SR:No; DC:18, Will negates]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Dismissal</b>	Abjuration [Earth Shugenja]	1 standard action	Instantaneous	Close (50 ft.)	PH:p.222
<b>[V, S, DF] TARGET:</b> One extraplanar creature; <b>EFFECT:</b> This spell forces an extraplanar creature back to its proper plane if it fails a special Will save [DC = spell's save DC - creature's HD + your caster level]. 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. <b>[SR:Yes; DC:18, Will negates; see text]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Divination</b>	Divination	10 minutes	Instantaneous	Personal	PH:p.224
<b>[V, S, M] TARGET:</b> You; <b>EFFECT:</b> 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 one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%. If the die roll fails, you know the spell failed, unless specific magic yielding false information is at work. As with augury, multiple divinations about the same topic by the same caster use the same dice result as the first divination spell and yield the same answer each time. Material Component: Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp. <b>[SR:No]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Divine Interdiction</b>	Abjuration	1 standard action	1 round/level	Close (50 ft.)	SC:p.70
<b>[V] TARGET:</b> 10-ft.-radius emanation centered on a creature, object, or point in space; <b>EFFECT:</b> This spell can be cast at a point in space, but the effect is stationary unless cast on a mobile object. The spell can be cast on a creature, and the effect then radiates from the creature and moves as it moves. A creature can attempt a Will save to negate the spell, and spell resistance, if any, applies if the spell is cast on a creature. Divine interdiction interferes with a cleric's connection to her divine source of power, resulting in a temporary loss of the ability to turn or rebuke creatures and loss of granted domain powers. Paladins, blackguards, and other classes capable of rebuking and turning also suffer a temporary loss of this ability. This affects the subject's ability to channel energy through the use of a turn or rebuke attempt, and so also interferes with the use of many divine feats. <b>[SR:Yes or No (object); see text; DC:18, Will negates or None (object); see text]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Divine Power</b>	Evocation	1 standard action	11 rounds	Personal	PH:p.224
<b>[V, S, DF] TARGET:</b> You; <b>EFFECT:</b> Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. Your base attack bonus becomes equal to your character level [which may give you additional attacks], you gain a +6 enhancement bonus to Strength, and you gain 1 temporary hit point per caster level. <b>[SR:No]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Doomtide</b>	Illusion (Pattern)	1 standard action	1 round/level	80 ft.	SC:p.70
<b>[V,S,DF] TARGET:</b> Eight 10-ft. cubes extending straight from you; <b>EFFECT:</b> Creatures within the area must make Will saves or be dazed for 1 round. Any creature moving into the mist, or a creature that begins its turn in the mist, must succeed on a Will save or also be dazed for 1 round. The mist filling the area obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment. Creatures farther away have total concealment. When you cast the spell, you decide if the effect remains stationary or if its point of origin moves straight away from you at a rate of 10 feet per round. A moderate wind disperses the effect in 4 rounds; a strong wind disperses the mist in 1 round. <b>[SR:Yes; DC:18, Will negates]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Dweomer of Transference</b>	Evocation	1 minute	11 rounds	Close (50 ft.)	XPH:PsionicSpells.rtf
<b>[V, S] TARGET:</b> One willing psionic creature; <b>EFFECT:</b> With this spell, you form a radiating corona around the head of a psionic ally, then convert some of your spells into psionic power points. When you finish casting dweomer of transference, a red-orange glow surrounds the psionic creature's head. For the duration of the spell, any spells cast at the subject don't have their usual effect, instead converting themselves harmlessly into psionic energy that the subject can use as energy for psionic powers. You can cast any spell you like at the subject, even area spells, effect spells, and spells for whom the subject would ordinarily not be a legitimate target. The spells don't do anything other than provide the subject with power points, but you must still cast them normally, obeying the component and range requirements listed in the description of each spell. For each spell you cast into the dweomer of transference, the psionic creature gets temporary power points, according to the following table. The transference isn't perfectly efficient. The temporary power points acquired through a dweomer of transference dissipate after 1 hour if they haven't already been spent. <b>[SR:Yes (Harmless); DC:18, Will Negates (Harmless)]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Earth Reaver</b>	Transmutation [Fire]	1 standard action	Instantaneous	Medium (210 ft.)	SC:p.75
<b>[V,S] TARGET:</b> 20-ft.-radius spread; <b>EFFECT:</b> Creatures and objects within the area take 4d6 points of damage from the impact of the rock shards, as well as 3d6 points of fire damage; no saving throw applies to the damage. Creatures in the area must also succeed on a Reflex saving throw or be knocked prone. <b>[SR:Yes; DC:18, Reflex partial]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Energy Vortex</b>	Evocation [Choose:Acid, Cold, Fire, Electrici]	1 standard action	Instantaneous	20 ft.	SC:p.81
<b>[V,S] TARGET:</b> All creatures within a 20-ft.-radius burst centered on you; <b>EFFECT:</b> When you cast energy vortex, you choose one of four energy types: acid, cold, electricity, or fire. A blast of that energy type bursts in all directions from you, dealing 1d8 points of damage +1 point per caster level 20 to nearby creatures other than you. If you are willing to take the damage yourself, you deal twice as much damage. You don't get a Reflex save, but spell resistance applies, as do any resistances and immunities you have to the energy type. The descriptor of this spell is the same as the energy type you choose when you cast it. <b>[SR:Yes; DC:18, Reflex half]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Essentia Lock</b>	Abjuration	1 standard action	11 rounds [D]	Medium (210 ft.)	Mol:p.101
<b>[V, S, F/DF] TARGET:</b> One creature; <b>EFFECT:</b> When you cast essentia lock, you freeze the subject's current allocation of essentia in place. The target is unable to shift essentia to or from any soulmelds, feats, or other essentia receptacles he might possess, and must maintain his current allocation of essentia for the duration of the spell. Creatures without essentia are unaffected by this spell. Arcane Focus: A tiny padlock made of silver [10 gp]. <b>[SR:Yes]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Extend Tentacles</b>	Transmutation	1 standard action	Instantaneous	Personal	SC:p.86
<b>[V] TARGET:</b> You; <b>EFFECT:</b> This spell lengthens your tentacles, increasing the reach of your tentacle attacks by 5 feet. The tentacles attack as normal. If you do not already have tentacles, the spell has no effect on you.					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Fell the Greatest Foe</b>	Transmutation	1 standard action	1 round/level	Touch	SC:p.90
<b>[V,S,M] TARGET:</b> Creature touched; <b>EFFECT:</b> The subject gains the ability to deal greater damage against larger creatures. For every size category of an opponent bigger than the subject of the spell, the subject deals an extra 1d6 points of damage on any successful melee attack. For example, a Medium creature would deal an extra 1d6 points of damage against a Large creature, 2d6 against Huge, 3d6 against Gargantuan, or 4d6 against a Colossal creature. Material Component: A dragon's claw or a giant's fingernail. <b>[SR:Yes [harmless]; DC:18, Fortitude negates [harmless]]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Freedom of Movement</b>	Abjuration	1 standard action	110 minutes	Personal or touch	PH:p.233
<b>[V, S, M, DF] TARGET:</b> You or creature touched; <b>EFFECT:</b> This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, allow water breathing. Material Component: A leather thong, bound around the arm or a similar appendage. <b>[SR:Yes (harmless); DC:18, Will negates (harmless)]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Freeze Armor</b>	Transmutation [Cold]	1 standard action	11 rounds	Close (50 ft.)	Fr:p.94-95
<b>[V,S] TARGET:</b> Metal equipment of 11 creatures; <b>EFFECT:</b> Freezes metal armor, immobilizing and damaging the wearer. Target suffers -6 to hit, -8 to Dex and can't move; see text. <b>[SR:Yes; DC:18, Fort partial]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Frostburn</b>	Necromancy [Cold]	1 standard action	Instantaneous	Touch	Fr:p.95
<b>[V,S,DF] TARGET:</b> Creature touched; <b>EFFECT:</b> Deal 3d12+11 damage or heal likewise on cold subtype. <b>[SR:Yes; DC:18, Fort half]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Ghost Bane Weapon</b>	Transmutation	1 action	11 hours	Touch	GW:p.53
<b>[V, S, DF] TARGET:</b> Weapon touched; <b>EFFECT:</b> You give a weapon the ghost bane property in addition to any other properties it has. Against ghosts, your weapon's enhancement bonus [if any] is 2 higher than normal and it deals an extra 2d6 points of damage. The spell has no effect if cast upon a weapon that already has the ghost bane property. At caster level 9th and higher, the weapon gains a +1 enhancement bonus if it is not already a magic weapon. Alternatively, you can affect up to 50 arrows, bolts, or bullets. The projectiles must be of the same type, and they have to be together, such as in the same quiver. Projectiles [but not thrown weapons] lose their ghost bane property when fired. Any weapon affected by this spell glows with witchlight [see the Witchlight feat]. <b>[SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Ghost Touch Weapon</b>	Transmutation	1 standard action	1 minute/level	Close (50 ft.)	SC:p.102
<b>[V,S] TARGET:</b> One weapon or fifty projectiles [all in contact at time of casting]; <b>EFFECT:</b> Ghost touch weapon makes a weapon magically capable of dealing damage normally to incorporeal creatures, regardless of its enhancement bonus. [An incorporeal creature's 50% chance to avoid damage does not apply to attacks made with weapons under the effect of this spell.] A ranged weapon affected by this spell does not bestow the ability on its ammunition. The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a weapon under the effect of this spell counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder. <b>[SR:Yes [harmless,object]; DC:18, Will negates [harmless,object]]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Giant Vermin</b>	Transmutation	1 standard action	11 minutes	Close (50 ft.)	PH:p.235
<b>[V, S, DF] TARGET:</b> Up to three vermin, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be transmuted [so a single casting cannot affect both a centipede and a spider], and all must be grown to the same size. The size to which the vermin can be grown depends on your level; see the table below. 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   Vermin Size 9th or lower   Medium 10th-13th   Large 14th-17th   Huge 18th-19th   Gargantuan 20th or higher   Colossal <b>[SR:Yes]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Glacial Globe of Invulnerability</b>	Abjuration [Cold]	1 standard action	11 rounds [D]	10 ft.	Fr:p.96
<b>[V,S,M/DF] TARGET:</b> 10-ft.-radius spherical emanation, centered on you; <b>EFFECT:</b> All fire descriptor spells of 3rd level or lower fail. <b>[SR:No]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Glowing Orb</b>	Evocation [Light]	1 standard action	Permanent	Touch	SC:p.106
<b>[V,S,F] TARGET:</b> Magical, controllable light source; <b>EFFECT:</b> This spell places a magical light source inside a glass sphere roughly the size of a human fist. You can control the light level generated by a glowing orb by mental command [a standard action], provided that the orb is within 30 feet of you. The light level ranges from no light at all to illumination within a 60-foot radius. There is no limit to the number of glowing orbs you can possess, and you can control their light levels independently or in concert. If a glowing orb is smashed, the magic is lost. If you die, however, an orb retains its magic. Any character with an Intelligence or Wisdom of at least 13 can gain control of an orb simply by touching it. Focus: A glass sphere [50 gp] into which the light is placed. An orb usable for this purpose has hardness 0 and 2 hit points. <b>[SR:No]</b>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Greater Status</b>	Divination	1 standard action	1 hour/level	Touch	BE:p.100
<b>[V, S, DF] TARGET:</b> One creature touched/3 levels; <b>EFFECT:</b> As status [described in the Player's Handbook], but you can also cast a limited selection of spells through the link, as if you were touching the target. You can cast any spell that meets the following conditions: . Level: 0, 1st, or 2nd . Range: Touch . Target: Creature touched. Saving Throw: Harmless For example, if you become aware [through the greater status spell] that one of your linked companions is dying, you can cast cure moderate wounds to try to revive her. <b>[SR:Yes (harmless); DC:18, Will negates (harmless)]</b>					
* =Domain/Specialty Spell					



Cleric Spells					
Hand of the Faithful	Abjuration [See text]	1 minute	1 hour/level	10 ft.	SC:p.109
[V,S,DF] TARGET: 10-ft.-radius emanation centered on a point in space; <b>EFFECT:</b> You create an immobile zone of warding that is permeable to those of your religion but repels all others. Creatures that have the same deity as you, or are wearing the holy symbol of your deity, can enter and move within the warded area unhindered. Other creatures that try to enter or move within the area must make a Fortitude save each round or be stunned for 1 round. If the creature's only action is to try to move completely out of the area, the ward does not hinder it. Once a creature succeeds on its saving throw, it is no longer affected by that casting of hand of the faithful. This spell has the alignment components of your deity, so if your deity is good and lawful, this is a lawful and good spell. [SR:Yes; DC:18, Fortitude negates]					
Healing Spirit	Conjuration (Healing)	1 standard action	1 round/2 levels	Close (50 ft.)	PH2:p.114
[V,S] TARGET: One conjured healing spirit; <b>EFFECT:</b> Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text. [SR:Yes (harmless); DC:19, Will half (harmless)]					
Holy Fire Shield	Evocation [Good, Sanctified]	1 standard action	11 rounds [D]	Personal	CV:55
[V,S*] TARGET: You; <b>EFFECT:</b> Creatures attacking you take fire or cold damage, with 1/2 being divine energy like the flame strike spell. Casting this gives you 1d3 points of Strength damage. [SR:No]					
Holy Transformation	Transmutation [Good]	1 standard action	1 round/level [D]	Personal	SC:p.116
[V,S,DF] TARGET: You; <b>EFFECT:</b> This spell functions like lesser holy transformation, but when you cast this spell, you assume the physical appearance and many of the qualities and abilities of a hound archon [MM 16]. While under the effect of the spell, your creature type changes to outsider [archon, good, lawful], and your size changes to Medium. You have the space and reach of a hound archon 0. You gain a +4 sacred bonus to Strength and Constitution. You gain darkvision out to 60 feet. You gain a +4 sacred bonus on saving throws. You gain damage reduction 5/evil. Evil creatures within 10 feet of you take a -2 penalty on attack rolls and saving throws. You gain the ability to speak and understand Celestial.					
Holy Transformation, Lesser	Transmutation [Good]	1 standard action	1 round/level [D]	Personal	SC:p.116
[V,S,DF] TARGET: You; <b>EFFECT:</b> When you cast this spell, you assume the physical appearance and many of the qualities and abilities of a protector [Miniatures Handbook 66]. While under the effect of the spell, your creature type changes to outsider [good], and your size changes to Medium. You have the space and reach of a protector 0. You gain a +2 sacred bonus to Strength and Constitution. You gain a fly speed of 60 feet [good]. You gain darkvision out to 60 feet. You gain a +2 sacred bonus on saving throws. You gain the ability to speak and understand Celestial.					
Hypothermia	Evocation [Cold]	1 standard action	Instantaneous	Close (50 ft.)	SC:p.118
[V,S] TARGET: One creature; <b>EFFECT:</b> The subject takes 1d6 points of cold damage per caster level [maximum 10d6] and becomes fatigued. A successful Fortitude save halves the damage and negates the fatigue. [SR:Yes; DC:18, Fortitude partial]					
*Ice Storm	Evocation [Cold, WujenWater, Storm Domai]	1 standard action	1 full round	Long (840 ft.)	PH:p.243
[V, S, M/DF] TARGET: Cylinder 20; <b>EFFECT:</b> Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. A -4 penalty applies to each Listen check made within the ice storm's effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects [other than the damage dealt]. Arcane Material Component: A pinch of dust and a few drops of water. [SR:Yes]					
Imbue with Spell Ability	Evocation	10 minutes	Permanent until discharged [D]	Touch	PH:p.243
[V, S, DF] TARGET: Creature touched; see text; <b>EFFECT:</b> 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 spells from the schools of abjuration, divination, and conjuration [healing] can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of imbue with spell ability can't exceed this limit. HD of Recipient [Spells Imbued 2 or lower [One 1st-level spell 3-4 [One or two 1st-level spells 5 or higher [One or two 1st-level spells and one 2nd-level spell The transferred spell's variable characteristics [range, duration, area, and the like] function according to your level, not the level of the recipient. Once you cast imbue with spell ability, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the imbue with spell ability spell. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active imbue with spell ability spells, the more recently cast imbued spells are dispelled. To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must have humanlike hands. To cast a spell with a material component or focus, it must have the materials or focus. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
Inflict Critical Wounds	Necromancy	1 standard action	Instantaneous	Touch	PH:p.244
[V, S] TARGET: Creature touched; <b>EFFECT:</b> This spell functions like inflict light wounds, except that you deal 4d8 points of damage +1 point per caster level [maximum +20]. [SR:Yes; DC:18, Will half]					
Iron Bones	Transmutation	1 standard action	1 minute/level	Touch	SC:p.125
[V,S,F] TARGET: Corporeal undead creature touched; <b>EFFECT:</b> This spell functions like stone bones [page 208], except that the subject creature's skeleton changes to iron. The creature gains a +6 natural armor bonus to AC. Arcane Focus: A miniature skull made out of iron or steel. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
Know Vulnerabilities	Divination	1 standard action	Instantaneous	Close (50 ft.)	SC:p.129
[V,S] TARGET: One creature; <b>EFFECT:</b> You learn any special qualities, vulnerabilities, and resistances the target creature has. Vulnerabilities include anything that causes the creature more than the normal amount of damage [such as a creature with the cold subtype having vulnerability to fire or a crystalline creature's susceptibility to the shatter spell]. Resistances include any effects that reduce or negate damage the creature takes and immunities to particular attacks. The spell identifies resistances and vulnerabilities granted by spell effects. For example, if cast upon a balor, you learn that it has damage reduction 15/cold iron and good; spell resistance 28; immunity to poison, fire, and electricity; resistance to acid 10 and cold 10; and that it does not have any particular vulnerabilities. [SR:Yes; DC:18, Will negates]					
Life Bolt	Abjuration	1 standard action	1 minute/level	Touch	SC:p.131
[V,S,DF] TARGET: Creature touched; <b>EFFECT:</b> You draw forth some of your own life force to create a beam of positive energy that harms undead. You must succeed on a ranged touch attack with the ray to strike a target. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d12 points of damage. Creating each beam deals you 1 point of nonlethal damage. For every two caster levels beyond 1st, you can create an additional ray, up to a maximum of five rays at 9th level. If you shoot multiple rays, you can have them strike a single creature or several creatures. You must designate targets before you check for spell resistance or roll damage. All rays must be aimed at enemies that are all within 30 feet of each other. [SR:Yes; DC:18, Will negates]					
Light of Purity	Abjuration	1 swift action	1 round/level, or until discharged	Touch	CC:p.123
[V, S, DF] TARGET: Holy symbol touched; <b>EFFECT:</b> Your holy symbol gleams with a bright, white light that seems to cleanse the air around you of the foul stench emanating from your undead enemies. When you cast this spell on your holy symbol, your turning damage increases by 1d6 per four divine caster levels you possess [maximum +5d6] on your next successful turning check. [SR:No]					
Lower Spell Resistance	Transmutation	1 round	1 minute/level	Close (50 ft.)	Dr:p.
[V, S] TARGET: One creature; <b>EFFECT:</b> Subject's spell resistance reduced. [SR:No; DC:18, Fortitude negates (see text)]					
Luminous Armor (Greater)	Abjuration	1 standard action	1 hour/level [D]	Touch	BE:p.102
[Sacrifice] TARGET: One good creature touched; <b>EFFECT:</b> This spell functions like luminous armor, except that it imparts the benefits of full plate [+8 armor bonus to AC]. Sacrifice: 1d3 points of Strength damage. [SR:Yes (harmless)]					
Magic Weapon, Greater	Transmutation [WujenMetal, Earth Shugen]	1 standard action	11 hours	Close (50 ft.)	PH:p.251
[V, S, M/DF] TARGET: One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]; <b>EFFECT:</b> This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels [maximum +5]. Alternatively, you can affect as many as fifty arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together [in the same quiver or other container]. Projectiles, but not thrown weapons, lose their transmutation when used. [Treat shuriken as projectiles, rather than as thrown weapons, for the					

Cleric Spells					
the duration of the spell. Unlike with delay poison, such effects aren't postponed until after the duration -the creature need not make any saves against poison effects applied to it during the length of the spell. This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option. Arcane Material Component: A bit of charcoal. <b>[SR:Yes (harmless, object); DC:19, Will negates (harmless, object)]</b>					
☐☐☐☐☐ Open Least Chakra	Transmutation	1 standard action	24 hours	Touch	Mo;p.103
<b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> You use magical energies to pry open one chakra, allowing a creature to form a chakra bind that it otherwise could not. [The spell has no effect on chakras to which soulmelds or magic items are already bound; in other words, it does not allow you to double bind to a chakra.] You can open a creature's crown, feet, or hands chakra with this spell. A creature benefiting from this spell can bind a soulmeld or magic item to his opened chakra just as if he had gained the ability to form a chakra bind from a feat or class feature. <b>[SR:Yes (harmless); DC:18, Will negates (harmless)]</b>					
☐☐☐☐☐ Panacea	Conjuration (Healing)	1 standard action	Instantaneous	Touch	SC;p.152
<b>[V,S] TARGET:</b> Creature touched; <b>EFFECT:</b> This spell channels positive energy into a creature to wipe away its afflictions. It immediately ends any of the following conditions affecting the subject: blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, and stunned. It negates sleep effects and the effect of the feeblemind spell, and ends any additional effects from poison, as the neutralize poison spell. It also cures 1d8 points of damage + 1 point per caster level 20. Panacea does not remove ability damage, negative levels, or drained levels. Used against an undead creature, panacea deals damage instead of curing the creature [which takes half damage if it makes a Will saving throw], but it has no other effect. <b>[SR:Yes [harmless]; DC:19, Will half [harmless]; see text]</b>					
☐☐☐☐☐ Planar Ally, Lesser	Conjuration (Calling) [See Text]	10 minutes	Instantaneous	Close (50 ft.)	PH;p.261
<b>[V, S, DF, XP] TARGET:</b> One called elemental or outsider of 6 HD or less; <b>EFFECT:</b> By casting this spell, you request your deity to send you an elemental or outsider [of 6 HD or less] of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell [though you might get a different creature anyway]. You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services. The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives. A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to one day per caster level, requires a payment of 1,000 gp per HD. A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal [remember, a called creature actually dies when it is killed, unlike a summoned creature]. However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment. At the end of its task, or when the duration bargained for expires, the creature returns to its home plane [after reporting back to you, if appropriate and possible]. Note: When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. XP Cost: 100 XP. <b>[SR:No]</b>					
☐☐☐☐☐ Planar Exchange, Lesser	Conjuration (Calling)	1 round	1 round/level [D]	0 ft.	SC;p.159
<b>[V,S,DF] TARGET:</b> One called creature; <b>EFFECT:</b> When you cast this spell, you call a celestial brown bear [MM 269], celestial griffon [MM 139], fiendish dire ape [MM 62], or fiendish tiger [MM 281], at your option, to your precise location. At the same instant, you are transported to that creature's home plane, where you exist in stasis for the duration of the spell. To a casual observer, it appears that you have transformed into the called creature [though an onlooker who makes a DC 25 Spot check notices the slight gap in time between your disappearance and the creature's appearance]. If the called creature would not fit in the place you occupied when you cast the spell, the spell fails. If the called creature is slain, you take 2d6 points of damage, the spell ends, and you are returned to your origin plane in the space last occupied by the called creature. A celestial creature [MM 31] called by this spell gains damage reduction 5/magic; resistance to acid 5, cold 5, and electricity 5; spell resistance equal to its HD +5; and a smite evil attack that provides a bonus equal to its HD on one damage roll. A fiendish creature [MM 107] called by this spell gains damage reduction 5/magic; resistance to acid 5 and fire 5; spell resistance equal to its HD +5; and a smite good attack that provides a bonus equal to its HD on one damage roll. You have full control over the creature's actions and can perceive the environment around the called creature as if you were seeing through its eyes, hearing through its ears, and so on. While in stasis, you can't take any actions other than to control the called creature or to dismiss the spell, nor can anything on the creature's home plane affect you in any way. You also can't perceive anything around your body's location. When you dismiss the spell, or when the creature is slain, you appear in the creature's location, and it is returned to its home plane. When you use a calling spell that calls a chaotic, evil, good, or lawful creature, it is a spell of that type. <b>[SR:No]</b>					
☐☐☐☐☐ Planar Tolerance	Abjuration	1 immediate action	1 hour/level	20 ft.	SC;p.159
<b>[V] TARGET:</b> One creature/level in a 20-ft. radius burst centered on you; <b>EFFECT:</b> This spell functions like avoid planar effects [page 19], except as noted above. <b>[SR:Yes [harmless]]</b>					
☐☐☐☐☐ Poison	Necromancy	1 standard action	Instantaneous; see text	Touch	PH;p.262
<b>[V, S, DF] TARGET:</b> Living creature touched; <b>EFFECT:</b> Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save [DC 10 + 1/2 your caster level + your Wis modifier]. <b>[SR:Yes; DC:18, Fortitude negates; see text]</b>					
☐☐☐☐☐ Positive Energy Aura	Conjuration (Healing)	1 standard action	1 round/level	Personal	SC;p.161
<b>[V,S] TARGET:</b> 10-ft.-radius emanation centered on you; <b>EFFECT:</b> Each round on your turn, every living creature within 10 feet of you gains 1 hit point per three caster levels [maximum 5]. Creatures can't exceed their full normal hit point totals as a result of this effect. Undead creatures take 2 points of damage per round. Characters with immunity to positive energy effects are not affected by this aura. A positive energy aura does not affect you. <b>[SR:No]</b>					
☐☐☐☐☐ Profane Item	Transmutation	1 full round	Permanent until discharged	Touch	CC;p.126
<b>[V, S, DF] TARGET:</b> Object touched; <b>EFFECT:</b> Negative forces flow through your hands and into the object you hold, filling it with a darkly glowing power that gleams for a moment, then subsides. You imbue a touched object with latent negative energy. If the item thereafter touches or is touched by an animal or plant of any alignment, or by an outsider or shapechanger of good alignment, the negative energy discharges with a loud snap, dealing 1d4 points of negative energy damage per caster level [maximum 10d4] to that creature. If the creature discharging the item is an animal or plant, it must save against fear or flee in terror [or cower, if it cannot move] for 1d4 minutes. On a successful save, the creature is merely shaken for the same length of time. If the creature discharging the item is a shapechanger, an image of its natural form or most common alternate form appears for 1d4 rounds, superimposed over its body, revealing its true nature to all witnesses. Profane item counters and dispels sacred item [see below]. <b>[SR:Yes (object); DC:18, Will negates (object)]</b>					
☐☐☐☐☐ Pronouncement of Fate	Necromancy	1 standard action	11 rounds	Close (50 ft.)	HH;p.132
<b>[V, S] TARGET:</b> One creature; <b>EFFECT:</b> To invoke this spell, you speak the name of an offense that your target has committed. Then you speak the inevitable doom that will fall upon her as a result of her transgression. [The target need neither understand nor even hear this pronouncement.] An affected target takes a -4 penalty on attack rolls, damage rolls, saving throws, and checks for the duration of the spell. If the offense you named was committed against you personally [although not necessarily against you alone], the target also has a 50% chance of losing all actions on her turn for the duration of the spell. The spell's power can be more difficult to resist, depending on who suffered from the offense specified by the casting. If you were personally affected by the offense [in the DM's judgment], then the target can only hope to reduce the deleterious effects of the spell by half on a successful Will save. You receive a +4 bonus on your caster level check to overcome the spell resistance of any creature whose crime affected you personally. A successful save in these circumstances results in the target taking a -2 penalty on attack rolls, damage rolls, saving throws, and checks. In addition, she has a 25% chance to lose all her actions for the duration of the spell. Any target whose offense did not affect you personally gets her full spell resistance, and a successful Will save negates the effects of the pronouncement of fate. <b>[SR:Special; DC:18, Will negates or Will partial; see text]</b>					
☐☐☐☐☐ Proper State	Necromancy [Ectomancy]	1 full round	Instantaneous	Close (50 ft.)	GW;p.56
<b>[V, S, DF] TARGET:</b> One willing incorporeal undead; <b>EFFECT:</b> You transform a willing incorporeal undead creature into a ghost. If its previous class and level are unknown, it becomes a ghost of the same race as you, with warrior levels equal to its undead Hit Dice. If the undead's previous race, class, and level were known [such as if the undead were a former ally that became the spawn of a shadow], it becomes a ghost of its former self. In any case, the creature's character level is no greater than the Hit Dice it had as an undead. For example, a 5th-level dwarf fighter that became a shadow's spawn and was turned into a ghost with this spell would now be a 2nd-level fighter. Levels lost in this manner are handled as if the character had lost levels from an undead's energy drain attack. A creature redeemed with this spell retains the alignment it had as an undead creature, although it is not strongly attached to that alignment and can change it over time or with the aid of an atonement spell. Because only humanoid can become ghosts, this spell works only on incorporeal undead that are vaguely humanoid. For example, it cannot convert a spectral steed [a horselike undead], a nightwing nightshade [a batlike creature], a nightwalker nightshade [a giant					

Cleric Spells

☐☐☐☐☐ <b>Revenance</b>	<b>Conjuration (Healing)</b>	1 standard action	1 minute/level	Touch	SC:p.175
<b>[V,S,DF] TARGET:</b> Dead ally touched; <b>EFFECT:</b> This spell brings a dead ally temporarily back to life. The subject can have been dead for up to 1 round per level. Your target functions as if a raise dead spell [PH 268] had been cast upon her, except that she does not lose a level and has half of her full normal hit points. She is alive [not undead] for the duration of the spell and can be healed normally, but dies as soon as the spell ends. While under the effect of this spell, the subject is not affected by spells that raise the dead. The subject gains a +1 morale bonus on attack rolls, damage rolls, saves, and checks against the creature that killed her. <b>[SR:Yes [harmless]; DC:19, None; see text]</b>					
☐☐☐☐☐ <b>Ruinic Marker</b>	<b>Conjuration (Creation) [Earth]</b>	10 minutes	Permanent	Close (50 ft.)	CV:55
<b>[V,S,M] TARGET:</b> One stone pillar; <b>EFFECT:</b> You create a slender stone pillar 2 ft in diameter and 6 ft tall in the shape of your choice. You can inscribe up to 25 words on it. It also bears of glyph of warding [blast] that you can set to activate as you desire. When it activates, the marker is destroyed. This spell uses 1 vial of holy water. <b>[SR:No; DC:19, See text]</b>					
☐☐☐☐☐ <b>Sacred Item</b>	<b>Transmutation</b>	1 full round	Permanent until discharged	Touch	CC:p.126
<b>[V, S, DF] TARGET:</b> Object touched; <b>EFFECT:</b> Protective forces flow through your hands into the object you hold, suffusing it with a golden glow that shines for a moment, then subsides. You imbue a touched object with latent positive energy. If the item thereafter touches or is touched by an undead creature of any alignment, or by an outsider or shapechanger of evil alignment [other than yourself], the positive energy discharges with a flash of light, dealing 1d4 points of positive energy damage per caster level [maximum 10d4] to that creature. If the creature discharging the item is undead, it must save against fear or flee in terror [or cower, if it cannot move] for 1d4 minutes. On a successful save, the creature is merely shaken for the same length of time. If the creature discharging the item is a shapechanger, an image of its natural form or most common alternate form appears for 1d4 rounds, superimposed over its body, revealing its true nature to all witnesses. Sacred item counters and dispels profane item [see above]. <b>[SR:Yes (object); DC:18, Will negates]</b>					
☐☐☐☐☐ <b>Seed of Life</b>	<b>Conjuration (Healing)</b>	1 standard action	10 rounds + 1 round/level [maximum 30 r	Touch	CC:p.127
<b>[V, S] TARGET:</b> Living creature touched; <b>EFFECT:</b> The energy of life flows through you, warming your hand-and indeed your very soul. But instead of swiftly infusing that life into others to heal their wounds, you feed it slowly and gradually into your ally. You implant a tiny seed of positive energy into the subject's soul. This seed of life grants the subject fast healing 2 for the duration of the spell, in much the same way as vigorSC. At any point before the duration expires, the subject can exhaust the remaining positive energy in a sudden burst of healing as a standard action. When this option is exercised, roll a number of d4s equal to one-half the spell's remaining duration, rounded down [for example, 5d4 if the spell has 11 rounds remaining]. The result is the number of hit points of damage instantly healed. Using this option ends the spell immediately. <b>[SR:Yes (harmless); DC:19, Will negates (harmless)]</b>					
☐☐☐☐☐ <b>Seed of Undeath</b>	<b>Necromancy</b>	1 full round	11 days [D]	Touch	CM:p.116
<b>[V, S, M] TARGET:</b> Living humanoid or animal touched; <b>EFFECT:</b> Subject that dies before spell expires rises as a zombie under your command. <b>[SR:Yes; DC:18, Fortitude negates]</b>					
☐☐☐☐☐ <b>Sending</b>	<b>Evocation</b>	10 minutes	11 rounds; see text	See text	PH:p.275
<b>[V, S, M/DF] TARGET:</b> One creature; <b>EFFECT:</b> You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence score. 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.] Arcane Material Component: A short piece of fine copper wire. <b>[SR:No]</b>					
☐☐☐☐☐ <b>Shadowblast</b>	<b>Evocation [Light]</b>	1 standard action	Insta	Long (840 ft.)	SC:p.186
<b>[V,S,M] TARGET:</b> 20-ft.-radius spread; <b>EFFECT:</b> Natives of the Plane of Shadow caught in a shadowblast are stunned for 1d6 rounds if they fail a Fortitude saving throw. Shadow natives that are also undead or vulnerable to light take an additional 2d10 points of damage if they fail a second Fortitude save. Creatures that fail either Fortitude save cannot use spell-like or supernatural abilities to open any portal to the Plane of Shadow for 3d6 minutes. Shadowblast closes all portals, gates, and other openings to the Plane of Shadow in its area. Creatures on the other side of a portal are unaffected by shadowblast. Material Component: A handful of grave dirt, squeezed tightly and flung. <b>[SR:Yes; DC:18, Fort negates]</b>					
☐☐☐☐☐ <b>Shape Metal</b>	<b>Transmutation</b>	1 standard action	Instantaneous	Touch	PG:null
<b>[V, S, M/DF] TARGET:</b> Metal or metal object, up to 10 cubic foot + 1 cubic foot/level.; <b>EFFECT:</b> As Stone Shape but affect metal instead of stone. <b>[SR:Yes; DC:18, Fortitude negates]</b>					
☐☐☐☐☐ <b>Shield of Faith, Legion's</b>	<b>Abjuration</b>			Medium (210 ft.)	ECS:p.115
<b>TARGET:</b> Allied creatures in a 20-ft.-radius burst; <b>EFFECT:</b> This spell functions like shield of faith [see page 278 of the Player's Handbook], except that it affects multiple allies at a distance.					
☐☐☐☐☐ <b>Shield of Faith, Mass</b>	<b>Abjuration</b>	1 standard action	1 minute/level	Close (50 ft.)	SC:p.188
<b>[V,S,M] TARGET:</b> One creature/level, no two of which are more than 30 ft. apart; <b>EFFECT:</b> This spell functions like shield of faith [PH 278], except that it affects multiple allies at a distance. <b>[SR:Yes [harmless]; DC:18, Will negates [harmless]]</b>					
☐☐☐☐☐ <b>Sound Lance</b>	<b>Evocation [Sonic]</b>	1 standard action	Instantaneous	Medium (210 ft.)	SC:p.196
<b>[V,S] TARGET:</b> One creature or object; <b>EFFECT:</b> This spell causes a projectile of intense sonic energy to leap from you to a target within range. The sound deals 1d8 points of sonic damage per caster level [maximum 10d8]. A sound lance cannot penetrate the area of a silence spell. <b>[SR:Yes; DC:18, Fortitude half]</b>					
☐☐☐☐☐ <b>Spark Shield</b>	<b>Evocation [Electricity]</b>	1 action	1 round/level [D]	Personal	DCS:p.111
<b>[V, S, M, DF] TARGET:</b> You; <b>EFFECT:</b> This spell surrounds you in an aura of crackling electricity, both offering protection against electrical attacks as well as causing damage to each creature who attacks in melee. Any creature striking you with its body or handheld weapons deals normal damage, but at the same time the attacker takes 1d4 points of electrical damage +1 point per caster level 15. If they strike you with a metal weapon, or are wearing metal armor, or carrying a lot of metal, they take 2d4 points of electrical damage +2 points per caster level 15. If a creature has spell resistance, it applies to this damage. Creatures wielding weapons with exceptional reach, such as longspears, are not subject to this damage if they attack you unless the weapon is at least 1/2 metal in composition [a spear or polearm is not]. Against electrical attacks, you take only half damage. If that attack allows a Reflex save for half damage, you take no damage on a successful save. When casting this spell, you appear to be sheathed in tiny lightning bolts that undulate across your body. The electricity provides equal illumination to a torch [20 feet]. The color of the electricity is blue-white, though the color can be almost any hue as determined by the caster. Arcane Material Component: Two thin copper bracelets, one worn on each wrist. <b>[SR:No]</b>					
☐☐☐☐☐ <b>Spell Immunity</b>	<b>Abjuration [Earth Shugenja]</b>	1 standard action	110 minutes	Touch	PH:p.282
<b>[V, S, DF] TARGET:</b> Creature touched; <b>EFFECT:</b> 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 spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. Spell immunity protects against spells, 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. A creature can have only one spell immunity or greater spell immunity spell in effect on it at a time. <b>[SR:Yes (harmless); DC:18, Will negates (harmless)]</b>					
☐☐☐☐☐ <b>Spell Vulnerability</b>	<b>Transmutation</b>	1 round	1 minute/level	Close (50 ft.)	SC:p.200
<b>[V,S] TARGET:</b> One creature; <b>EFFECT:</b> This spell reduces the subject's spell resistance by 1 per caster level [maximum reduction 15]. This reduction can't lower a subject's spell resistance below 0. <b>[SR:No; DC:18, Fortitude negates]</b>					
☐☐☐☐☐ <b>Spiritual Advisor</b>	<b>Divination</b>	1 standard action	1 minute/level	Personal	CC:p.127
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> When you chant the final words of your incantation, a soft, comforting voice seems to whisper in your ear, "What knowledge may I impart to you?" Spiritual advisor allows you to consult with a spirit, an angel, or some other divine aspect of your deity. This advisor manifests as a barely shimmering orb that floats above one of your shoulders. When it speaks, only you can hear its counsel. As long as the spiritual advisor is present, it helps you recall bits of trivia, history, or other knowledge. This knowledge can be as general or specific as is required, and the information gained grants you a +4 insight bonus on all Knowledge checks while the spell is in effect. You can even attempt checks with Knowledge skills in which you have no skill ranks or retry a Knowledge check you failed before casting the spell.					
☐☐☐☐☐ <b>Stars of Arvandor</b>	<b>Evocation [Force, Good]</b>	1 standard action	11 minutes [D]	Close (50 ft.)	CV:58
<b>[V,S] TARGET:</b> 10 stars; <b>EFFECT:</b> Create 10 stars that orbit your head like ioun stones. As a swift action you can launch 1 star as a RTA to deal 1d8 nonlethal damage against non-evil targets or lethal damage against evil targets. As a standard action you can launch 3, though you must make a separate attack for each star. <b>[SR:Yes]</b>					
☐☐☐☐☐ <b>Stars of Mystra</b>	<b>Evocation [Force, Good]</b>	1 standard action	11 minutes [D]	Close (50 ft.)	CV:59
<b>[V,S] TARGET:</b> 3 stars; <b>EFFECT:</b> Create 3 stars that orbit your head like ioun stones. As a swift action you can launch 1 star at a target as a RTA. Each evil creature struck must make a save or lose a prepared spell or spell slot of level 4 or the highest lower level slot available determined randomly. <b>[SR:Yes; DC:18, Will negates]</b>					
☐☐☐☐☐ <b>Stars of Selune</b>	<b>Evocation [Cold, Force]</b>	1 standard action	11 minutes [D]	Close (50 ft.)	CV:59
<b>[V,S] TARGET:</b> 3 stars; <b>EFFECT:</b> Create 3 stars that orbit your head like ioun stones. As a swift action you can launch 1 star at a target as a RTA. Each star deals 1d8 of force and 1d8 of cold damage to the target. <b>[SR:Yes]</b>					
☐☐☐☐☐ <b>Stifle Spell</b>	<b>Abjuration</b>	1 immediate action	Instantaneous	Close (50 ft.)	PH2:p.126
<b>[V] TARGET:</b> One creature casting a spell; <b>EFFECT:</b> You cast this spell to distract another creature. Target must make a concentration check DC 14 + your key ability + the level of the spell being cast. <b>[SR:Yes; DC:18, See text]</b>					
☐☐☐☐☐ <b>Stone Metamorphosis</b>	<b>Transmutation [Earth]</b>	1 standard action	Instantaneous	Touch	Und:p.61
<b>[V,S,M/DF] TARGET:</b> Stone object touched, up to 21 cu. ft.; <b>EFFECT:</b> <b>[SR:No]</b>					
☐☐☐☐☐ <b>Summon Monster IV</b>	<b>Conjuration (Summoning) [Conjuration Dori</b>	1 round	11 rounds [D]	Close (50 ft.)	PH:p.286
<b>[V, S, F/DF] TARGET:</b> One or more summoned creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list. <b>[SR:No]</b>					
☐☐☐☐☐ <b>Summon Pest Swarm</b>	<b>Conjuration (Summoning)</b>	1 round	11 rounds [D]	Long (840 ft.)	Cip:67
<b>[V,S,M] TARGET:</b> One pest swarm; <b>EFFECT:</b> Summons swarm of urban animals and vermin. <b>[SR:No]</b>					
☐☐☐☐☐ <b>Sunmantle</b>	<b>Abjuration</b>	1 standard action	1 round/level	Touch	BE:p.108
<b>[S, Sacrifice] TARGET:</b> One creature touched; <b>EFFECT:</b> This spell cloaks the target in a wavering cloak of light that illuminates an area around the target [and dispels darkness] as a daylight spell. However, its ability to generate bright light is not the spell's primary function. The sunmantle grants the target damage reduction 5/-. Furthermore, if the target is struck by a melee attack that deals hit point damage, a tendrill of light lashes out at the attacker, striking unerringly and dealing 5 points of damage. Because of the brilliance of the sunmantle, creatures sensitive to bright light [such as dark elves] take the usual attack penalties when in the light radius of the sunmantle. Sacrifice: 1d4 points of Strength damage. <b>[SR:Yes]</b>					
☐☐☐☐☐ <b>Sustain</b>	<b>Transmutation</b>	1 round	6 hours/level	Touch	BE:p.108
<b>[V, S, M] TARGET:</b> Up to one living creature touched/two levels; <b>EFFECT:</b> This spell instantly relieves the negative effects of hunger and thirst and allows the targets to go without food or water for the duration of the spell, suffering no ill effects from the deprivation. An affected creature can eat or drink normally without difficulty. When the spell ends, the creatures must resume normal eating and drinking habits, but do not feel any adverse effects from the missed meals. The size of the creature is not a factor; a Tiny lizard and a Colossal dragon are both fully nourished by the spell. Material Component: A flask of warm wine and a loaf of bread. <b>[SR:Yes (harmless)]</b>					
☐☐☐☐☐ <b>Sword of Conscience</b>	<b>Enchantment (Compulsion) [Good, Mind-Af</b>	1 standard action	Instantaneous; see text	Close (50 ft.)	BE:p.108
<b>[V, DF] TARGET:</b> One evil creature; <b>EFFECT:</b> The target creature, which must be evil, is struck by pangs of conscience and remorse. The creature instantaneously takes Wisdom and Charisma damage according to the magnitude of its evil. The creature regains lost abilities normally; they do not automatically return when the spell's duration expires. This effect is not language-dependent. <b>[SR:Yes; DC:18, Will negates]</b>					
☐☐☐☐☐ <b>Tongues</b>	<b>Divination</b>	1 standard action	110 minutes	Touch	PH:p.294
<b>[V, M/DF] TARGET:</b> Creature touched; <b>EFFECT:</b> This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way. Tongues can be made permanent with a permanency spell. Arcane Material Component: A small clay model of a ziggurat, which shatters when the verbal component is pronounced. <b>[SR:No; DC:18, Will negates (harmless)]</b>					
☐☐☐☐☐ <b>Undead Bane Weapon</b>	<b>Transmutation</b>	1 standard action	1 hour/level	Touch	SC:p.226
<b>[V,S,DF] TARGET:</b> Weapon touched or fifty projectiles [all of which must be touching at the time of casting]; <b>EFFECT:</b> You give a weapon the undead bane special ability in addition to any other properties it has. Against undead, your weapon's enhancement bonus is 2 higher than normal, and it deals an extra 2d6 points of damage against undead. The spell has no effect if cast upon a weapon that already has the undead bane special ability. Alternatively, you can affect up to fifty arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together, such as in the same quiver. Projectiles, but not thrown weapons, lose their transmutation after one attack. The weapon is treated as goodaligned for the purpose of overcoming damage reduction. <b>[SR:Yes [harmless,object]; DC:18, Will negates [harmless,object]]</b>					
* =Domain/Specialty Spell					



## Cleric Spells

	[V, S] TARGET:	One creature; EFFECT: You unshape [destroy] one soulmeld currently shaped on the target creature.	You can choose a specific soulmeld if you wish; otherwise, the soulmeld affected is chosen randomly from all those currently shaped on the target. To succeed in unshaping the soulmeld, you must make a caster level check 15 against a DC of 11 + the meldshed-based level of the soulmeld [add +4 to the DC if the soulmeld is bound to a chakra]. If the unshaped soulmeld was bound to one of the target's chakras, the target takes damage equal to 3d6 points plus 1 additional point per caster level 15. Essentia invested in an unshaped soulmeld returns to the target's essentia pool. If the target creature has no soulmelds shaped, this spell has no effect. [SR:No]				
	[C, S, DF (E)] TARGET:	Creature touched; EFFECT: You bestow the soul of a great ancient hero on the creature touched, giving him great skill in battle. As an immediate action, he can activate the valiant spirit. While active, the spirit's courage provides the recipient of the spell with a +2 morale bonus on attack rolls, defense rolls, Fortitude saves, Strength checks, and Strength-based skill checks. The valiant spirit remains active for 1 minute, and then its power is expended and the spell ends. No creature can be the target of more than one valiant spirit spell simultaneously. If a second is cast before the first has been discharged, the second spell dissipates to no effect. Essentia: For every point of essentia you invest in this spell, the bonus provided by the spirit improves by 1. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
	[V,S,M/DF] TARGET:	A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels; EFFECT: This spell functions like wall of good [see below], except that lawful creatures are blocked. [SR:Yes; DC:18, See text]					
	[V,S,M/DF] TARGET:	A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels; EFFECT: You create an immobile barrier that inhibits evil creatures. An evil summoned creature cannot pass through the wall in either direction, and any other evil creature must succeed on a Will save each time it attempts to move through the wall. If the saving throw is failed, the creature's movement is stopped, and it can take no other action that round. A wall of good must be continuous and unbroken when formed. If it is cast so that an object or creature breaks its surface, the spell fails. Arcane Material Component: Powdered silver worth 25 gp. [SR:Yes; DC:18, See text]					
	[V,S,M/DF] TARGET:	A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels; EFFECT: This spell conjures up a 10-foot-thick, viscous, opaque wall of swirling sand. The spell must be cast so that it rests on a solid surface. Once cast, the wall is immobile. The sand is sufficiently thick to block ranged attacks, providing normal cover appropriate for its size, but creatures can attempt to force their way through it. Moving through a wall of sand is difficult, requiring a full-round action and a Strength check. A creature moves 5 feet through a wall of sand for every 5 points by which its Strength check result exceeds 10. Creatures within a wall of sand are considered blinded and deafened, and they are unable to speak or breathe. Thus, they might begin to suffocate [DMG 304] if they remain within the wall too long. Spells with verbal components cannot be cast within the wall, and any other spell requires a successful Concentration check [DC 20 + spell level]. Creatures with reach can attempt to attack through the wall, but targets have total concealment and total cover, and the attacker must have a general idea where the target is located. Any open, unprotected flame thrust into a wall of sand is instantly extinguished. Arcane Material Component: A handful of sand. [SR:No]					
	[V,S,M/DF] TARGET:	Wall of water whose area is up to 11 10-ft. square [S]; EFFECT: Creates a vertical wall of swirling water. [SR:No]					
	[V, S, Df] TARGET:	One weapon; EFFECT: You cause a weapon to gain the ability to deal energy damage in addition to its other abilities, similar to how a flaming burst weapon deals extra fire damage on a hit or critical hit. The weapon can deal acid, cold, electricity, fire, or sonic damage, chosen by you at the time of casting. The weapon deals +1d6 damage of that energy type on a successful hit. On a critical hit, the weapon deals an additional +1d10 points of energy damage. If the weapon's critical multiplier is x3, add +2d10 points of energy damage instead, and if the multiplier is x4, add +3d10 points of bonus energy damage. This spell can be cast on a weapon that already deals energy damage, but if the weapon already creates the same type of damage as the spell, the effects do not stack. For example, if cast on a +1 flaming longsword to give it additional fire damage, the spell has no effect, but it can give the weapon any of the other types of energy damage. This spell has a subtype that is the same as the energy created by the target weapon. For example, weapon of energy is a fire spell when used to give a weapon bonus fire damage. [SR:None; DC:18, Fortitude (object, harmless)]					
	[V,DF] TARGET:	Weapon touched; EFFECT: You must be holding your deity's favored weapon to cast this spell. You can use the weapon as if you had profi- ciency with it even if you normally do not. The weapon gains a +1 enhancement bonus on attack rolls 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 ends, as chosen by you. When you reach caster level 9th, 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 becomes +5. The list below includes deities from the core pantheon as well as other deities described in D&D supplements, along with the five alignment components. If a cleric worshipping a different deity casts this spell, the DM should assign an appropriate weapon special ability of the same power level as those given here. Deities Bahamut: +1 frost heavy pick Boccob: +1 spell storing quarterstaff Corellon Lathenari: +1 keen longsword Ehlonna: +1 frost longsword Erythruln: +1 mighty cleaving morningstar Farlanghin: +1 defending quarterstaff Garl Glittergold: +1 throwing battlearm Gruumsh: +1 returning shortspear Helneoneus: +1 shock longsword Hextor: +1 mighty cleaving heavy flail Kord: +1 mighty cleaving greataxe Kurtulmak: +1 short shockspear Lolth: +1 keen whip Moradin: +1 throwing warhammer Nerull: +1 keen scythe Obad-Hai: +1 defending quarterstaff Oildamarra: +1 keen rapier Pelor: +1 flaming heavy mace St. Cuthbert: +1 mighty cleaving heavy mace Vecna: +1 frost dagger Wee Jas: dagger of venom Tiamat: +1 flaming heavy pick Yondalla: +1 defending short sword Alignments Good: +1 frost warhammer Evil: +1 mighty cleaving light flail Neutral: +1 defending heavy mace Law: +1 flaming longsword Chaos: +1 shock battlearm [SR:Yes (harmless/object); DC:18, Fortitude negates (harmless/object)]					
	[V,S,M/DF] TARGET:	12 miles, centered on you; EFFECT: You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather then the spell acts as detect magic. [SR:No]					
	[V,S] TARGET:	One creature; EFFECT: Creature saves it takes 1d4 cold damage. Fails save takes 1d8 cold damage each round; see text. [SR:Yes; DC:18, Fort negates]					

LEVEL 5 / Per Day:2+1 / Caster Level:11

Name	School	Time	Duration	Range	Source
<b>AAAAAtonement</b>	Abjuration [Water Shugenja]	1 hour	Instantaneous	Touch	PH:p.201
<p>[V, S, M, F, DF, PF] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> 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 a knowing and willful nature, you must intercede with your deity [requiring you to expend 500 XP] in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest [see <i>gates/quest</i>] or similar penance to determine whether 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 experience points. Restore Class: A paladin who has lost her class features due to committing an evil act may have her paladinhood restored to her by this spell. Restore Cleric or Druid Spell Powers: A cleric or druid who has lost the ability to cast spells by incurring the anger of his or her deity may regain that ability by seeking atonement from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric 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. Though the spell description refers to evil acts, atonement can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic, or lawful. Note: Normally, changing alignment is up to the player. This use of atonement simply offers a believable way for a character to change his or her alignment drastically, suddenly, and definitively. Material Component: Burning incense. Focus: In addition to your holy symbol or normal divine focus, you need a set of prayer beads [or other prayer device, such as a prayer wheel or prayer book] worth at least 500 gp. XP Cost: When cast for the benefit of a creature whose guilt was the result of deliberate acts, the cost to you is 500 XP per casting [see above]. [SR:Yes]</p>					
<b>AAAAAAura of Evasion</b>	Abjuration	1 standard action	1 minute/level	10 ft.	SC:p.18
<p>[V,S,M,DF] <b>TARGET:</b> 10-ft. radius emanation centered on you; <b>EFFECT:</b> You and all creatures within 10 feet of you gain evasion, but only against breath weapons. [If a breath weapon would normally allow a Reflex saving throw for half damage, a creature within an aura of evasion that successfully saves takes no damage instead.] Creatures within the spell's area that already have evasion or improved evasion get a +4 bonus on Reflex saving throws against breath weapons. Material Component: Powdered emerald worth 500 gp. [SR:No]</p>					
<b>AAAAABewildering Mischance</b>	Enchantment (Compulsion)	1 standard action	1 round/level	Close (50 ft.)	CC:p.116
<p>[V, S, DF] <b>TARGET:</b> One living creature; <b>EFFECT:</b> Your deity's laughter rains down on your suddenly clumsy foe. Bewildering mischance causes extreme bad luck to befall the target. For the duration of the spell, the subject must roll each saving throw, attack roll, and skill check twice, keeping the lower of the two rolls. [SR:Yes; DC:19, Will negates]</p>					
<b>AAAAABleed</b>	Necromancy	1 standard action	1 round/level [D]	Touch	CC:p.117
<p>[V, S] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> Your touch thins the blood of your target, causing it to spill with unnatural ease. For the duration of the spell, the subject bleeds profusely through any open wound. Each new hit from a piercing or slashing weapon or effect that deals damage to the subject also deals 1 point of Constitution damage. This ability damage is not multiplied on a critical hit. Because this spell thins the subject's blood, repeated uses cause additional difficulty. In addition to the extra damage, a target subjected to a second use of this spell before the first has expired also takes a -4 penalty on Fortitude saves against disease, poison, or the sickened and nauseated conditions. Creatures with no discernible anatomy [such as plants and oozes] and those immune to critical hits [such as undead and constructs] are immune to this spell. [SR:Yes; DC:19, Fortitude negates]</p>					
<b>AAAAABlistering Radiance</b>	Evocation [Fire, Light]	1 standard action	1 round/level	Long (840 ft.)	SC:p.33
<p>[V,S,M] <b>TARGET:</b> 50-ft.-radius spread; <b>EFFECT:</b> All sighted creatures in the area are dazzled [no save], and the heat from the blistering radiance deals 2d6 points of fire damage to all creatures and objects in the area each round on your turn [Fortitude half]. Like a fireball spell, blistering radiance erupts if it strikes any material body or solid barrier before attaining the prescribed range, and you must make a successful ranged touch attack to send the sphere through a narrow opening or passage. Blistering radiance counters or dispels any darkness spell of equal or lower level. Material Component: A bit of tinder and a small lens. [SR:Yes; DC:19, None and Fortitude partial; see text]</p>					
<b>AAAAABoreal Wind</b>	Evocation [Cold]	1 standard action	6 rounds	Long (840 ft.)	Fr:p.89
<p>[V,S,DF] <b>TARGET:</b> Gust of wind [20 ft. wide, 20 ft high] emanating out from you to the extreme of the range; <b>EFFECT:</b> Creates an arctic wind that deals 11d4, see text. [SR:Yes; DC:19, Fort negates]</p>					
<b>AAAAABreak Enchantment</b>	Abjuration [Antimagical Domain]	1 minute	Instantaneous	Close (50 ft.)	PH:p.207
<p>[V, S] <b>TARGET:</b> Up to 11 creatures, all within 30 ft. of each other; <b>EFFECT:</b> This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check [1d20 + caster level, maximum +15] against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25. If the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower. If the effect comes from some permanent magic item break enchantment does not remove the curse from the item, but it does free the victim from the item's effects. [SR:No; DC:19, See text]</p>					
<b>AAAAAChaav's Laugh</b>	Enchantment (Compulsion) [Good, Mind-Af1	1 standard action	1 minute/level	40 ft.	BE:p.94
<p>[V] <b>TARGET:</b> 40-ft.-radius spread centered on you; <b>EFFECT:</b> You release a joyous, boisterous laugh that strengthens the resolve of good creatures and weakens the resolve of evil creatures. Good creatures within the spell's area gain the following benefits for the duration of the spell: a +2 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level [to a maximum of 1d8+20 at caster level 20th]. Evil creatures within the spell's area that fail a Will save take a -2 morale penalty on attack rolls and saves against fear effects for the duration of the spell. Creatures must be able to hear the laugh to be affected by the spell. Creatures that are neither good nor evil are unaffected by Chaav's laugh. [SR:Yes; DC:19, Will negates (see text)]</p>					
<b>AAAAAChoking Sands</b>	Necromancy	1 standard action	Instantaneous; see text	Touch	Sa:p.112
<p>[V,S,M] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> Target can take full round action [Fort save] to expel dust, otherwise a Con check to avoid suffocation. [SR:Yes; DC:19, Fort Negates; see text]</p>					
<b>AAAAACommand, Greater</b>	Enchantment (Compulsion) [Language-Dep1	1 standard action	11 rounds	Close (50 ft.)	PH:p.211
<p>[V] <b>TARGET:</b> 11 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> This spell functions like command, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same command. [SR:Yes; DC:19, Will negates]</p>					
<p>* =Domain/Specialty Spell</p>					

Cleric Spells					
☐☐☐☐☐ <b>Commune</b>	Divination	10 minutes	11 rounds	Personal	PH:p.211
[V, S, M, DF, XP] <b>TARGET:</b> You; <b>EFFECT:</b> 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, a short phrase [five words or less] may be given as an answer instead. The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends. Material Component: Holy [or unholy] water and incense. XP Cost: 100 XP. [SR:No]					
☐☐☐☐☐ <b>Commune with Earth</b>	Divination	10 minutes	Instantaneous	Personal	Rac:p.189
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> Learn about the ground, minerals, bodies of water, etc. [SR:No]					
☐☐☐☐☐ <b>Condemnation</b>	Abjuration	1 standard action	1 round	Close (50 ft.)	PH2:p.107
[V] <b>TARGET:</b> One outsider; <b>EFFECT:</b> Stun target outsider for one round and reduce spell resistance by 10. [SR:Yes; DC:19, Will negates]					
☐☐☐☐☐ <b>Conjure Ice Beast V</b>	Conjuration (Creation) [Cold]	1 round	11 rounds [D]	Close (50 ft.)	Fr:p.91
[V,S,DF] <b>TARGET:</b> One or more conjured ice creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Creates a creature to fight for you. [SR:No]					
☐☐☐☐☐ <b>*Control Winds</b>	Transmutation [Air, Air Shugenja, Storm Do]	standard action	110 minutes	40 ft./level	PH:p.214
[V, S] <b>TARGET:</b> 440 ft radius cylinder 40 ft. high; <b>EFFECT:</b> You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an "eye" of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit. Wind Direction: You may choose one of four basic wind patterns to function over the spell's area. . A downdraft blows from the center outward in equal strength in all directions. . An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center. . A rotation causes the winds to circle the center in clockwise or counterclockwise fashion. . A blast simply causes the winds to blow in one direction across the entire area from one side to the other. Wind Strength: For every three caster levels, you can increase or decrease wind strength by one level. Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area. Strong winds [21+ mph] make sailing difficult. A severe wind [31+ mph] causes minor ship and building damage. A windstorm [51+ mph] drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships. Hurricane force winds [75+ mph] destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder. A tornado [175+ mph] destroys all nonfortified buildings and often uproots large trees. [SR:No; DC:19, Fortitude negates]					
☐☐☐☐☐ <b>Convert Wand</b>	Transmutation	1 standard action	11 minutes	Touch	CV:53
[V,S] <b>TARGET:</b> Wand touched; <b>EFFECT:</b> Temporarily changes any wand into a healing wand with the same number of charges. [SR:No]					
☐☐☐☐☐ <b>Crawling Darkness</b>	Conjuration (Creation)	1 round	1 minute/level [D]	Personal	SC:p.55
[V,S,DF] <b>TARGET:</b> You; <b>EFFECT:</b> This spell creates a number of tentacles that surround you but do not interfere with your movement or spellcasting. They provide concealment and completely hide your features. You gain a +4 competence bonus on grapple checks, Climb checks, and Escape Artist checks. When you are attacked, the tentacles strike back at your attacker. They have an attack bonus equal to your base attack bonus + your Wis modifier, and a successful attack deals 1d12 points of damage.					
☐☐☐☐☐ <b>Cure Light Wounds, Mass</b>	Conjuration (Healing) [Water Shugenja]	1 standard action	Instantaneous	Close (50 ft.)	PH:p.216
[V, S] <b>TARGET:</b> 11 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> You channel positive energy to cure 1d8 points of damage +1 point per caster level [maximum +25] in each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage. [SR:Yes (harmless) or Yes; see text; DC:20, Will half (harmless) or Will half; see text]					
☐☐☐☐☐ <b>Curse of Ill Fortune, Mass</b>	Necromancy	1 standard action	1 minute/level	Medium (210 ft.)	SC:p.56
[V,S,DF] <b>TARGET:</b> Enemies in a 20-ft.-radius burst; <b>EFFECT:</b> This spell functions like curse of ill fortune, except that it affects multiple enemies. [SR:Yes; DC:19, Will negates]					
☐☐☐☐☐ <b>Curse of Petty Failing, Legion's</b>	Necromancy	1 standard action	11 minutes	Medium (210 ft.)	MH:p.35
[V,S,DF] <b>TARGET:</b> Enemies in a 20-ft.-radius burst; <b>EFFECT:</b> creatures affected; -2 penalty to attack and saving throws. [SR:Yes]					
☐☐☐☐☐ <b>Curtain of Light</b>	Evocation [Light]	1 standard action	1 round/level [D]	Medium (210 ft.)	BE:p.96
[V, S, Sacrifice] <b>TARGET:</b> Curtain of light whose area is up to one 5-ft. square/level; <b>EFFECT:</b> An immobile, vertical curtain of brilliant light energy springs into existence. This barrier cannot pass through spaces occupied by creatures and objects, but it can bend around them. One side of the curtain, selected by you, sends forth flashes of light, dealing 2d4 points of damage to evil creatures within 10 feet and 1d4 points of damage to evil creatures past 10 feet but within 20 feet. The curtain deals this damage when it appears and at the start of the caster's turn each round. In addition, the curtain deals 2d6 points of damage +1 point of damage per caster level 20 to any evil creature passing through it. Contact with the curtain deals double damage to undead creatures. A curtain of light can be made permanent with a permanency spell. A permanent curtain of light that is destroyed becomes inactive for 10 minutes, and then reforms. Curtain of light counters any magical darkness spell of 5th level or lower with which it comes into contact. Any magical darkness spell of 5th level or higher counters curtain of light. The curtain of light is impervious to all physical attacks and spells except antimagic field, dispel magic, greater dispel magic, and Mordenkainen's disjunction. Sacrifice: 1d4 points of Strength damage. [SR:No; DC:19, See text]					
☐☐☐☐☐ <b>Dancing Web</b>	Evocation [Good]	1 standard action	Instantaneous	Medium (210 ft.)	BE:p.96
[V, S, M/DF] <b>TARGET:</b> 20-ft.-radius burst; <b>EFFECT:</b> This spell creates a burst of magical energy that deals 1d6 points per level of nonlethal damage [maximum 10d6]. Further, evil creatures that fail their saving throw become entangled by lingering threads of magical energy for 1d6 rounds. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to effective Dexterity; the entangled target can move at half speed but can't run or charge. An entangled creature that attempts to cast a spell must succeed on a DC 15 Concentration check or lose the spell. This spell affects only creatures-objects are unharmed. Arcane Material Component: A bit of spider's web. [SR:Yes; DC:19, Reflex half; see text]					
☐☐☐☐☐ <b>Darts of Life</b>	Conjuration (Healing)	1 standard action	1 minute/level	Close (50 ft.)	CC:p.118
[V, S] <b>TARGET:</b> One or more creatures per round; <b>EFFECT:</b> Small orbs of light circle your head. With a gesture, you cause one to spin off and strike your friend, healing him of damage. You create ten gently pulsing darts of pale blue light that orbit your head like ioun stones. As a free action, you can launch one dart per round at an ally you designate within range. Alternatively, as a standard action, you can launch up to three darts per round at one or more designated allies within range. As a full-round action, you can launch all remaining orbs at one or more allies within range. Each dart heals 1d8 points of damage the target has taken, as though it were a cure spell. Since undead are powered by negative energy, this spell damages them instead of curing their wounds. An undead creature can apply spell resistance to this [SR:Yes]					
☐☐☐☐☐ <b>Dawnshroud</b>	Evocation [Light]	1 standard action	110 minutes [D]	Touch	CV:54
[V,S,DF] <b>TARGET:</b> Willing creature touched; <b>EFFECT:</b> Acts as a daylight spell, harms oozes and undead, each round they take 1d6 out to 60 ft or 1 point out to 120 ft. If the target touches a subject creature, they take 1d6+11 points of damage. [SR:Yes; DC:19, Will half; see text]					
☐☐☐☐☐ <b>Death Throes</b>	Necromancy [Force]	1 standard action	1 hour/level or until you are killed	Personal	SC:p.60
[V,S] <b>TARGET:</b> You; <b>EFFECT:</b> If you are killed, your body is instantaneously destroyed in an explosion that deals 1d8 points of damage per caster level to everyone in a 30-foot-radius burst. This explosion destroys your body, preventing any form of raising or resurrection that requires part of the corpse. A wish, miracle, or true resurrection spell can restore life. [SR:No]					
☐☐☐☐☐ <b>Dirge of Discord</b>	Enchantment (Compulsion) [Chaos, Sonic]	1 action	2d4 rounds + 11 rounds	Close (50 ft.)	SA:p.5
[V S F] <b>TARGET:</b> 30-ft radius spread; <b>EFFECT:</b> This spell creates an unholy, chaotic dirge that fills the subject's head with the screams of the dying, the wailing of the damned, and the howling of the mad. Affected creatures suffer a -4 profane penalty to attack rolls and Concentration checks, a -8 enhancement penalty to effective Dexterity [with Reflex saves reduced accordingly for the spell's duration], and halved movement due to the subject's equilibrium being thrown off by the dirge. Focus: A tiny urn containing some ashes of a destrachan. [SR:Yes; DC:19, Will negates]					
☐☐☐☐☐ <b>Dispel Cold</b>	Abjuration [Fire]	1 standard action	11 rounds or discharged; see text	Touch	Fr:p.93
[V,S,DF] <b>TARGET:</b> See text; <b>EFFECT:</b> As dispel evil, but affects cold creatures; +4 bonus against attacks. [SR:See text; DC:19, See text]					
☐☐☐☐☐ <b>Dispel Evil</b>	Abjuration [Good]	1 standard action	11 rounds or until discharged, whichever	Touch	PH:p.222
[V, S, DF] <b>TARGET:</b> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object; <b>EFFECT:</b> Shimmering, white, holy energy surrounds you. This power has three effects. First, you gain a +4 deflection bonus to AC against attacks by evil creatures. Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save [spell resistance applies]. This use discharges and ends the spell. Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell. Exception: Spells that can't be dispelled by dispel magic also can't be dispelled by dispel evil. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell. [SR:See text; DC:19, See text]					
☐☐☐☐☐ <b>Dispel Fire</b>	Abjuration [Cold]	1 standard action	11 rounds or discharged; see text	Touch	Fr:p.93
[V,S,DF] <b>TARGET:</b> See text; <b>EFFECT:</b> As dispel evil, but affects fire creatures; +4 bonus against attacks. [SR:See text; DC:19, See text]					
☐☐☐☐☐ <b>Dispel Law</b>	Abjuration [Chaotic]	1 standard action	11 rounds or until discharged, whichever	Touch	PH:p.223
[V, S, DF] <b>TARGET:</b> You and a touched lawful creature from another plane; or you and an enchantment or lawful spell on a touched creature or object; <b>EFFECT:</b> This spell functions like dispel evil, except that you are surrounded by flickering, yellow, chaotic energy, and the spell affects lawful creatures and spells rather than evil ones. [SR:See text; DC:19, See text]					
☐☐☐☐☐ <b>Dispel Possession</b>	Abjuration [Ectomancy]	1 action	Instantaneous	Close (50 ft.)	GW:p.52
[V, S, M/DF] <b>TARGET:</b> One creature; <b>EFFECT:</b> You force a being that is possessing a creature out of its host body. The possessor acts as if it had left its host voluntarily [a ghost appears next to the host, a person using magic jar returns to its receptacle if in range or dies if it is not, and so on]. Alternatively, this spell may be used as a form of dispel magic to dispel a charm, dominate, or similar effect on a target. Material Component: powered silver worth 1 gp. [SR:No]					
☐☐☐☐☐ <b>Dispel Water</b>	Abjuration	1 standard action	Instantaneous	Medium (210 ft.)	Sa:p.114
[V,S] <b>TARGET:</b> See text; <b>EFFECT:</b> You can counter & dismiss water creatures, spells, and effects; see text. [SR:See text; DC:19, See text]					
☐☐☐☐☐ <b>Disrupting Weapon</b>	Transmutation	1 standard action	11 rounds	Touch	PH:p.223
[V, S] <b>TARGET:</b> One melee weapon; <b>EFFECT:</b> This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your caster level must succeed on a Will save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect. [SR:Yes (harmless, object); DC:19, Will negates (harmless, object); see text]					
☐☐☐☐☐ <b>Divine Agility</b>	Transmutation	1 standard action	1 round/level	Touch	SC:p.69
[V,S] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> You grant the subject a +10 enhancement bonus to Dexterity. [SR:No; DC:19, Will negates [harmless]]					
☐☐☐☐☐ <b>Divine Retribution</b>	Abjuration	1 standard action	10 minutes/level or until discharged	Personal	CC:p.119
[V, S, DF] <b>TARGET:</b> You; <b>EFFECT:</b> You feel your deity's hand hovering over you, ready to smite anyone who harms you. For the duration of this spell, any creature that attacks you-whether with a physical attack, a spell, or by other means-is struck by a retributive effect immediately after you're affected. The retribution deals 1d6 points of damage per caster level you possess [maximum 15d6] and 1d4 points of ability damage. The precise nature of the damage and ability damage are depend upon your deity, as given in the table below, but the damage is always one-half energy and one-half divine power. A successful Will save halves the hit point damage and negates the ability damage. Once the retributive effect takes place, the spell ends. If you do not worship a deity, choose one whose alignment is within one step of your own. You must make this choice when you cast this spell for the first time and cannot subsequently change it, unless your alignment changes in such a way that your previous choice is no longer applicable. You can have only one divine retribution spell in effect at any time. [SR:Yes; DC:19, Will partial]					
☐☐☐☐☐ <b>Doomtide</b>	Illusion (Pattern)	1 standard action	1 round/level	80 ft.	SC:p.70
[V,S,DF] <b>TARGET:</b> Eight 10-ft. cubes extending straight from you; <b>EFFECT:</b> Creatures within the area must make Will saves or be dazed for 1 round. Any creature moving into the mist, or a creature that begins its turn in the mist, must succeed on a Will save or also be dazed for 1 round. The mist filling the area obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment. Creatures farther away have total concealment. When you cast the spell, you decide if the effect remains stationary or if its point of origin moves straight away from you at a rate of 10 feet per round. A moderate wind disperses the effect in 4 rounds; a strong wind disperses the mist in 1 round. [SR:Yes; DC:19, Will negates]					
☐☐☐☐☐ <b>Door of Decay</b>	Conjuration (Teleportation)	1 standard action	Instantaneous	See text	CC:p.120
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> You feel yourself pulled forward, into the undead creature you have touched. Your flesh and soul grow cold, and after an instant of maddening emptiness, you reappear elsewhere. You can use the Negative Energy Plane as a conduit in the same fashion that most teleportation magic uses the Astral Plane. Upon casting this spell, you can literally step into an undead creature and emerge from another designated undead creature up to 100 miles away per caster level. If you do not know the precise location of the destination undead, you can select the undead creature you control nearest your desired exit point. Both undead creatures must be your size category or larger and either willing or under your control. [Mindless undead are considered willing only if you control them.] If you worship Wee Jas, Vecna, or another deity associated with both death and magic, you gain a +4 bonus to your					
* =Domain/Specialty Spell					

## Cleric Spells

caster level for the purpose of determining the maximum distance you can travel. You can bring along objects as long as their weight doesn't exceed your maximum load, but you cannot bring other creatures with you. Special: A dread necromancerHH can learn this spell through the advanced learning class feature, even though it is not a necromancy spell.

	Evocation	1 standard action	1 round/level	Personal	SC:p.162
[V,S,M/DF] TARGET:	You; <b>EFFECT:</b> You gain the ability to breathe a gout of energy as a standard action that mimics a dragon's breath. Once you've used the breath attack, you must wait 1d4 rounds before doing so again. When you cast dragon breath, you choose one true dragon whose breath you're emulating. If you choose a chromatic dragon, then the spell gains the evil descriptor. If you choose a metallic dragon, then it gains the good descriptor. Particulars for the breath weapons of each of the true dragons are provided below. Chromatic Dragons Black: 30-ft. line of acid, 1d8/2 caster levels [maximum 10d8]; Reflex half. Blue: 30-ft. line of electricity, 1d8/2 caster levels [maximum 10d8]; Reflex half. Green: 15-ft. cone of acid, 1d8/2 caster levels [maximum 10d8]; Reflex half. Red: 15-ft. cone of fire, 1d8/2 caster levels [maximum 10d8]; Reflex half. White: 15-ft. cone of cold, 1d8/2 caster levels [maximum 10d8]; Reflex half. Metallic Dragons Brass: 15-ft. cone of sleep, lasts 1d6 rounds; Will negates. Bronze: 30-ft. line of electricity, 1d8/2 caster levels [maximum 10d8]; Reflex half. Copper: 15-ft. cone of slow, lasts 1d6 rounds; Will negates. Gold: 15-ft. cone of fire, 1d8/2 caster levels [maximum 10d8]; Reflex half. Silver: 15-ft. cone of paralysis, lasts 1d6 rounds; Fort negates. Arcane Material Component: A dragonscale of the appropriate color. [SR>No; DC:19, See text]				
***** Earth Hammer	Transmutation	Swift Action	11 rounds	Touch	RS;p.162
[V] TARGET:	Weapon touched; <b>EFFECT:</b> Weapon overcomes DR as if Adamantite and increases damage by one step, it deals bludgeoning damage regardless of type. [SR:Yes (harmless,object); DC:19, Will negates (harmless,object)]				
***** Earth Reaver	Transmutation [Fire]	1 standard action	Instantaneous	Medium (210 ft.)	SC:p.75
[V,S] TARGET:	20-ft.-radius spread; <b>EFFECT:</b> Creatures and objects within the area take 4d6 points of damage from the impact of the rock shards, as well as 3d6 points of fire damage; no saving throw applies to the damage. Creatures in the area must also succeed on a Reflex saving throw or be knocked prone. [SR:Yes; DC:19, Reflex partial]				
***** Energetic Healing	Conjuration (Healing)	1 standard action	10 minutes/level or until discharged	Touch	BE;p.98
[V, S, DF] TARGET:	One living creature touched; <b>EFFECT:</b> This spell converts magical energy damage into healing power. First, it renders the target immune to one energy type [acid, cold, electricity, fire, or sonic] specified when the spell is cast. Second, whenever the target is subjected to the magical attack of the selected energy type, he instead heals damage equal to 10% of the damage dealt [rounded down]. For example, a creature protected by energetic healing [cold] that would normally take 35 points of cold damage from a cone of cold heals 3 points of damage instead. Once the spell heals a number of hit points equal to 2 per caster level [maximum 30], it is discharged. This spell does not convert nonmagical energy attacks [such as damage from alchemist's fire] into healing. [SR:Yes (harmless)]				
***** Etherealness, Swift	Transmutation	1 swift action	1 round	Close (50 ft.)	PH2;p.113
[V,S] TARGET:	One willing creature; <b>EFFECT:</b> Subject becomes ethereal until the end of its next turn. [SR:Yes; DC:19, Will negates]				
***** False Sending	Illusion (Glamer)	10 minutes	1 round	See text	BV:BoVD
[V, S, M/DF] TARGET:	One creature; <b>EFFECT:</b> As Sending, except caster imitates someone else. [SR:Yes; DC:19, Will negates]				
***** Fire in the Blood	Transmutation	1 standard action	11 minutes	Personal	HH;p.129
[V, S, M] TARGET:	You; <b>EFFECT:</b> This unsettling spell enables you to make deadly veins of your own arteries and veins. Once the spell is cast, your blood takes on a mystical potency that makes it more corrosive than the strongest acid to anyone who draws it from you. From then on, until the spell's duration has elapsed, anyone who deals slashing or piercing melee damage on you is sprayed with your blood in retribution. The blood deals a cumulative 1d6 points of damage per attack upon your attacker, with no save or spell resistance applicable, up to a maximum of 5d6. Thus, the first time a foe hits you with a slashing or piercing weapon, he instantly takes 1d6 points of damage from the sanguinary backlash. The second time that same foe strikes you, he takes 2d6 points of damage. As soon as any single foe has taken 5d6 points of damage in a single spray from your corrosive blood, the spell ends. Opponents striking you with magical attacks that do not manifest in a slashing or piercing manner, or those striking you with only bludgeoning weapons, do not trigger the retributive blood spray. The arc and direction of the blood spray is magical in nature, and the spray does not splatter adjacent squares or parties, no matter how close together they might be. Each spray strikes only the one responsible for the wound. Material Component: A drop of your own blood. [SR:No]				
***** Firewall	Transmutation	Standard Action	11 hours	Medium (210 ft.)	PG;p.100
[V, S, DF] TARGET:	11 20-ft. cubes [S] or one fire-based magic item; <b>EFFECT:</b> As quench; suppresses all magical fire spells [SR:No or Yes (object); DC:19, None or Will negates (object)]				
***** Flame Strike	Evocation (Fire, Fire Shugenja)	1 standard action	Instantaneous	Medium (210 ft.)	PH;p.231
[V, S, DF] TARGET:	Cylinder 10'; <b>EFFECT:</b> A flame strike produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of damage per caster level [maximum 15d6]. Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks. [SR:Yes; DC:19, Reflex half]				
***** Playwind Burst	Evocation (Air, Earth)	1 round	Instantaneous	60 ft.	Sa;p.115
[V,S,M] TARGET:	Cone-shaped burst; <b>EFFECT:</b> Read text. [SR:No; DC:19, See text]				
***** Frostbite	Creation (Creation) [Cold]	1 standard action	Instantaneous	Close (50 ft.)	Frp;.95
[V,S,DF] TARGET:	5 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Deals 6d6 cold damage and 2d6 Dex. [SR:Yes; DC:19, Fort half]				
***** Hallow	Evocation [Good]	24 hours	Instantaneous	Touch	PH;p.238
[V, S, M, DF] TARGET:	40-ft. radius emanating from the touched point; <b>EFFECT:</b> 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 made to turn undead gain a +4 sacred bonus, and Charisma checks to command undead take a -4 penalty. Spell resistance does not apply to this effect. [This provision does not apply to the Druid version of the spell.] Third, any dead body interred in a hallowed site cannot be turned into an undead creature. Finally, you may choose to fix a single spell effect to the hallowed site. The spell effect lasts for one year and functions throughout the entire 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. 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 hallowed site include aid, ban, bless, cause fear, darkness, daylight, death ward, deeper darkness, detect evil, detect magic, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge, protection from energy, remove fear, resist energy, silence, tongues, and zone of truth. Saving throws and spell resistance might apply to these spells' effects. [See the individual spell descriptions for details.] An area can receive only one hallow spell [and its associated spell effect] at a time. Hallow counters but does not dispel unhallow. Material Component: Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the hallowed area. [SR:See text; DC:19, See text]				
***** Haunt Shift	Necromancy	1 standard action	Instantaneous	Medium (210 ft.)	Lm;p.66-67
[V,S,M] TARGET:	Undead creatures within a 40-ft.-radius burst; <b>EFFECT:</b> See text for details. [SR:Yes; DC:19, Will negates]				
***** Healing Circle	Conjuration (Healing)	1 standard action	1 minute/level or until discharged	Personal	CC;p.122
[V, S] TARGET:	You; <b>EFFECT:</b> A circle of warm comfort emanates from you, enveloping those who enter in positive energy. By casting this spell, you create an aura of healing energy upon which your allies can draw to mend their own wounds. The spell has five charges when cast. Once per round as a standard action, a single allied creature within 30 feet can drain one charge from the healing circle. The first charge so drained functions as a cure critical wounds spell, the second as a cure serious wounds spell, the third as a cure.Moderate wounds spell, and the fourth as a cure light wounds spell, and the final charge heals only 5 points of damage. A creature must be conscious to draw a charge from the healing circle. The spell effect delivered by each charge functions as if you had personally cast the associated spell. Thus, the first charge heals 4d8 points of damage +1 point per caster level 20, and so on.				
***** Hibernal Healing	Transmutation [Cold]	1 round	Instantaneous	Personal	Frp;.97
[V,S,Frostfell] TARGET:	You; <b>EFFECT:</b> Cure 110 damage by absorbing all snow and slush within 10 ft. [SR:Yes (harmless); DC:19, Fort half (harmless)]				
***** Hibernate	Necromancy	1 standard action	11 weeks [D]	Touch	Frp;.97
[V,S,DF] TARGET:	One living creature; <b>EFFECT:</b> Places target in suspended animation. [SR:Yes; DC:19, Will negates]				
***** *Ice Storm	Evocation [Cold, WujenWater, Storm Domaï	1 standard action	1 full round	Long (840 ft.)	PH;p.243



# Cleric Spells

or clothing is considered ghost touch armor, and its armor bonus counts against incorporeal attacks. [A suit of clothing is considered armor that gives +0 AC for this purpose, though it can be enhanced with spells such as magic vestment.] This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level. [SR:Yes [harmless]; DC:19, Will negates [harmless]]					
☐☐☐☐☐ <b>Magic Convalescence</b>	<b>Conjuration [Healing]</b>	1 standard action	1 round/level	20 ft.	PH2:p.118
[V,S,M] <b>TARGET:</b> 20-ft.-radius emanation centered on you; <b>EFFECT:</b> Whenever a creature, including you casts a spell cast within the area of this spell, you heal 1 hit point per level of the spell cast. [SR:No]					
☐☐☐☐☐ <b>Mana Flux</b>	<b>Abjuration</b>	1 standard action	1 round/level	Medium (210 ft.)	PH2:p.119
[V,S] <b>TARGET:</b> 20-ft.-radius emanation centered on a point in space; <b>EFFECT:</b> 20% spell failure for any creature trying to cast a spell, use a spell-like ability, activate a supernatural ability or manifest a psionic power, as do spell completion items such scrolls. [SR:No]					
☐☐☐☐☐ <b>Mark of Justice</b>	<b>Necromancy</b>	10 minutes	Permanent;see text	Touch	PH:p.252
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> 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 takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained. Like the effect of bestow curse, a 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 works only if its caster level is equal to or higher than your mark of justice caster level. These restrictions apply regardless of whether the mark has activated. [SR:Yes]					
☐☐☐☐☐ <b>Mark of Sin</b>	<b>Enchantment</b>	1 full round	1 round/level or permanent; see text	Touch	CC:p.124
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> You bring forth the subject's inner sins and crimes, causing them to manifest in its appearance and aura. Your successful touch attack leaves a mystical mark upon the subject. After a number of rounds equal to your divine caster level, the subject is entitled to a Will save. Success ends the spell at that point, but failure renders the mark of sin permanent. Though the mark is invisible, all living creatures can sense its presence and are repulsed by it. Thus, they begin their initial interactions with the subject one step nearer to a hostile attitude than they normally would, unless they already know the subject personally. Furthermore, the subject takes a -10 circumstance penalty on all Diplomacy checks designed to change the attitudes of others. [See Diplomacy, PH 71.] In addition, the subject takes a -4 penalty to a specific ability score based on your deity, as given in the table for the divine retribution spell [page 119]. This penalty cannot be removed in any way as long as the mark of sin remains. If you do not worship a deity, you must choose one whose alignment is within one step of your own when you cast this spell for the first time. This choice is for the purpose of this effect only, and you cannot subsequently change it unless your alignment shifts in such a way that your previous choice is no longer applicable. A mark of sin cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. Remove curse works only if its caster level is equal to or higher than that of the mark of sin. [SR:Yes; DC:19, Will partial]					
☐☐☐☐☐ <b>Mass Contagion</b>	<b>Necromancy</b>	1 action	Instantaneous	Close (50 ft.)	Rac:p.190
[V, S] <b>TARGET:</b> One or more creatures, no two of whom can be more than 30 ft. apart; <b>EFFECT:</b> Infects subjects with chosen disease. [SR:Yes; DC:19, Fortitude negates]					
☐☐☐☐☐ <b>Meteorite Strike</b>	<b>Transmutation [Fire]</b>	1 swift action	1 round or until discharged	0 ft.	PH2:p.120
[V,S] <b>TARGET:</b> Your melee weapon; <b>EFFECT:</b> Your next successful melee attack deal 1d6 + 1d6/4 caster levels fire damage; all adjacent creatures take half the damage [SR applies and Reflex for half of that]. [SR:See text; DC:19, None or Reflex half; see text]					
☐☐☐☐☐ <b>Monstrous Regeneration</b>	<b>Conjuration [Healing]</b>	1 standard action	1 round/2 levels	Touch	Mag:p.109
[V, S] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> You give the target the regeneration ability that some monsters possess. Attacks against the creature except fire and acid inflict subdual damage instead of lethal damage. It heals subdual damage at a rate of 4 points per round. A regenerating creature that has been rendered unconscious through subdual damage can be killed with a coup de grace. The attack has to inflict fire or acid damage. Attack forms that don't inflict hit point damage [for example, most poisons and disintegration] ignore regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. A regenerating creature can regrow lost portions of its body [although the spell duration is usually not long enough to allow this except for very small portions such as fingers] and can reattach severed limbs as a move-equivalent action. Severed parts that are not reattached wither and die normally. When the spell ends, all the creature's subdual damage is converted to normal damage. [SR:Yes; DC:20, Will half [harmless]]					
☐☐☐☐☐ <b>Necrotic Skull Bomb</b>	<b>Necromancy</b>	1 swift action	Instantaneous	Close (50 ft.)	CR:32
[V,S,M] <b>TARGET:</b> 20-ft.-radius spread; <b>EFFECT:</b> Exploding skull releases negative energy; living targets each gain 1d4 negative levels which last 11 hours. Undead in the area gain 1d4x5 temporary hp for 1 hour. [SR:Yes; DC:19, Fortitude negates]					
☐☐☐☐☐ <b>Oath of Blood</b>	<b>Necromancy</b>	1 minute	See below	Close (50 ft.)	HH:p.131
[V, S, M, DF] <b>TARGET:</b> One living creature; <b>EFFECT:</b> Oath of blood functions only when cast on a creature that has recently been subject to a geas or similar spell. It extends the reach of the geas beyond death. If the individual subject to the geas dies before completing the task, oath of blood animates him as an undead creature in order that he might continue his quest. The nature of the undead creature is determined by the caster level of this spell, as per create undead [see page 215 of the Player's Handbook]. Once the task is complete or the original geas [or similar spell] expires, the magic animating the subject ends and he returns to death. Material Component: Grave dirt mixed with powdered onyx worth at least 40 gp per HD of the target. [SR:Yes]					
☐☐☐☐☐ <b>Parboil</b>	<b>Evocation [Fire]</b>	1 standard action	Instantaneous	Close (50 ft.)	Sa:p.118
[V,S,M/DF] <b>TARGET:</b> 20-ft.-radius spread; <b>EFFECT:</b> Deal 6d6 fire damage and 2d4 intelligence damage. Save takes half damage and no intelligence loss. [SR:Yes; DC:19, Fort partial; See text]					
☐☐☐☐☐ <b>Pass through Ice</b>	<b>Transmutation</b>	1 standard action	11 rounds [D]	Touch	Fr:p.103
[V,S,DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Pass through ice 15 feet/round and can rise/sink 5 ft./round. [SR:Yes [harmless]; DC:19, Yes [harmless]]					
☐☐☐☐☐ <b>Plague Carrier</b>	<b>Necromancy</b>	1 action	See text	Touch	Rac:p.190
[V, S] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> Infects subject with chosen disease which has an incubation period where victim is contagious without showing signs. [SR:Yes; DC:19, Fortitude negates]					
☐☐☐☐☐ <b>Plane Shift</b>	<b>Conjuration [Teleportation]</b>	1 standard action	Instantaneous	Touch	PH:p.262
[V, S, F] <b>TARGET:</b> Creature touched, or up to eight willing creatures joining hands; <b>EFFECT:</b> You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise 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 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. [SR:Yes; DC:20, Will negates]					
☐☐☐☐☐ <b>Psychic Turmoil</b>	<b>Abjuration</b>	1 standard action	11 rounds	Close (50 ft.)	XPH:PsionicSpells.rtf
[V, S, M] <b>TARGET:</b> 40-ft-radius emanation centered on point in space; <b>EFFECT:</b> With this spell, you create an invisible field that leeches away the power points of psionic characters standing within the emanation. Nonpsionic characters are unaffected. When the spell is cast and at the beginning of each of your subsequent turns, psionic creatures within the area of the psychic turmoil lose 1 power point per manifester level they have. Characters who succeed on a Will save when they first come into contact with the emanation lose only half as many power points [round down] each round. Characters get only one save attempt against any particular psychic turmoil effect, even if they leave the spell's area and later return. Material Component: Five playing cards, which are torn in half when the spell is cast. [SR:Yes; DC:19, Will partial; see text]					
☐☐☐☐☐ <b>Radiance</b>	<b>Evocation [Good, Light]</b>	1 standard action	1 round/level [D]; see text	60 ft.	PH2:p.122
[V,S,DF] <b>TARGET:</b> 60-ft.-radius emanation centered on you; <b>EFFECT:</b> Undead are dazzled by illumination for the duration they are in the area and 1d6 rounds after they leave. Illuminate as daylight spell. [SR:No]					
☐☐☐☐☐ <b>Raise Dead</b>	<b>Conjuration [Healing] [Ectomancy]</b>	1 minute	Instantaneous	Touch	PH:p.268
[V, S, M, DF] <b>TARGET:</b> Dead creature touched; <b>EFFECT:</b> You restore life to a deceased creature. You can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses 2 points of Constitution instead [if this would reduce its Con to 0 or less, it can't be raised]. This level/HD loss or Constitution loss cannot be repaired by any means. 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 if it had been used to cast a spell, in addition to losing spell slots for losing a level. A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are 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 that has died of old age. Material Component: Diamonds worth a total of least 5,000 gp. [SR:Yes [harmless]; DC:20, None; see text]					
☐☐☐☐☐ <b>Revitalize Legacy, Lesser</b>	<b>Transmutation</b>	1 standard action	1 hour/level or until expended	Touch	WL:p.17
[V, S, F] <b>TARGET:</b> Your legacy item; see text; <b>EFFECT:</b> This spell functions like least revitalize legacy, except that you regain one daily use of a chosen lesser ability. [SR:No]					
☐☐☐☐☐ <b>Revivify</b>	<b>Conjuration [Healing]</b>	1 standard action	Instantaneous	Touch	SC:p.176
[V,S,M] <b>TARGET:</b> Dead creature touched; <b>EFFECT:</b> Revivify miraculously restores life to a recently deceased creature. However, the spell must be cast within 1 round of the victim's death. Before the soul of the deceased has completely left the body, this spell halts its journey while repairing somewhat the damage to the body. This spell functions like raise dead [PH 268], except that the raised creature receives no level loss, no Constitution loss, and no loss of spells. The creature has -1 hit points [but is stable]. Material Component: Diamonds worth at least 1,000 gp. [SR:Yes [harmless]; DC:20, None; see text]					
☐☐☐☐☐ <b>Righteous Might</b>	<b>Transmutation [Water Shugenja]</b>	1 standard action	11 rounds [D]	Personal	PH:p.273
[V, S, DF] <b>TARGET:</b> You; <b>EFFECT:</b> This spell causes you to grow, doubling your height and multiplying your weight by 8. This increase changes your size category to the next larger one, and you gain a +4 size bonus to Strength and a +2 size bonus to Constitution. You gain a +2 enhancement bonus to your natural armor. You gain damage reduction 3/evil [if you normally channel positive energy] or damage reduction 3/good [if you normally channel negative energy]. At 12th level, this damage reduction becomes 6/evil or 6/good, and at 15th level it becomes 9/evil or 9/good [the maximum]. [SR:No]					
☐☐☐☐☐ <b>Righteous Wrath of the Faithful</b>	<b>Enchantment [Compulsion] [Mind-Affecting]</b>	standard action	1 round/level	30 ft.	SC:p.177
[V,S,DF] <b>TARGET:</b> All allies within 30-ft.-radius burst centered on you; <b>EFFECT:</b> Allies gain one additional melee attack each round, at their highest attack bonus, when making a full attack. [This additional attack is not cumulative with other effects that grant extra attacks, such as a haste spell.] They also gain a +3 morale bonus on melee attack rolls and damage rolls. [This bonus on melee attack rolls does stack with the bonus provided by haste.] [SR:Yes]					
☐☐☐☐☐ <b>Sanctuary, Mass</b>	<b>Abjuration</b>	1 standard action	1 round/level	Close (50 ft.)	SC:p.179
[V,S,DF] <b>TARGET:</b> One creature/level, no two of which are more than 30 ft. apart; <b>EFFECT:</b> This spell functions like sanctuary [PH 274], except that it affects multiple creatures. This spell functions like sanctuary [PH 274], except that it affects multiple creatures. [SR:Yes [harmless]; DC:19, Will negates [harmless]]					
☐☐☐☐☐ <b>Scrying</b>	<b>Divination (Scrying) [WujenEarth, WujenFir]</b>	1 hour	11 minutes	See text	PH:p.274
[V, S, M/DF, F] <b>TARGET:</b> Magical sensor; <b>EFFECT:</b> You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save 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, it gets a +5 bonus on its Will save. Knowledge [Will Save Modifier None1] +10 Secondhand [you have heard of the subject] +15 Firsthand [you have met the subject] +10 Familiar [you know the subject well] -5 1 You must have some sort of connection to a creature you have no knowledge of. Connection [Will Save Modifier Likeness or picture -2 Possession or garment -4 Body part, lock of hair, bit of nail, etc. -10] If the save fails, you can see and hear the subject and the subject's immediate surroundings [approximately 10 feet in all directions of the subject]. If the subject moves, the sensor follows at a speed of up to 150 feet. As with all divination [Scrying] spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours. Arcane Material Component: The eye of a hawk, an eagle, or a roc, plus nitric acid, copper, and zinc. Wizard, Sorcerer, or Bard Focus: A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must be at least 2 feet by 4 feet. Cleric Focus: A holy water font costing not less than 100 gp. Druid Focus: A natural pool of water. [SR:Yes; DC:19, Will negates]					
☐☐☐☐☐ <b>Sicken Evil</b>	<b>Necromancy [Good]</b>	1 standard action	1 minute/level [D]	Personal	BE:p.107
[V, S, Sacrifice] <b>TARGET:</b> 20-ft.-radius emanation; <b>EFFECT:</b> You emanate a powerful aura that sickens evil creatures within the specified area. Sacrifice: 1d4 points of Strength damage. [SR:Yes]					
☐☐☐☐☐ <b>Slay Living</b>	<b>Necromancy [Death, Ectomancy]</b>	1 standard action	Instantaneous	Touch	PH:p.280
[V, S] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> You can slay any one living creature. You must succeed on a melee touch attack to touch the subject, and it can avoid death with a successful Fortitude save. If it succeeds, it instead takes 3d6 points of damage +1 point per caster level. [SR:Yes; DC:19, Fortitude partial]					
☐☐☐☐☐ <b>Soul Scour</b>	<b>Necromancy</b>	1 standard action	Instantaneous [see text]	Touch	UE:p.52
[V, S, M] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> Deals 2d6 temp Charisma and 1d6 temp Wisdom damage immediately and 1d6 temp Charisma damage 1 minute later. [SR:Yes; DC:19, Will negates (see text)]					
☐☐☐☐☐ <b>Spell Resistance</b>	<b>Abjuration [Earth Shugenja]</b>	1 standard action	11 minutes	Touch	PH:p.282
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The creature gains spell resistance equal to 12 + your caster level. [SR:Yes [harmless]; DC:19, Will negates [harmless]]					
* =Domain/Speciality Spell					

Cleric Spells					
██████ <b>Stalwart Pact</b>	Evocation	10 minutes	Permanent until triggered, then 1 round/Touch		SC:p.204
<b>[V,S,DF] TARGET:</b> Willing living creature touched; <b>EFFECT:</b> Once this spell is cast, it remains dormant until the subject is reduced to half or less of its full normal hit points. Once the subject has taken enough damage to reduce it to half or lower hit points, it immediately gains 5 temporary hit points per two caster levels [maximum 35 hit points at 14th level], damage reduction 5/magic, and a +2 luck bonus on saving throws. The hit points, damage reduction, and saving throw bonus disappear when the spell ends. Material Component: Incense worth 250 gp. <b>[SR:</b> Yes [harmless]; <b>DC:</b> 19, Will negates [harmless]]					
██████ <b>Stone Shape, Greater</b>	Transmutation [Earth]	1 standard action	Instantaneous	Touch	SC:p.208
<b>[V,S,M/DF] TARGET:</b> Stone or stone object touched, up to 10 cu. ft. + 10 cu. ft./level; <b>EFFECT:</b> This spell functions like stone shape [PH 284], except that it affects a much larger quantity of stone. <b>[SR:</b> No]					
██████ <b>Streamers</b>	Evocation	1 standard action	11 rounds	Medium (210 ft.)	ShS:p.50
<b>[V,S,M] TARGET:</b> One of more streamers; <b>EFFECT:</b> <b>[SR:</b> YES]					
██████ <b>Subvert Planar Essence</b>	Transmutation	1 standard action	1 round/level	Medium (210 ft.)	SC:p.211
<b>[V,S,M/DF] TARGET:</b> 20-ft.-radius emanation centered on a point in space; <b>EFFECT:</b> Outsiders within the emanation of a subvert planar essence spell find their connection disrupted with the planar forces that created them. Outsiders that fail their saves have their damage reduction and spell resistance each reduced by 10. For example, a barbed devil subject to subvert planar essence would have no damage reduction and spell resistance 13, while a pit fiend would have damage reduction 5/good and silver, and spell resistance 22. An outsider attempts a Fortitude save and checks spell resistance when it first enter the spell's area. If it makes the save or the spell fails to overcome its spell resistance, that creature is thereafter unaffected by this casting of subvert planar essence and can enter and exit the spell area without making further saves. Outsiders that fail their saves and have their spell resistance overcome by the spell are affected as long as they remain within the spell's area, and they are automatically affected if they leave and reenter the area. Arcane Material Component: A tuning fork made from cold iron. <b>[SR:</b> Yes; <b>DC:</b> 19, Fortitude negates]					
██████ <b>Summon Blood Elemental</b>	Conjuration (Summoning)	1 full round	11 rounds	Close (50 ft.)	SA:p.
<b>[V S M DF] TARGET:</b> One summoned Medium-sized blood elemental; <b>EFFECT:</b> This spell summons a blood elemental to attack your enemies. It appears where you designate and acts immediately, on your turn. As soon as it arrives, you must designate its target or targets by pointing. If there are multiple creatures in the general area where you point, it attacks them all. Because of the blood elemental's incomprehensible nature [see the Incomprehensible special quality, below], it is not possible to communicate with it by any means that involves language [including a tongues spell or a monk's tongue of the sun and moon ability]. Thus, you cannot redirect its attacks verbally, command it to take other actions, or otherwise control it in any way. A blood elemental cannot be dismissed the way other summoned creatures can. If there are no enemies present, or if the blood elemental destroys all the creatures designated as enemies before the duration of the spell ends, it either returns to its home plane voluntarily [25% chance] or attacks the nearest creature [75% chance], even if that creature is you. If it decides to continue attacking and there are multiple potential targets at the same distance, it chooses the one that seems weakest. When the spell duration expires, the creature disappears at the end of your turn if it has not already departed. Material Component: A drop of blood from a good creature. <b>[SR:</b> No]					
██████ <b>Summon Bralani Eladrin</b>	Conjuration (Summoning) [Chaotic, Good]	1 round	Concentration, up to 1 round/level + 1 roi	Close (50 ft.)	SC:p.213
<b>[V,S,DF] TARGET:</b> One summoned bralani eladrin [MM 93] from the Olympian Glades of Arborea. It appears where you designate and acts immediately, on your turn. It understands your speech [regardless of your language], and it follows your commands to the best of its ability. You must concentrate to maintain the spell's effect, but commanding the creature is a free action. <b>[SR:</b> No]					
██████ <b>Summon Monster V</b>	Conjuration (Summoning)	1 round	11 rounds [D]	Close (50 ft.)	PH:p.286
<b>[V, S, F/DF] TARGET:</b> One or more summoned creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list. <b>[SR:</b> No]					
██████ <b>Superior Resistance</b>	Abjuration	1 action	1 hour/level	Touch	SS:p.71
<b>[V, S, M/DF] TARGET:</b> Creature touched; <b>EFFECT:</b> You imbue the subject with a powerful magical energy that protects him from harm, granting a +6 resistance bonus on saves. Arcane Material Component: A miniature cloak of fine cloth. <b>[SR:</b> Yes (harmless); <b>DC:</b> 19, Will negates (harmless)]					
██████ <b>Surge of Fortune</b>	Transmutation	1 standard action	1 round/level or until discharged	Personal	CC:p.128
<b>[V, S, DF] TARGET:</b> You; <b>EFFECT:</b> The power of your deity flows through you, guiding your movements and honing your instincts. Upon casting this spell, you gain a +2 luck bonus on attack rolls and damage rolls, saving throws, skill checks, ability checks, and spell penetration checks, as well as to Armor Class. At any point before the spell expires, you can channel some of its remaining power into a single instant of perfect fortune as an immediate action. The result of the next attack roll, saving throw, skill check, ability check, or spell penetration check you attempt is treated as a natural 20, as long as it occurs within 1 round of the time you invoked this power. [If you use it for an attack roll, you must still roll to confirm the critical hit normally.] Using this option instantly ends the spell.					
██████ <b>Symbol of Sleep</b>	Enchantment (Compulsion) [Mind-Affecting]	10 minutes	See text	0 ft.; see text	PH:p.291
<b>[V, S, M] TARGET:</b> One symbol; <b>EFFECT:</b> This spell functions like symbol of death, except that all creatures of 10 HD or less within 60 feet of the symbol of sleep instead fall into a catatonic slumber for 3d6x10 minutes. Unlike with the sleep spell, sleeping creatures cannot be awakened by nonmagical means before this time expires. Unlike symbol of death, symbol of sleep has no hit point limit; once triggered, a symbol of sleep simply remains active for 10 minutes per caster level. Note: Magic traps such as symbol of sleep are hard to detect and disable. A rogue [only] can use the Search skill to find a symbol of sleep and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for symbol of sleep. Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp. <b>[SR:</b> Yes; <b>DC:</b> 19, Will negates]					
██████ <b>Symbol of Spell Loss</b>	Universal	10 minutes	See text	0 ft.; see text	SC:p.218
<b>[V,S] TARGET:</b> One symbol; <b>EFFECT:</b> This spell functions like symbol of death [PH 289], except that when it is triggered, the symbol begins to attack the minds of spellcasters within 60 feet. Each must attempt a Will saving throw every round they are within range, at the beginning of their turn. Failure means that the highest-level spell prepared by the spellcaster [or highest-level spell slot, if the character casts spells spontaneously] is lost for the day. The symbol remains active for 10 minutes per level or until it has erased fifty levels of spells. The symbol attacks creatures with spell-like abilities as if they had spells, consuming a daily use of the highest-level ability the creature possesses, or suppressing an ability usable at will for 1 round. <b>[SR:</b> No; <b>DC:</b> 19, Will negates]					
██████ <b>Telepathy Block</b>	Abjuration	1 standard action	1 round/level [D]	Close (50 ft.)	BE:p.108
<b>[V, S] TARGET:</b> 80-ft.-radius emanation centered on a creature, object, or point in space; <b>EFFECT:</b> This spell blocks all telepathic communication within the affected area, making telepathic conversation impossible. The spell can be cast on a point in space, but the effect is stationary. The spell can be centered on a creature or mobile object, in which case the effect emanates from the creature or object and moves as it moves. Consequences of Sword of Conscience – Wisdom and Charisma Damage – Creature/Object 1d6 1d8 2d6 2d8 Evil creature1 [HD] 10 or lower 11–25 26–50 51+ Evil elemental 2 or lower 3–8 9–20 21+ or undead [HD] Evil outsider [HD] 1 or lower 2–4 5–10 11+ Cleric-of an evil deity 2 3–4 5–10 11+ [class levels] 1 Except for evil elementals, undead, and outsiders, which have their own entries on the table. 2 Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies. <b>[SR:</b> No]					
██████ <b>Triadspell</b>	Transmutation	1 standard action	Instantaneous	Personal	SC:p.224
<b>[V,S] TARGET:</b> You; <b>EFFECT:</b> You alter one of your prepared spells so that you can cast it three times before it is expended. The prepared spell must be of 3rd level or lower, and once the triadspell is cast, you can cast the altered spell two additional times [a total of three times] before it is expended. The altered spell functions normally and requires components or XP for each use as if you were casting three separate spells. If you later choose to prepare a different spell in that spell slot, any extra castings provided by the triadspell are lost. You cannot cast triadspell more than once upon a single prepared spell.					
██████ <b>True Seeing</b>	Divination [Water Shugenja, Divination Do]	1 standard action	11 minutes	Touch	PH:p.296
<b>[V, S, M] TARGET:</b> Creature touched; <b>EFFECT:</b> You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane [but not					

Cleric Spells						
□□□□	<b>Warding Gems</b>	Conjuration (Healing)	1 standard action	1 hour/level	Close (50 ft.)	BE:p.111
<b>[V, S, M] TARGET:</b> 1 gem/3 caster levels; <b>EFFECT:</b> You cast this spell upon one or more gems, imbuing them with healing energy. The gems leap from your hand, fly to the target, and begin orbiting the target's head like loun stones. Each warding gem is a receptacle that holds 10 hp. The target can, as a free action, access the healing energy inside a warding gem; the energy is released as a purple-white arc of divine power that unerringly strikes the target, healing 10 points of damage. The target cannot choose to absorb only a portion of a warding gem's healing power. A warding gem depleted of its healing energy instantly turns to dust. At the end of the spell's duration, any unspent warding gems lose their healing power and fall to the ground; these can be reused for a later spell. A single creature can have no more than five warding gems encircling it at one time. A warding gem has AC 24, hardness 10, and 10 hp; if it's destroyed, any healing Material Components: One 500-gp gem for each warding gem created. <b>[SR:No]</b>						
□□□□	<b>Zone of Peacebond</b>	Transmutation	1 minute	110 minutes [D]	0	Cl:p.68
<b>[V, S, F] TARGET:</b> 110-ft. emanation, centered on you; <b>EFFECT:</b> As peacebond, but affects all weapons in area. <b>[SR:Yes (o); DC:19, Will negates (o)]</b>						
□□□□	<b>Zone of Respite</b>	Abjuration	2 rounds	1 minute/level	20 ft.	SC:p.244
<b>[V, S, M] TARGET:</b> 20-ft.-radius emanation centered on you; <b>EFFECT:</b> Smearing blood between your fingers, you inscribe a ward in the air and cast the power of that ward over a wide area. You create a region that is temporarily protected against interplanar intrusion. This includes spells and abilities that use other planes, including dimension door, teleport, plane shift, and travel through such planes as the Astral Plane, the Ethereal Plane, and the Plane of Shadow. Summoning and calling spells do not function within a zone of respite, but existing portals are unaffected by the spell. Creatures on coterminous or coexistent plans [DMG 150] must retreat to the edge of the zone of respite and cannot enter the corresponding area on the coterminous or coexistent plane. Material Component: A small amount of blood from a gorgon. <b>[SR:Yes]</b>						
□□□□	<b>Zone of Revelation</b>	Divination	1 standard action	1 minute/level	Close (50 ft.)	SC:p.244
<b>[V, S, M, DF] TARGET:</b> 5-ft.-radius/level emanation centered on a point in space; <b>EFFECT:</b> All creatures and objects within a zone of revelation are made visible. This includes invisible creatures, as well as those on coexistent planes such as the Ethereal Plane and the Plane of Shadow [DMG 150]. Natives of these planes do not lose any abilities but are simply made visible. Zone of revelation suppresses but does not dispel invisibility, ethereality, or other spells. Once a formerly invisible object or creature leaves the area, it becomes invisible again. Ethereal creatures in the spell's area become nonethereal until they move beyond the spell's range. Arcane Material Component: A handful of dust from the grave clothes of an undead creature. <b>[SR:Yes]</b>						

LEVEL 6 / Per Day:1+1 / Caster Level:11

	Name	School	Time	Duration	Range	Source
■■■■■	<b>Adept Spirit, Mass</b>	Divination [Incarnum]	1 standard action	11 hours or until discharged	Close (50 ft.)	Mo:p.98
[V, S, DF (E)]	<b>TARGET:</b> Up to one creature/level; <b>EFFECT:</b> As adept spirit, except as noted above. Each target must activate his own adept spirit separately. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
■■■■■	<b>Algid Enhancement</b>	Transmutation [Cold]	1 round	24 hours	Close (50 ft.)	Fr:p.88
[V,S,Coldfire]	<b>TARGET:</b> 11 cold creatures; <b>EFFECT:</b> Cold creatures gain +1 Deflection bonus to AC, +1d8 HP, +1 to hit and +2 bonus against fire. See text for further. [SR:No]					
■■■■■	<b>Animate Objects</b>	Transmutation	1 standard action	11 rounds	Medium (210 ft.)	PH:p.199
[V, S]	<b>TARGET:</b> 11 Small objects; see text; <b>EFFECT:</b> You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate. An animated object can be of any nonmagical material. You may animate one Small or smaller object or an equivalent number of larger objects per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. You can change the designated target or targets as a move action, as if directing an active spell. This spell cannot animate objects carried or worn by a creature. Animate objects can be made permanent with a permanency spell. [SR:No]					
■■■■■	<b>Antilife Shell</b>	Abjuration	1 round	110 minutes [D]	10 ft.	PH:p.199
[V, S, DF]	<b>TARGET:</b> 10-ft.-radius emanation, centered on you; <b>EFFECT:</b> You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures. The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead. This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier. [SR:Yes]					
■■■■■	<b>Banishment</b>	Abjuration [Earth Shugenja, Abjuration Dor1	standard action	Instantaneous	Close (50 ft.)	PH:p.203
[V, S, F]	<b>TARGET:</b> One or more extraplanar creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> A banishment spell is a more powerful version of the dismissal spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished. You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's spell resistance [if any], the saving throw DC increases by 2. Certain rare items might work twice as well as a normal item for the purpose of the bonuses [each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4]. Arcane Focus: Any item that is distasteful to the subject [optional, see above]. [SR:Yes; DC:20, Will negates]					
■■■■■	<b>Bear's Endurance, Mass</b>	Transmutation	1 standard action	11 minutes	Close (50 ft.)	PH:p.203
[V, S, DF]	<b>TARGET:</b> 11 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Mass bear 's endurance works like bear 's endurance, except that it affects multiple creatures. [SR:Yes; DC:20, Will negates (harmless)]					
■■■■■	<b>Benign Projection</b>	Illusion (Shadow) [Good, Sanctified]	1 standard action	11 rounds [D]	Medium (210 ft.)	CV:53
[V,S,DF*]	<b>TARGET:</b> One shadow duplicate of you or just your face; <b>EFFECT:</b> You create an image of you that can shed light as a candle. It can only mimic your actions and speech, but you can cast spells with it from the abjuration, divination, and conjuration [healing] schools. Creating it drains you of 1d2 points of Strength. [SR:Yes; DC:20, Will disbelief (if interacted with)]					
■■■■■	<b>Blade Barrier</b>	Evocation [Force]	1 standard action	11 minutes [D]	Medium (210 ft.)	PH:p.205
[V, S]	<b>TARGET:</b> Wall of whirling blades up to 220 ft. long, or a ringed wall of whirling blades with a radius of up to 27 ft; either form 20 ft. high; <b>EFFECT:</b> An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level [maximum 15d6], with a Reflex save for half damage. If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall [ending up on the side of its choice] and thus take no damage by making a successful Reflex save. A blade barrier provides cover [+4 bonus to AC, +2 bonus on Reflex saves] against attacks made through it. [SR:Yes; DC:20, Reflex half or Reflex negates; see text]					
■■■■■	<b>Bolt of Glory</b>	Evocation [Good]	1 standard action	Instantaneous	Close (50 ft.)	SC:p.35
[V,S,DF]	<b>TARGET:</b> Ray; <b>EFFECT:</b> You must succeed on a ranged touch attack with the ray to strike a target. A creature struck takes varying damage, depending on its nature or its home plane of existence and your level. Creatures native to the Negative Energy Plane, evil-aligned outsiders, and all undead creatures take 1d12 points of damage per caster level [maximum 15d12]. Creatures native to the Material Plane or an Elemental Plane, or any other neutral-aligned outsiders, take 1d12 points of damage per two caster levels [maximum 7d12]. Creatures native to the Positive Energy Plane and all good-aligned outsiders are not affected by this spell. Bolts of Bedevilment.MOD This spell grants you the ability to make one ray attack per round. You must succeed on a ranged touch attack with the ray to strike a target. A living creature struck by the ray is dazed for 1d3 rounds if it fails its save. [SR:Yes]					
■■■■■	<b>Bull's Strength, Mass</b>	Transmutation	1 standard action	11 minutes	Close (50 ft.)	PH:p.207
[V, S, M/DF]	<b>TARGET:</b> 11 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> This spell functions like bull's strength, except that it affects multiple creatures. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
■■■■■	<b>Celestial Blood</b>	Abjuration [Good]	1 round	1 minute/level	Touch	BE:p.94
[V, S, M]	<b>TARGET:</b> Nonevil creature touched; <b>EFFECT:</b> You channel holy power to grant the subject some of the protection enjoyed by celestial creatures. The subject gains resistance 10 to acid, cold, and electricity, a +4 bonus on saving throws against poison, and damage reduction 10/evil. Material Component: A vial of holy water, with which you anoint the subject's head. [SR:Yes (harmless)]					
■■■■■	<b>*Chain Lightning</b>	Evocation [Electricity, Fire Shugenja, Storm 1	standard action	Instantaneous	Long (840 ft.)	PH:p.208
[V, S, F]	<b>TARGET:</b> One primary target, plus 11 secondary targets [each of which must be within 30 ft. of the primary target]; <b>EFFECT:</b> This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike lightning bolt, chain lightning strikes one object or creature initially, then arcs to other targets. The bolt deals 1d6 points of electricity damage per caster level [maximum 20d6] to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level [maximum 20]. The secondary bolts each strike one target and deal half as much damage as the primary one did [rounded down]. Each target can attempt a Reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum. Focus: A bit of fur, a piece of amber, glass, or a crystal rod; plus one silver pin for each of your caster levels. [SR:Yes; DC:20, Reflex half]					
■■■■■	<b>Chasing Perfection</b>	Transmutation	1 standard action	1 minute/level	Touch	PH2:p.106
[V,S,M]	<b>TARGET:</b> Creature touched; <b>EFFECT:</b> Subject improves in all ways, +4 enhancement bonus to all ability scores. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
■■■■■	<b>Cloak of Hate</b>	Enchantment [Mind-Affecting]	1 standard action	11 days	Close (50 ft.)	HH:p.128
[V, S, M, DF]	<b>TARGET:</b> One living creature; <b>EFFECT:</b> Living beings view the subject of this spell with instinctive hostility. All NPC reactions begin one category worse than they otherwise would [see page 72 of the Player's Handbook], and any Diplomacy checks to moderate those reactions take a -10 circumstance penalty. Furthermore, people view the target in the worst possible light. If, for example, a community is hunting for an unknown murderer, they will assume that the subject of the spell is guilty of the crime. Player characters and NPCs who know the subject well, such as old friends or loved ones, are unaffected. Material Component: One ounce of bile. [SR:Yes; DC:20, Will negates]					
■■■■■	<b>Cold Snap</b>	Transmutation [Cold]	1 minute	2d4 hours	1 mile	SC:p.50
[V,S]	<b>TARGET:</b> 1-mile-radius circle centered on you; <b>EFFECT:</b> This spell causes a powerful cold front to form, lowering the temperature in the affected area by 5 degrees Fahrenheit per caster level [maximum change of 50 degrees Fahrenheit], to a maximum low of -20 degrees Fahrenheit [see Cold Dangers, DMG 302]. Spells with the cold descriptor deal an extra 1 point of damage per die when cast in the area. [SR:No]					
■■■■■	<b>Cometfall</b>	Conjuration (Creation)	1 standard action	Instantaneous	Medium (210 ft.)	SC:p.50
[V,S,DF]	<b>TARGET:</b> 400-pound ball of rock and ice; <b>EFFECT:</b> [SR:No; DC:21, Reflex half]					
■■■■■	<b>*Cone of Cold</b>	Evocation [Cold, WujenWater, Cold Domain1	standard action	Instantaneous	60 ft.	PH:p.212
[V, S, M/DF]	<b>TARGET:</b> Cone-shaped burst; <b>EFFECT:</b> Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level [maximum 15d6]. Arcane Material Component: A very small crystal or glass cone. [SR:Yes; DC:20, Reflex half]					
■■■■■	<b>*Cone of Cold</b>	Evocation [Cold, WujenWater, Cold Domain1	standard action	Instantaneous	60 ft.	PH:p.212
[V, S, M/DF]	<b>TARGET:</b> Cone-shaped burst; <b>EFFECT:</b> Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level [maximum 15d6]. Arcane Material Component: A very small crystal or glass cone. [SR:Yes; DC:20, Reflex half]					
■■■■■	<b>Conjure Ice Beast VI</b>	Conjuration (Creation) [Cold]	1 round	11 rounds [D]	Close (50 ft.)	Fr:p.91
[V,S,DF]	<b>TARGET:</b> One or more conjured ice creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Creates a creature to fight for you. [SR:No]					
■■■■■	<b>Contingent Spell Lock</b>	Transmutation [Ectomancy]	10 minutes	Instantaneous	Personal	GW:p.50
[V, S, DF]	<b>TARGET:</b> You; <b>EFFECT:</b> You transfer some of your currently prepared spells or available spell slots to a hidden part of your soul so that, if you die, when you appear on the Ethereal Plane, you have those spells or spell slots available for use [normally, dying and appearing on the Ethereal Plane causes you to lose all prepared spells and unused spell slots]. You can transfer one spell per spell level that you can cast into this hidden part of your soul. Once you transfer the spells or spell slots in this manner, you cannot access them in any way-it is as if you had used those spell slots. The next time you choose to ready or prepare spells, you may leave those transferred spells or slots in place, or you may recover them along with your other spells or spell slots [which means they would not be available if you died]. The transferred spells or spell slots may be used by your ghost in the normal manner, requiring the appropriate components and so on. If you are raised from the dead, the transferred spells become inaccessible again [although you can choose to recover them the next time you ready or prepare spells, as described above].					
■■■■■	<b>Cure Moderate Wounds, Mass</b>	Conjuration (Healing)	1 standard action	Instantaneous	Close (50 ft.)	PH:p.216
[V, S]	<b>TARGET:</b> 11 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> This spell functions like mass cure light wounds, except that it cures 2d8 points of damage +1 point per caster level [maximum +30]. [SR:Yes (harmless) or Yes; see text; DC:21, Will half (harmless) or Will half; see text]					
■■■■■	<b>Desiccate (Mass)</b>	Necromancy	1 standard action	Instantaneous	Close (50 ft.)	Sa:p.114
[V,S,M]	<b>TARGET:</b> 11 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Deal 5d6 desiccation damage; plants and water elementals take d8 and earth element takes d4. [SR:Yes; DC:20, Fort Partial]					
■■■■■	<b>Disjoin</b>	Abjuration	1 action	Instantaneous	Close 0	DCS:p.106
[V, S, XP]	<b>TARGET:</b> One creature, magical effect, or object; <b>EFFECT:</b> You choose a single magical effect or magic item to disjoin. A disjoined spell or magic item is separated into its individual magical components. This ends a spell or spell-like effect in the same manner as dispel magic. A permanent magic item is suppressed [inoperative] for 1 round per caster level, and must make a successful Will save or be turned into a normal item. An item in a creature's					
	* =Domain/Specialty Spell					



Cleric Spells					
possession uses its own Will save bonus or its possessor's, whichever is better. If you cast this spell on a creature, you can choose to target a specific item or spell effect on that creature. If you do not designate a specific spell effect or item, disjoin affects a randomly determined spell effect or magic item affecting the creature or in its possession. XP Cost: 200 XP <b>[SR:No; DC:20, Will negates (object)]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Dispel Magic, Greater</div> </div> </div>	<div> <div>Abjuration [Abjuration Domain]</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>Instantaneous</div> </div>	<div> <div>Medium (210 ft.)</div> </div>	<div> <div>PH:p.223</div> </div>
<b>[V, S] TARGET:</b> One spellcaster, creature, or object; or 20-ft.-radius burst; <b>EFFECT:</b> This spell functions like dispel magic, except that the maximum caster level on your dispel check is +20 instead of +10. Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect. <b>[SR:No]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Eagle's Splendor, Mass</div> </div> </div>	<div> <div>Transmutation</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>11 minutes</div> </div>	<div> <div>Close (50 ft.)</div> </div>	<div> <div>PH:p.225</div> </div>
<b>[V, S, M/DF] TARGET:</b> 11 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> This spell functions like eagle's splendor, except that it affects multiple creatures. <b>[SR:Yes; DC:20, Will negates (harmless)]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Energy Immunity</div> </div> </div>	<div> <div>Abjuration</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>24 hours</div> </div>	<div> <div>Touch</div> </div>	<div> <div>SC:p.80</div> </div>
<b>[V,S] TARGET:</b> Creature touched; <b>EFFECT:</b> This abjuration grants a creature and its equipment complete immunity to damage from one of the five energy types-acid, cold, electricity, fire, or sonic. Energy immunity absorbs only hit point damage, so the recipient could still suffer side effects such as drowning in acid, being deafened by a sonic attack, or becoming immobilized in ice [and thus helpless]. Energy immunity overlaps protection from energy and resist energy. As long as energy immunity is in effect, the other spells absorb no damage. <b>[SR:Yes (harmless)]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Exalted Raiment</div> </div> </div>	<div> <div>Abjuration</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>1 minute/level</div> </div>	<div> <div>Touch</div> </div>	<div> <div>BE:p.99</div> </div>
<b>[V, DF, Sacrifice] TARGET:</b> Robe, garment, or outfit touched; <b>EFFECT:</b> You imbue a robe, priestly garment, or outfit of regular clothing with divine power. The spell bestows the following effects for its duration: . +1 sacred bonus to AC per five caster levels [maximum +4 at 20th level] , Damage reduction 10/evil . Spell resistance 5 + 1 per caster level [maximum SR 25 at 20th level] . Reduces ability damage due to spellcasting by 1, to a minimum of 1 point [but does not reduce the sacrifice cost for casting this spell] Only a good-aligned creature gains the benefits of this spell; creatures of nongood alignment can wear the exalted raiment but gain no spell benefits from doing so. Sacrifice: 1d4 points of Strength damage. <b>[SR:Yes (harmless, object); DC:20, Will negates (harmless, object)]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Eyes of the Oracle</div> </div> </div>	<div> <div>Divination</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>1 round/level or until expended</div> </div>	<div> <div>Personal</div> </div>	<div> <div>DM:p.66</div> </div>
<b>[V, S, M] TARGET:</b> You; <b>EFFECT:</b> Vague, translucent shadows of your body's form move just out of sync with your own motions, a visible sign that you exist in two places in time. You can see into the future, slightly anticipating your opponents' next moves. You gain a +2 insight bonus to Armor Class and a +2 insight bonus on Reflex saves. Additionally, at the end of your turn, you can ready a single standard action regardless of the number of actions taken this turn. Thus, you can move at your movement rate, make a single attack, and then at the end of your turn ready an action to cast a single spell with a casting time of one standard action. This behaves as a readied action in all other ways, including the change in your initiative. If you take the readied action, the spell's effect ends immediately. Special: If you are of the dragonblood subtype [see page 4], your bonus to Armor Class and on Reflex saves improves to +3.					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Find the Path</div> </div> </div>	<div> <div>Divination</div> </div>	<div> <div>3 rounds</div> </div>	<div> <div>110 minutes</div> </div>	<div> <div>Personal or touch</div> </div>	<div> <div>PH:p.230</div> </div>
<b>[V, S, F] TARGET:</b> You or creature touched; <b>EFFECT:</b> 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 outdoors, underground, or even inside a maze spell. Find the path works with respect to locations, not objects or creatures at a locale. 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 it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a glyph of warding. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round. This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures [including guardians]. Focus: A set of divination counters of the sort you favor. <b>[SR:No or Yes (harmless); DC:20, None or Will negates (harmless)]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Forbiddance</div> </div> </div>	<div> <div>Abjuration</div> </div>	<div> <div>6 rounds</div> </div>	<div> <div>Permanent</div> </div>	<div> <div>Medium (210 ft.)</div> </div>	<div> <div>PH:p.232</div> </div>
<b>[V, S, M, DF] TARGET:</b> 11 60-ft. cubes [S]; <b>EFFECT:</b> Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells [such as dimension door and teleport], plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically. In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours [see below]. A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal. Alignments identical: No effect. The creature may enter the area freely [although not by planar travel]. Alignments different with respect to either law/chaos or good/evil: The creature takes 6d6 points of damage. A successful Will save halves the damage, and spell resistance applies. Alignments different with respect to both law/chaos and good/evil: The creature takes 12d6 points of damage. A successful Will save halves the damage, and spell resistance applies. At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option [and the password] at the time of casting. Dispel magic does not dispel a forbiddance effect unless the dispeller's level is at least as high as your caster level. You can't have multiple overlapping forbiddance effects. In such a case, the more recent effect stops at the boundary of the older effect. Material Component: A sprinkling of holy water and rare incenses worth at least 1,500 gp, plus 1,500 gp per 60-foot cube. If a password is desired, this requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube. <b>[SR:Yes; DC:20, See text]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Frostburn, Mass</div> </div> </div>	<div> <div>Necromancy [Cold]</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>Instantaneous</div> </div>	<div> <div>Close (50 ft.)</div> </div>	<div> <div>Fr:p.95</div> </div>
<b>[V,S,DF] TARGET:</b> 11 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Deal 3d12+11 damage or heal likewise on cold subtype. <b>[SR:Yes; DC:20, Fort half]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Gate Seal</div> </div> </div>	<div> <div>Abjuration</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>Permanent</div> </div>	<div> <div>Close (50 ft.)</div> </div>	<div> <div>FRC:s.p.70</div> </div>
<b>[V, S, M] TARGET:</b> One Gate or Portal; <b>EFFECT:</b> Permanently seals a Gate or Portal. <b>[SR:No]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Geas/Quest</div> </div> </div>	<div> <div>Enchantment (Compulsion) [Language-Dep]</div> </div>	<div> <div>10 minutes</div> </div>	<div> <div>11 days or until discharged [D]</div> </div>	<div> <div>Close (50 ft.)</div> </div>	<div> <div>PH:p.234</div> </div>
<b>[V] TARGET:</b> One living creature; <b>EFFECT:</b> This spell functions similarly to lesser geas, except that it affects a creature of any HD and allows no saving throw. Instead of taking penalties to ability scores [as with lesser geas], the subject takes 3d6 points of damage each day it does not attempt to follow the geas/quest. Additionally, each day it must make a Fortitude saving throw or become sickened. These effects end 24 hours after the creature attempts to resume the geas/ quest. A remove curse spell ends a geas/quest spell only if its caster level is at least two higher than your caster level. Break enchantment does not end a geas/quest, but limited wish, miracle, and wish do. Bards, sorcerers, and wizards usually refer to this spell as geas, while clerics call the same spell quest. <b>[SR:Yes]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Ghost Trap</div> </div> </div>	<div> <div>Abjuration</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>1 minute/level [D]</div> </div>	<div> <div>5 ft./level</div> </div>	<div> <div>SC:p.103</div> </div>
<b>[V,S] TARGET:</b> 5 ft./level-radius emanation centered on you; <b>EFFECT:</b> You are surrounded by a field of energy that negates incorporeality. The radius of the field is 5 feet per caster level. All incorporeal creatures in this field become corporeal. Creatures cannot turn ethereal while in this area, and ethereal creatures cannot enter or affect the plane this spell was cast on while in this field. <b>[SR:No]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Glyph of Warding, Greater</div> </div> </div>	<div> <div>Abjuration [Fire Shugenja]</div> </div>	<div> <div>10 minutes</div> </div>	<div> <div>Permanent until discharged [D]</div> </div>	<div> <div>Touch</div> </div>	<div> <div>PH:p.237</div> </div>
<b>[V, S, M] TARGET:</b> Object touched or up to 55 sq. ft; <b>EFFECT:</b> This spell functions like glyph of warding, except that a greater blast glyph deals up to 10d8 points of damage, and a greater spell glyph can store a spell of 6th level or lower. Material Component: You trace the glyph with incense, which must first be sprinkled with powdered diamond worth at least 400 gp. <b>[SR:No (object) and Yes; see text; DC:20, See text]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Harm</div> </div> </div>	<div> <div>Necromancy</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>Instantaneous</div> </div>	<div> <div>Touch</div> </div>	<div> <div>PH:p.239</div> </div>
<b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> Harm charges a subject with negative energy that deals 10 points of damage per caster level [to a maximum of 150 points at 15th level]. If the creature successfully saves, harm deals half this amount, but it cannot reduce the target's hit points to less than 1. If used on an undead creature, harm acts like heal. <b>[SR:Yes; DC:20, Will half; see text]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Heal</div> </div> </div>	<div> <div>Conjuration (Healing) [Water Shugenja]</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>Instantaneous</div> </div>	<div> <div>Touch</div> </div>	<div> <div>PH:p.239</div> </div>
<b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the Target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level. Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points. If used against an undead creature, heal instead acts like harm. <b>[SR:Yes (harmless); DC:21, Will negates (harmless)]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Heroes' Feast</div> </div> </div>	<div> <div>Conjuration (Creation) [Creation]</div> </div>	<div> <div>10 minutes</div> </div>	<div> <div>1 hour plus 12 hours; see text</div> </div>	<div> <div>Close (50 ft.)</div> </div>	<div> <div>PH:p.240</div> </div>
<b>[V, S, DF] TARGET:</b> Feast for 11 creatures; <b>EFFECT:</b> You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8 temporary hit points +1 point per two caster levels [maximum +10] after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated. <b>[SR:No]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Hide the Path</div> </div> </div>	<div> <div>Abjuration</div> </div>	<div> <div>10 minutes</div> </div>	<div> <div>24 hours [D]</div> </div>	<div> <div>Anywhere in the area</div> </div>	<div> <div>SC:p.114</div> </div>
<b>[V,S,F] TARGET:</b> Up to 200 sq. ft./level [S]; <b>EFFECT:</b> Hide the path wards a large, continuous area against divination magic. The ward protects 200 square feet per caster level and can be shaped as you desire. The warded area can be as much as 20 feet high. Find the path won't function in an area warded by hide the path. In addition, any spellcaster attempting to cast a 1st- through 6th-level divination spell in the warded area must make a caster level check [DC 11 + your caster level] or the spell fails. Higher-level divinations function normally. Hide the path has no effect on divination spells cast outside the warded area. Focus: A 6-inch onyx sphere mounted upon an obsidian stand; the entire focus must be worth no less than 1,000 gp. Any creature in physical contact with the focus can cast divination spells without restriction from the hide the path effect. If the focus is destroyed or brought beyond the boundaries of the hide the path spell, the spell is immediately dismissed. <b>[SR:No]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Ice Flowers</div> </div> </div>	<div> <div>Transmutation [Cold]</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>Instantaneous</div> </div>	<div> <div>Long (840 ft.)</div> </div>	<div> <div>SC:p.119</div> </div>
<b>[V,S] TARGET:</b> 20-ft.-radius burst; <b>EFFECT:</b> This spell causes moisture in the ground at a point you designate to freeze into a mound of solid ice covered by a layer of soil, which bursts violently through the surface. This flings dangerous ice shards and small stones throughout the area, turning the surface of the ground in the spell's area into dense rubble [DMG 90]. The shards and stones deal 1d6 points of damage per caster level [maximum 15d6]. Half the damage is cold damage. The origin point of the spell must be on the ground. This spell has no effect in desert terrain or on solid stone. <b>[SR:No; DC:20, Reflex half]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Ice Rift</div> </div> </div>	<div> <div>Evocation [Cold]</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>1 round</div> </div>	<div> <div>Long (840 ft.)</div> </div>	<div> <div>Fr:p.99</div> </div>
<b>[V,S,M/DF] TARGET:</b> 40-ft.-radius spread [S]; <b>EFFECT:</b> Shockwave on the ice; see text. <b>[SR:No; DC:20, See text]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Incarnum Vigor</div> </div> </div>	<div> <div>Transmutation [Incarnum]</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>11 rounds</div> </div>	<div> <div>Close (50 ft.)</div> </div>	<div> <div>Mo:I.p.102</div> </div>
<b>[V, S (E)] TARGET:</b> One living creature; <b>EFFECT:</b> You infuse the target with incarnum laced with positive energy. He gains fast healing 1. In addition, any spell he casts that heals hit point damage heals an additional amount to each creature affected by that spell equal to your caster level or twice the healing spell's level, whichever is lower. For example, a cleric casting mass cure serious wounds would add either +14 [twice the level of the mass cure serious wounds spell] or the incarnum vigor's caster level, whichever is lower, to the healing provided to each target of the spell. Essential: Every point of essentia you invest in this spell increases the fast healing granted by 1 point. <b>[SR:Yes; DC:20, Will negates (harmless)]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Inflict Moderate Wounds, Mass</div> </div> </div>	<div> <div>Necromancy</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>Instantaneous</div> </div>	<div> <div>Close (50 ft.)</div> </div>	<div> <div>PH:p.244</div> </div>
<b>[V, S] TARGET:</b> 11 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> This spell functions like mass inflict light wounds, except that it deals 2d8 points of damage +1 point per caster level [maximum +30]. <b>[SR:Yes; DC:20, Will half]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Light of Courage</div> </div> </div>	<div> <div>Abjuration</div> </div>	<div> <div>1 swift action</div> </div>	<div> <div>1 round/level, or until discharged</div> </div>	<div> <div>Touch</div> </div>	<div> <div>CC:p.123</div> </div>
<b>[V, S, DF] TARGET:</b> Holy symbol touched; <b>EFFECT:</b> Your holy symbol is wreathed in a wrathful, iridescent glow that causes undead creatures to wither before its celestial light. You temporarily infuse your holy symbol with divine power. If you make a turning check before the duration expires, each undead creature that you target takes 1d8 points of damage per two caster levels you possess [maximum 10d8] in addition to effects of the turning [if any]. The turning check need not succeed to trigger this effect. <b>[SR:No; DC:20, Will half]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Lucent Lance</div> </div> </div>	<div> <div>Transmutation [Light]</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>Instantaneous</div> </div>	<div> <div>Close (50 ft.)</div> </div>	<div> <div>SC:p.134</div> </div>
<b>[V,S,F] TARGET:</b> Ray; <b>EFFECT:</b> You must succeed on a ranged touch attack with the ray to strike a target. A creature struck is blinded for 1 round, and dazzled for 1 round per caster level. A creature sensitive to bright light [such as a drow, duergar, or kuo-toa] takes penalties as if it had been exposed to full daylight for 1 round if struck by the beam, even if it resists the spell's other effects. In addition to this dazzling effect, lucent lance deals damage based on the level of light available within your square. In bright light, it deals 1d6 points of damage per caster level [maximum 15d6]. In shadowy illumination, it deals 1d4 points of damage per caster level [maximum 15d4]. If no light is present in your square, the spell cannot be cast at all. Focus: A clear glass or crystal rod. <b>[SR:Yes; see text]</b>					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Make Manifest, Mass</div> </div> </div>	<div> <div>Transmutation</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>1 round/level</div> </div>	<div> <div>Close (50 ft.)</div> </div>	<div> <div>SC:p.137</div> </div>
<b>[V,S,M] TARGET:</b> 25-ft.-radius emanation centered on a point in space; <b>EFFECT:</b> This spell functions like make manifest, except that all creatures and unattended objects on coterminous and coexistent planes within the area of this spell are instantly brought onto your plane. For the duration of the spell, the target creatures retain all their abilities except for those that allow them to enter other planes. At the end of mass make manifest's duration, objects and creatures return to their plane of origin, even if they have left the spell's area. Material Component: A handful of copper dust.					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Mantle of the Icy Soul</div> </div> </div>	<div> <div>Transmutation [Cold]</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>1 hour/level</div> </div>	<div> <div>Touch</div> </div>	<div> <div>SC:p.138</div> </div>
<b>[V,S,M] TARGET:</b> Creature touched; <b>EFFECT:</b> The subject creature gains the cold subtype, granting it immunity to cold and vulnerability to fire [the creature takes half again as much damage from fire effects]. A fire creature subjected to this spell does not gain the cold subtype, but it loses the fire subtype for the duration. Material Component: A pinch of sapphire dust worth 10 gp. <b>[SR:Yes; DC:20, Will negates]</b>					
* =Domain/Specialty Spell					

Cleric Spells					
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Mummify</div>	Necromancy	1 standard action	Instantaneous	Touch	Sa:p.118
[V,S,M/DF] TARGET: One living creature; <b>EFFECT:</b> Flash-dry subject, killing and preserving it; on a save it takes 6d6 damage. [SR:Yes; DC:20, Fort partial; see text]					
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[V,S,DF] TARGET: You; <b>EFFECT:</b> Inspired by the deadly gaze of the noble ghaele eladrin, you gain a gaze attack usable against creatures within 60 feet. If an evil creature with 5 or fewer Hit Dice meets your gaze [DMG 294], it dies unless it succeeds on a Will save. Even if the save succeeds, the creature is affected as though by a fear spell [PH 229] for 2d10 rounds. Non-evil creatures and evil creatures with more than 5 Hit Dice are not slain by the gaze, and they suffer the fear effect only if they fail the Will save. [SR:Yes; DC:20, Will partial; see text]					
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[V, S, M/DF] TARGET: 11 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> This spell functions like owl's wisdom, except that it affects multiple creatures. [SR:Yes; DC:20, Will negates (harmless)]					
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[V, S, DF, XP] TARGET: 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear; <b>EFFECT:</b> This spell functions like lesser planar ally, except you may call a single creature of 12 HD or less, or two creatures of the same kind whose Hit Dice total no more than 12. The creatures agree to help you and request your return payment together. XP Cost: 250 XP. [SR:No]					
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[V,S,M,DF] TARGET: One called creature; <b>EFFECT:</b> This spell functions like lesser planar exchange, except as noted here. You trade places with an avoral guardinal [MM 141], bone devil [MM 52], or babau demon [MM 40]. The called creature has full access to all its abilities, with one exception: A demon or devil you conjure can't summon other creatures. If the creature is slain, you take 3d6 points of damage and the spell ends. [SR:No]					
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[V,S] TARGET: Cone-shaped burst; <b>EFFECT:</b> A creature in the area must succeed on a Fortitude saving throw or be pushed away from you to a distance of 5 feet per caster level. If the creature is pushed into a wall or similarly solid surface, it takes 1d6 points of damage for every 10 feet it was moved. Movement forced by this spell can take the creature beyond the spell's range. [SR:Yes; DC:20, Fortitude negates]					
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[V,S,M/DF] TARGET: Creature touched; <b>EFFECT:</b> This spell functions like resistance [PH 272], except as noted here. You grant the subject a +6 resistance bonus on saves. [SR:Yes [harmless]; DC:20, Will negates [harmless]]					
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[V,S,M,DF] TARGET: Touch; <b>EFFECT:</b> This spell functions like protection from arrows [PH 266], except as noted here. If any projectile fired from a ranged weapon that strikes you has all its damage negated by your damage reduction 2147483647, the projectile is turned back upon the creature that fired it. The attacker's attack roll is used to determine if the reversed projectile strikes the attacker, but the damage is rerolled. If the attacker is also protected by a reverse arrows spell, it is possible for the projectile to bounce between both individuals until one of the spells is discharged from accumulated damage. Once this spell has prevented a total of 10 points of damage per caster level [maximum 100 points], it is discharged. Focus: A piece of shell from a tortoise and a ball of tree sap. [SR:Yes [harmless]; DC:21, None; see text]					
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[V,S,M] TARGET: Creature touched; <b>EFFECT:</b> This spell creates an airtight stone coffin that forms around the target. The stone is 1 inch thick, has hardness 8, and requires 15 points of damage to break through. Decreasing its size does not change the thickness of the walls; the coffin is always just large enough to hold the subject. This coffin is sealed upon formation and completely impervious to air and gas. A creature trapped within a sarcophagus of stone has 1 hour worth of air, and after that time must hold its breath or begin to suffocate [DMG 304]. A creature that has no need to breathe [such as a construct, elemental, or undead] needs not fear suffocation, but it remains trapped within the sarcophagus until it breaks free or is freed. A creature within the coffin can attack the stone with a natural weapon or light melee weapon. A creature can attempt a DC 26 Strength check to break free of the stone, and allies can also help to break the trapped creature free. Material Component: A fragment of a sarcophagus. [SR:No; DC:21, Reflex negates]					
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[V, S, DF] TARGET: Stores one creature's corpse in your holy symbol; <b>EFFECT:</b> This spell turns your holy symbol into a magical receptacle capable of holding one creature's corpse. The corpse must be within range of the spell, in which case it is transformed into divine energy. The energy is then drawn into the holy symbol, and the corpse is placed in stasis [as the gentle repose spell] for the duration of the spell. The corpse can release the corpse from the holy symbol by dismissing the spell. If the spell ends or is dismissed, or if the holy symbol is destroyed, the contained corpse materializes in a square adjacent to the holy symbol's present or last location. [SR:No]					
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[V, S] TARGET: one astral creature; <b>EFFECT:</b> Capture one astral creature and holds it motionless. [SR:Yes; DC:20, Will negates]					
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[V,S] TARGET: Five summoned spiders; <b>EFFECT:</b> This spell summons five celestial or fiendish Large monstrous spiders [MM 289]. They appear where you designate and act immediately, on your turn. They attack your opponents to the best of their ability. If you can communicate with the spiders, you can direct them not to attack, to attack particular enemies, or to perform other actions. A celestial spider summoned by this spell has damage reduction 5/magic; resistance to acid 5, cold 5, and electricity 5; spell resistance 9; and a smite evil attack that provides a +4 bonus on one damage roll. A fiendish creature [MM 107] summoned by this spell has damage reduction 5/magic; resistance to acid 5 and fire 5; spell resistance 9; and a smite good attack that provides a +4 bonus on one damage roll. When you use a summoning spell to summon an evil or good creature, it is a spell of that type. [SR:No]					
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[V, S, DF] TARGET: A phantomal knight; <b>EFFECT:</b> The sound of hoofbeats begins in the distance and draws swiftly nearer. As though leaping down from an invisible charger, a translucent knight, clad head to toe in heavy plate, appears by your side. The holy symbol of your deity is emblazoned across his tabard and shield. By casting this spell, you create a translucent knight made of force. It remains within 5 feet of you at all times, constantly matching your speed and.MoDe of travel-even if you are mounted or magically accelerated. Any time you are attacked, it moves to parry the attack with its shield or longsword, granting you a +6 deflection bonus to Armor Class. As a standard action in any round, you can command the knight to make a single attack against any creature within 5 feet. It strikes with its longsword, using your base attack bonus and applying your Wisdom.MODifier to the roll. The attack deals 1d8 points of force damage +1 extra point per three caster levels 10. At any point before the spell expires, you can turn the knight loose and order it to fight on its own. It then moves at a speed of 60 feet to attack any foe you designate. It continues to use your base attack bonus and your Wisdom.MODifier for its attack rolls, and it can make as many attacks per round as your base attack bonus allows. You need not concentrate on the knight as long as it is fighting a specific opponent, but commanding it to change foes requires a move action. If its opponent falls, the knight waits for your direction. Once you have turned the knight loose, you lose the deflection bonus to Armor Class that it provided, and you cannot regain it. Furthermore, the remaining duration of the spell converts from minutes per level to rounds per level on a one-to-one basis. [SR:No]					
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[V, S, AF, DF] TARGET: You; <b>EFFECT:</b> By focusing your energy, you are able to separate your spirit from your body, allowing it to travel anywhere on the same plane of existence. Distance is not a factor, but the locale to be visited in your spirit form must be known - a place familiar to you. While in your spirit form, you can see and hear things, just as if you were there. You can also be seen and be heard, though you are unable to actually interact in that location. You cannot cast spells through your spirit form, nor does it allow magically enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see up to 10 feet away. Lead sheeting or magical protection [such as antimagic field, mind blank, or nondetection] blocks you from noticing individuals in the area you have traveled to, though you can feel that your senses are being blocked somehow. While your spirit is out of your body, your body is paralyzed and completely helpless. Arcane Focus: A quartz or obsidian figurine.					
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[V,S,M] TARGET: You; <b>EFFECT:</b> This spell transforms your body into living stone, which grants you several powerful resistances and abilities. You gain damage reduction 10/adamantine. You are immune to blindness, extra damage from critical hits, ability score damage, deafness, disease, drowning, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You gain a +4 enhancement bonus to Strength, but you take a -4 penalty to Dexterity [minimum Dexterity 1]. Your speed is reduced to one-half normal, and your weight increases by a factor of three. If you are targeted with transmute rock to mud, you are slowed for 2d6 rounds with no saving throw. A transmute mud to rock heals you of all your lost hit points. A stone to flesh spell cast on you automatically ends this spell. Arcane Material Component: A small piece of stone that was once part of a stone golem, a greater ether elemental, or a castle's outer wall.					
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[V,S,M/DF] TARGET: Stone object touched, up to 120 cu. ft.; <b>EFFECT:</b> [SR:No]					
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[V, S, Sacrifice] TARGET: 80-ft.-radius spread; <b>EFFECT:</b> Shards of heavenly light rain down from above. Evil creatures within the spell's area that fail a Fortitude save are blinded permanently. The light shards also slice the flesh of evil creatures, dealing 1d6 points of damage per caster level [maximum 20d6]. A successful Reflex save halves the damage, which is of divine origin. Sacrifice: 1d3 points of Strength drain. [SR:Yes; DC:20, Fortitude negates (blinding) and Reflex half (shards)]					
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[V,S,M/DF] TARGET: 20-ft.-radius emanation centered on a point in space; <b>EFFECT:</b> Outsiders within the emanation of a subvert planar essence spell find their connection disrupted with the planar forces that created them. Outsiders that fail their saves have their damage reduction and spell resistance each reduced by 10. For example, a barbed devil subject to subvert planar essence would have no damage reduction and spell resistance 13, while a pit fiend would have damage reduction 5/good and silver, and spell resistance 22. An outsider attempts a Fortitude save and checks spell resistance when it first enter the spell's area. If it makes the save or the spell fails to overcome its spell resistance, that creature is thereafter unaffected by this casting of subvert planar essence and can enter and exit the spell area without making further saves. Outsiders that fail their saves and have their spell resistance overcome by the spell are affected as long as they remain within the spell's area, and they are automatically affected if they leave and reenter the area. Arcane Material Component: A tuning fork made from cold iron. [SR:Yes; DC:20, Fortitude negates]					
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[V, S, F/DF] TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> This spell functions like summon monster I, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]					
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[V,S] TARGET: 100-ft.-radius emanation centered on you; <b>EFFECT:</b> You gain an enhanced awareness of magical writing within range. Magical writing such as a glyph of warding, explosive runes, sepia snake sigil, or symbol is covered by a blue nimbus of light [which sheds light equal to a candle]. This effect reveals the location of the writing without triggering it. For every source of magical writing, you can make a dispel check 10 against a DC equal to 11 + the writing's caster level. If you are successful, the magical writing is suppressed for 1 minute per caster level. You and other creatures could then read a book guarded by explosive runes, or open a drawer guarded by a glyph of warding, or pass through a doorway protected by a symbol without effect. This spell covers and negates any active or triggered magical writing [such as a quickly scribed symbol of fear or a triggered symbol of death], although creatures that have already succumbed to the effect of the writing are unaffected. Once this spell ends, all magical writing in the area can be triggered normally, and active or triggered writings resume their function if they have any duration left. [SR:Yes [object]; DC:20, Will negates [object]]					
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[V, S, M] TARGET: One symbol; <b>EFFECT:</b> This spell functions like symbol of death, except that all creatures within 60 feet of the symbol of fear instead become panicked for 1 round per caster level. Note: Magic traps such as symbol of fear are hard to detect and disable. A rogue [only] can use the Search skill to find a symbol of fear and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of fear. Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp. [SR:Yes; DC:20, Will negates]					
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[V, S, M] TARGET: One symbol; <b>EFFECT:</b> This spell functions like symbol of death, except that all creatures within the radius of a symbol of persuasion instead become charmed by the caster [as the charm monster spell] for 1 hour per caster level. Unlike symbol of death, symbol of persuasion has no hit point limit; once triggered, a symbol of persuasion simply remains active for 10 minutes per caster level. Note: Magic traps such as symbol of persuasion are hard to detect and disable. A rogue [only] can use the Search skill to find a symbol of persuasion and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of persuasion. Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp. [SR:Yes; DC:20, Will negates]					
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[V,S,M] TARGET: One symbol; <b>EFFECT:</b> Like symbol of death, only all subjects are consumed with a terrible thirst. [SR:Yes; DC:20, Will negates]					
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[V, S] TARGET: Weapon touched; <b>EFFECT:</b> This spell grants one weapon the properties of an adamantine weapon. The weapon gains a +1 enhancement bonus on attack rolls [as though it was a masterwork weapon] and bypasses hardness when striking objects or sundering weapons, ignoring hardness less than 20. The affected weapon also has one-third more hit points than normal for the duration of the spell. You can't cast this spell on a natural weapon, such as an unarmed strike. A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell. If the weapon is made of another special material [cold iron or silver, for example], it loses the benefits of its original special material for the spell's duration. Touch of adamantine cannot be made permanent with a permanency spell. [SR:Yes [object, harmless]; DC:20, Will negates [object, harmless]]					
* =Domain/Specialty Spell					

Cleric Spells					
☐☐☐☐☐Undeath to Death	Necromancy	1 action	Instantaneous	Medium (210 ft.)	Mag:p.130
<b>[V, S, M/DF] TARGET:</b> Several undead creatures within a 50-ft.-radius burst; <b>EFFECT:</b> Undeath to death snuffs out the animating forces of undead creatures, killing them instantly. The spell slays 1d4 HD worth of undead creatures per caster level [maximum 20d4]. Creatures with the fewest HD are affected first; among creatures with equal HD, those closest to the point of origin of the burst are affected first. Material Component: The powder of a crushed diamond worth at least 500 gp. This spell functions like circle of death, except that it destroys undead creatures as noted above. Material Component: The powder of a crushed diamond worth at least 500 gp. <b>[SR:Yes; DC:20, Will negates]</b>					
☐☐☐☐☐Valiant Steed	Conjuration (Calling) [Good]	1 hour	Instantaneous; see text	Close (50 ft.)	BE:p.110
<b>[V, S, Sacrifice] TARGET:</b> Calls 1 pegasus or unicorn; <b>EFFECT:</b> The caster calls a special servant of the exalted god Valarian-either a pegasus or unicorn-to her location. The creature serves the caster for up to a year, during which time the caster may dismiss it at any time. It is intelligent, so the caster can assign it complex tasks. Although useful as a mount, it will not undertake a quest or otherwise take on complex burdens beyond the supervision of the caster. If the caster attempts to conjure another creature using this spell, the one called previously returns to its home. Sacrifice: 1d3 points of Strength drain. <b>[SR:No]</b>					
☐☐☐☐☐Vengeance Halo	Abjuration [Good]	1 standard action	1 minute/level	Close (50 ft.)	BE:p.111
<b>[V, S, DF, Abstinence] TARGET:</b> One good-aligned creature; see text; <b>EFFECT:</b> A luminous ring of holy power appears above the head of a good creature and remains in place until the spell expires or the creature is slain [reduced to -10 hp]. If the latter event occurs, the halo discharges an arc of divine energy that deals 1d6 points of damage per caster level [maximum 20d6] to the target's slayer. The creature subject to the attack can make a Reflex save to reduce the damage by half. Once the vengeance halo unleashes its energy, it disappears and the spell ends. Abstinence Component: You must abstain from alcohol for 1 week prior to casting this spell. <b>[SR:No; DC:20, None or Reflex half; see text]</b>					
☐☐☐☐☐Vigorous Circle	Conjuration (Healing)	1 standard action	10 rounds + 1 round/level [max 40]	20 ft.	SC:p.229
<b>[V,S] TARGET:</b> One creature/2 levels, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> This spell functions like mass lesser vigor, except as noted here and that it grants fast healing 3. <b>[SR:Yes [harmless]; DC:21, Will negates [harmless]]</b>					
☐☐☐☐☐Visage of the Deity	Transmutation	1 standard action	1 round/level	Personal	SC:p.230
<b>[V,S,DF] TARGET:</b> You; <b>EFFECT:</b> This spell functions like lesser visage of the deity, except that you take on many qualities of a celestial or fiendish creature, as follows. . You take on a shining, metallic appearance [for good clerics] or a more fearsome appearance [for evil clerics]. . You gain the ability to smite evil [for good clerics] or good [for evil clerics] once a day. Add your Charisma modifier to your attack roll and your character level to your damage roll against a foe of the appropriate alignment . You gain darkvision out to 60 feet . You gain resistance to acid 20, cold 20, and electricity 20 [for good clerics] or resistance to cold 20 and fire 20 [for evil clerics]. . You gain damage reduction 10/ magic. . You gain spell resistance 20. Your creature type does not change [you do not become an outsider].					
☐☐☐☐☐Weight of Sin	Evocation	1 standard action	Instantaneous, then 1 round/level or per	Medium (210 ft.)	CC:p.129
<b>[V, S] TARGET:</b> One creature; <b>EFFECT:</b> You use the raw power of your deity to reach into your target's soul and pull forth its sins, leaving their horror exposed for all to see. You affect the target differently based on how its alignment compares to your own. If the target's alignment is the same as yours, weight of sin has no effect. If the target's alignment differs from yours but contains no directly opposing components [for example, the target is neutral good and you are lawful neutral], the spell deals 1 point of damage per caster level [maximum 15] and has no secondary effect. If the target's alignment has one aspect opposed to yours 0, but not both, the spell deals 1d4 points of damage per caster level [maximum 15d4], and the subject suffers a minor secondary effect [see the table above]. If the target's alignment is diametrically opposed to yours 0, the spell deals 1d6 points of damage per caster level [maximum 15d6], and the subject suffers a.MODerate secondary effect [see the table below]. If you cast this spell on the same target in 2 consecutive rounds, any secondary effect the spell has increases by one "step" in severity. That is, if the spell caused a minor effect on the first casting, it now causes a.MODerate effect, and if it caused a.MODerate effect, it now causes a major effect. Minor and.MODerate effects end in 1 round per caster level, but major effects are permanent until dispelled. In all cases, the subject is entitled to a Fortitude save for half damage, and then a Will save to negate the secondary effect, if any. The target is entitled to this Will save even if the spell duplicated by the secondary effect normally does not permit one. <b>[SR:Yes; DC:20, Fortitude partial, then Will partial; see text]</b>					
☐☐☐☐☐Wind Walk	Transmutation [Air, Air Shugenja]	1 standard action	11 hours [D]; see text	Touch	PH:p.302
<b>[V, S, DF] TARGET:</b> You and 3 touched creatures; <b>EFFECT:</b> You alter the substance of your body to a cloudlike vapor [as the gaseous form spell] and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently. Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round [60 mph] with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like. A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell [as does any time spent in physical form]. As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others. For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round [for a total of 600 feet], though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end. <b>[SR:No and Yes (harmless); DC:20, No and Will negates (harmless)]</b>					
☐☐☐☐☐Word of Recall	Conjuration (Teleportation)	1 standard action	Instantaneous	Unlimited	PH:p.303
<b>[V] TARGET:</b> You and touched objects or other willing creatures; <b>EFFECT:</b> Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature [carrying gear or objects up to its maximum load] or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail. An unwilling creature can't be teleported by word of recall. Likewise, a creature's Will save [or spell resistance] prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw. <b>[SR:No or Yes (harmless, object); DC:21, None or Will negates (harmless, object)]</b>					
☐☐☐☐☐Zealot Pact	Evocation	10 minutes	Permanent until triggered, then 1 round/Touch		SC:p.244
<b>[V,S,DF,XP] TARGET:</b> Willing living creature touched; <b>EFFECT:</b> Once this spell is cast, the zealot pact remains dormant until the subject successfully hits a foe whose alignment is exactly opposite that of your deity. The subject's subsequent melee attacks gain a +4 bonus and deal double damage. Once the spell is active, the subject must attack foes of opposite alignment every round if able to do so, or the spell effect ends. The subject knows which creatures within 60 feet are of opposite alignment. If you create a zealot pact with a neutral deity [such as Obad-Hai], choose one alignment from among the following that triggers the zealot pact: lawful good, lawful evil, chaotic evil, or -chaotic good. A creature can be subject to only one zealot pact at a time. Casting zealot pact on a subject that already has an untriggered zealot pact voids the earlier pact. XP Cost: 500 XP. <b>[SR:Yes [harmless]; DC:20, Will negates [harmless]]</b>					
* =Domain/Specialty Spell					



Faustus

Bullywug (Psionic)

RACE	0
AGE	
GENDER	Male
VISION	Darkvision (60 ft.), Low-Light Vision
ALIGNMENT	Chaotic Good
DOMINANT HAND	Right
HEIGHT	6' 0"
WEIGHT	155 lbs.
EYE COLOUR	White
SKIN COLOUR	Green
HAIR / HAIR STYLE	None, Non
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	None
DEITY	Fey
Race Type	



Race Sub Type

Description:  
Biography:

ITEMS:  
Ring of Mighty Summons halves your summon durations when you use it. This is irrelevant when you Persist the spell. Even if you read it otherwise, a 12 hour spell duration is \*plenty\*.

Bag of Holding is ideal to smuggle a handful of summoned creatures into a place they oughtn't be.

The Cloak and Belt are self-explanatory.

You have 3 domains that grant turning, plus your basic undead turning - this gets you 4 turning pools. A Nightstick adds 4 to \*each\*. With your CHA bonus of +12, that gets you 64 Turning Attempts per day to spend on metamagic. That's 10 Persisted Summoning Spells, with 4 left over to tack on Repeat Spell.

Custom goggles grant a +10 competence bonus on Bluff. Since so many of your class abilities rely on Bluff, it seemed relevant.

FEATS: This is when the real bullshit begins

Cosmopolitan (bluff), Spell Focus (Conjuration) Snd Augment Summoning are both required to qualify for Malconvoker (or in the case of Cosmopilitan, to do so at second level), so they're self-explanatory.  
Malconvoker gives you the equivalent of "Extend Spell" for summons, which qualifies you for "Persistent Spell"  
So, OFC, Divine Metamagic(Persistent Spell)  
Repeat Spell lets you double the fun, so repeat spell and Divine Metamagic(Repeat Spell) are keepers  
Imbue Summoning lets you cast a Sumonning Spell at 1 level higher in order to cast ANOTHER spell of 4th level or below, and have your summons be affected by it for the duration of the summons.

OTHER CLASSES AND THEIR ABILITIES

Contemplative  
Progresses spellcasting  
Divine Health is \_nice\_ but not super relevant to a summoner.  
Bonus Domain is what allowed a third domain with a Turning Pool  
Paragnostic Apostle  
Knowledge Is Power(Call of Worlds): Each creature you summon with a conjuration (summoning) spell gains the fast healing ability. The damage healed per round begins at 2 hit points and increases by 1 for every three caster levels (maximum +5 at 15th caster level).

So, the smart thing to do in many cases is just to summon an army at the beginning of each day.

Summon Monster VI -- Chain Devil (x4 from Repeat Spell and Fiendish Legion) -- Don't forget some Adamantine chains, or similar. Keep these guys in the bag of holding. If you don't want to seem evil, go with Fiendish Giant Constrictor.

Summon Monster V -- Fiendish Huge Crocodiles -- without magic, it would be difficult to recognize these as evil (x8 because you can cast this twice)

Effects applied to all of the above: +4 STR & CON, bonus HP (Augment Summoning). Max HP per Hd (Ring of Mighty Summons). +2 damage, more bonus HP (Malconvoker 4). +2 Will Saves (Malconvoker 7)

You might want to reserve the rest of your spell slots for later in the day.