Character Name	Player Name	Deity	Region	Alignment
Dom Ein		None	Custom Campaign	Chaotic Good

CLASS	RACE	SIZE / FACE	HEIGHT / WEIGHT	VISION
Cleric (Cloistered Cleric) 2, Sovereign Speaker 9, Contemplative 1	Human (Psionic) / Fey	Medium / 5 ft.	0' 0" / 0 lbs.	Darkvision (60 ft.), Low-Light Vision

Character Level (CR)	EXP/NEXT LEVEL	AGE	GENDER	EYES	HAIR	Points
12 (13)	66000 / 78000	0	Male			

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2		
DEX Dexterity	18	+4	18	+4		
CON Constitution	14	+2	14	+2		
INT Intelligence	20	+5	20	+5		
WIS Wisdom	20	+5	20	+5		
CHA Charisma	28	+9	34	+12		

		WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
HP hit points	114			15/cold iron	Walk 30 ft., Fly 60 ft.(Average)

AC armor class	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC
	27	23	27	10	0	0	4	0	0	0	0	0	0	0	0	13

INITIATIVE modifier	TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST
	+4	+4	+0		0	+0	10				

Encumbrance	Light

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+5	+6	+2	+0	-3	+0	
REFLEX (dexterity)	+7	+3	+4	+0	+0	+0	
WILL (wisdom)	+16	+11	+5	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+7/+2	+7/+2	+2	+0	-2	0	
RANGED attack bonus	+9/+4	+7/+2	+4	+0	-2	0	
GRAPPLE attack bonus	+9/+4	+7/+2	+2	+0	+0	+0	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7/+2	1d8+2	20/x2	5 ft.
Special Properties:				

*: weapon is equipped

1H-P: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

Psionics

Base PP:	0	BonusPP:	1	Total PP:	1	Current PP:	

SKILLS

TOTAL SKILLPOINTS: 125 — MAX RANKS: 15/7.5

	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	5	5		
✓	Balance	DEX	4	4		
✓	Bluff	CHA	12	12		
✓	Climb	STR	2	2		
✓	Concentration	CON	17	2	15	
	Craft (Alchemy)	INT	20	5	15	
✓	Craft (Untrained)	INT	5	5		
✓	Diplomacy	CHA	12	12		
✓	Disguise	CHA	12	12		
✓	Escape Artist	DEX	4	4		
✓	Forgery	INT	5	5		
✓	Gather Information	CHA	12	12		
✓	Heal	WIS	20	5	15	
✓	Hide	DEX	4	4		
✓	Intimidate	CHA	12	12		
✓	Jump	STR	2	2		
	Knowledge (Religion)	INT	20	5	15	
✓	Knowledge (Untrained)	INT	5	5		
✓	Listen	WIS	5	5		
✓	Move Silently	DEX	4	4		
	Profession (Herbalist)	WIS	20	5	15	
	Profession (Miner)	WIS	11	5	6	
	Profession (Porter)	WIS	9	5	4	
	Profession (Rancher)	WIS	9	5	4	
	Profession (Scribe)	WIS	20	5	15	
✓	Ride	DEX	4	4		
✓	Search	INT	5	5		
✓	Sense Motive	WIS	5	5		
	Spellcraft	INT	20	5	15	
✓	Spot	WIS	5	5		
✓	Survival	WIS	5	5		
✓	Swim	STR	2	2		
✓	Use Rope	DEX	4	4		
				=	+	+
				=	+	+

✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.

TURN UNDEAD

Turning Check Result	UNDEAD Affected (Maximum Hit Dice)
Up to 0	-2
1 - 3	-1
4 - 6	0
7 - 9	1
10 - 12	2
13 - 15	3
16 - 18	4
19 - 21	5
22+	6

Turning Check	1d20+14
Turn level	2
Turn damage	2d6+14

You destroy Undead creatures with total hit dice up to 1.

TURN/DAY ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

REBUKE AIR

Turning Check Result	AIR Affected (Maximum Hit Dice)
Up to 0	0
1 - 3	1
4 - 6	2
7 - 9	3
10 - 12	4
13 - 15	5
16 - 18	6
19 - 21	7
22+	8

Turning Check	1d20+24
Turn level	4
Turn damage	4d12+28

You command Air creatures with total hit dice up to 2.

REBUKE/DAY ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

REBUKE WATER

Turning Check Result	WATER Affected (Maximum Hit Dice)
Up to 0	0
1 - 3	1
4 - 6	2
7 - 9	3
10 - 12	4
13 - 15	5
16 - 18	6
19 - 21	7
22+	8

Turning Check	1d20+24
Turn level	4
Turn damage	4d12+28

You command Water creatures with total hit dice up to 2.

REBUKE/DAY ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

REBUKE EARTH

Turning Check Result	EARTH Affected (Maximum Hit Dice)
Up to 0	0
1 - 3	1
4 - 6	2
7 - 9	3
10 - 12	4
13 - 15	5
16 - 18	6
19 - 21	7
22+	8

Turning Check	1d20+24
Turn level	4
Turn damage	4d12+28

You command Earth creatures with total hit dice up to 2.

REBUKE/DAY ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

TURN AIR

Turning Check Result	AIR Affected (Maximum Hit Dice)
Up to 0	0
1 - 3	1
4 - 6	2
7 - 9	3
10 - 12	4
13 - 15	5
16 - 18	6
19 - 21	7
22+	8

Turning Check	1d20+24
Turn level	4
Turn damage	4d12+28

You destroy Air creatures with total hit dice up to 2.

TURN/DAY ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

REBUKE FIRE

Turning Check Result	FIRE Affected (Maximum Hit Dice)
Up to 0	0
1 - 3	1
4 - 6	2
7 - 9	3
10 - 12	4
13 - 15	5
16 - 18	6
19 - 21	7
22+	8

Turning Check	1d20+24
Turn level	4
Turn damage	4d12+28

You command Fire creatures with total hit dice up to 2.

REBUKE/DAY ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

TURN EARTH

Turning Check Result	EARTH Affected (Maximum Hit Dice)
Up to 0	0
1 - 3	1
4 - 6	2
7 - 9	3
10 - 12	4
13 - 15	5
16 - 18	6
19 - 21	7
22+	8

Turning Check	1d20+24
Turn level	4
Turn damage	4d12+28

You destroy Earth creatures with total hit dice up to 2.

TURN/DAY ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

REBUKE PLANT

Turning Check Result	PLANT Affected (Maximum Hit Dice)
Up to 0	-2
1 - 3	-1
4 - 6	0
7 - 9	1
10 - 12	2
13 - 15	3
16 - 18	4
19 - 21	5
22+	6

Turning Check	1d20+12
Turn level	2
Turn damage	2d6+14

You command Plant creatures with total hit dice up to 1.

REBUKE/DAY ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

TURN FIRE

Turning Check Result	FIRE Affected (Maximum Hit Dice)
Up to 0	0
1 - 3	1
4 - 6	2
7 - 9	3
10 - 12	4
13 - 15	5
16 - 18	6
19 - 21	7
22+	8

Turning Check	1d20+24
Turn level	4
Turn damage	4d12+28

You destroy Fire creatures with total hit dice up to 2.

TURN/DAY ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

REBUKE SCALYKIND

Turning Check Result	SCALYKIND Affected (Maximum Hit Dice)
Up to 0	-2
1 - 3	-1
4 - 6	0
7 - 9	1
10 - 12	2
13 - 15	3
16 - 18	4
19 - 21	5
22+	6

Turning Check	1d20+12
Turn level	2
Turn damage	2d6+14

You command Scalykind creatures with total hit dice up to 1.

REBUKE/DAY ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

TURN WATER

Turning Check Result	WATER Affected (Maximum Hit Dice)
Up to 0	0
1 - 3	1
4 - 6	2
7 - 9	3
10 - 12	4
13 - 15	5
16 - 18	6
19 - 21	7
22+	8

Turning Check	1d20+24
Turn level	4
Turn damage	4d12+28

You destroy Water creatures with total hit dice up to 2.

TURN/DAY ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

EQUIPMENT

ITEM	LOCATION	QTY	WT / COST
Reliquary Holy Symbol (Insert Deity Name)	Equipped	1	0 / 1,000
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

Explorer's Outfit	Equipped	1	8 / 0

This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

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

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

Tome of Leadership and Influence +1	Equipped	1	5 / 27,500

❑

This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of +1 to his Charisma score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Strong evocation (if miracle is used); CL 17th;

Bead of Force	Equipped	1	0 / 3,000

❑

This small black sphere appears to be a lusterless pearl. You can throw it up to 60 feet with no range penalties. Upon sharp impact, the bead explodes, sending forth a burst that deals 5d6 points of force damage to all creatures within a 10-foot radius. It functions like an Otiluke's resilient sphere spell (Reflex DC 16 negates) with a radius of 10 feet and a duration of 10 minutes. A globe of shimmering force encloses a creature, provided the latter is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a rod of cancellation, a rod of negation, disintegrate, or a targeted dispel magic spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the globe cannot be physically moved either by people outside it or by the struggles of those within. The explosion completely consumes the bead, making this a one-use item. Moderate evocation; CL 10th

TOTAL WEIGHT CARRIED/VALUE	8 lbs.	88,000gp

WEIGHT ALLOWANCE

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

MONEY

Total= 0 gp

MAGIC

Languages

Common

Other Companions

Special Abilities

Divine Metamagic(%CHOICE)

Granted Power (Su): Rebuke, command, or bolster undead as an evil Cleric. Use this ability a number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Rebuke or command animals (reptilian creatures and snakes only) as an evil cleric rebukes or commands undead.

Rebuke/Command oozes

Rebuke/Command spiders

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.

You can turn or destroy lycanthropes as a good cleric turns or destroys undead. This ability is usable a number of times per day equal to 3 + your Charisma modifier.

You gain Extra Turning as a bonus feat.

Special Attacks

Rebuke Air [PH]
38/day (turn level 4) (turn damage 4d12+28)

Rebuke Earth [PH]
38/day (turn level 4) (turn damage 4d12+28)

Rebuke Fire [PH]
38/day (turn level 4) (turn damage 4d12+28)

Rebuke Plant [PH]
19/day (turn level 2) (turn damage 2d6+14)

Rebuke Scalykind [PH]
19/day (turn level 2) (turn damage 2d6+14)

Rebuke Water [PH]
38/day (turn level 4) (turn damage 4d12+28)

Turn Air [PH]
38/day (turn level 4) (turn damage 4d12+28)

Turn Earth [PH]
38/day (turn level 4) (turn damage 4d12+28)

Turn Fire [PH]
38/day (turn level 4) (turn damage 4d12+28)

Turn Undead [PH]
19/day (turn level 2) (turn damage 2d6+14)

Turn Water [PH]
38/day (turn level 4) (turn damage 4d12+28)

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 +13, LEVEL = 5, STAT = 12

Aura [PH]
A cleric has a particularly powerful aura corresponding to the deity's alignment

Birdlike (Ex) [My]
Your wings resemble a bird's

Bonus Domain (9x) [My]

Darkvision Vision (Ex) [My]
You gain Darkvision 60'.

Divine Health [CD]

Fey Type [MM]
Fey eat/sleep/breathe

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.

Human Racial Traits (Ex) [PH]
4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.

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)

Lore (Ex) [UA]
Thanks to long hours of study, a cloistered cleric has a wide range of stray knowledge. He may make a special Lore check with a bonus equal to his level + his Intelligence modifier (+5) to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the Cloistered Cleric has 5 or more ranks in Knowledge (History), he gains a +2 bonus on this check.) A successful Lore check will not reveal the powers of a magic item but may give a hint as to its general function. A Cloistered Cleric may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM can determine the Difficulty Class of the check by referring to the table above.

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.

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

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

Healing Hands [CS]
If you succeed on a Heal check made to stabilize a dying character, that character also heals 1d6 points of damage.

Collector of Stories [CS]
When you attempt a trained Knowledge check to identify a creature to learn its special powers or vulnerabilities, you gain a +5 competence bonus on the check.

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

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).

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.

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 indead, this touch attack functions as Turn Undead used by a cleric two levels higher than your total level, affecting only the touched undead.

Feats

Divine Metamagic (Persistent Spell, Quicken Spell, Repeat Spell) **[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.

Extend Spell **[PH]**

You can cast spells that last longer than normal.

An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

Persistent Spell **[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.

Quicken Spell **[PH]**

You can cast a spell with a moment's thought.

Casting a quickened spell is an swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity. Special: This feat can't be applied to any spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spells cast spontaneously), since applying a metamagic feat to a spontaneously cast spell automatically increases the casting time to a full-round action.

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.

Trickery Devotion **[CV]**

You project a simulacrum of yourself that can perform limited tasks.

Once per day as a standard action, you can create an exact duplicate of yourself up to 30 feet away. You can control this simulacrum's movements as a free action. The image becomes more "real" as you advance in level. This ability is usable up to a maximum of 1 minute per level each day. The simulacrum combines the characteristics of the silent image (PH 279) and unseen servant (PH 297) spells. Its hit points are equal to 6 + your character level. It ignores terrain effects and moves like an unseen servant, making no noise in the process, though it makes normal motions while traveling. If you have a fly speed, the image appears to fly when not in contact with the ground; otherwise, it walks on open air. You can do anything with this image that you could do with the unseen servant spell and are under the same limitations. When you attain 5th level, you gain more control over the simulacrum. At this point, it behaves more like a major image spell (PH 252), though it still performs actions like an unseen servant. As long as the simulacrum remains within 5 feet of your position (and you can direct it to do so as a free action), you can perform a Bluff check in combat as a swift action. You gain a +4 bonus on this check, which is opposed by your opponents' Sense Motive checks. If you are successful, your foes believe the image is you (and vice versa) for 1 round. Once you reach 10th level, you can spend a swift action to transfer your perceptions to the simulacrum and perceive the world from its point of view rather than your own. You can move the image as if it were your own body, using the simulacrum's movement characteristics (ignoring terrain, "flying, " and the like). You can also perform any skill and ability checks using the simulacrum, as long as they do not require a Strength score higher than 2. The image has phantom versions of all your equipment (such as lockpicks), but any such items that lose direct contact with it immediately dissipate. When you attain 15th level, the image can become more "real" at your command. It gains a Strength score equal to one-half your own and can perform combat actions using phantom versions of your gear. Any of these items that lose contact with the image dissipate immediately. Thus, the image can wield a sword, but if it shoots a bow, the arrow disappears as soon as it is fired. Equipment that extends more than 5 feet from the image (such as a length of rope) also disappears beyond that distance. In addition, you can now cast spells originating from the image as if with a project image spell (PH 265), with one exception. If you lose line of effect to the image, the effect does not end; you just can't cast spells originating from the image until you gain line of effect again.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

Worldly Focus **[My]**

You can cast cleric spells without a divine Focus

You no longer require a Divine Focus for any Divine spell.

Extra Turning **[Wizards of the Coast - Player's Handbook, p.94]**

You can turn or rebuke creatures more often than normal.

You can use your ability to turn or rebuke creatures four more times per day than normal.

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.

Earth

Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth 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.

Fire

Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire 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.

Knowledge

All knowledge skills are class skills. You cast divinations at +1 caster level.

Moon

You can turn or destroy lycanthropes as a good cleric turns or destroys undead. This ability is usable a number of times per day equal to 3 + your Charisma modifier.

Necromancy

Granted Power (Su): Rebuke, command, or bolster undead as an evil Cleric. Use this ability a number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Plant

Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Scalykind

Rebuke or command animals (reptilian creatures and snakes only) as an evil cleric rebukes or commands undead.

Slime

Rebuke/Command oozes

Spider

Rebuke/Command spiders

Undeath

You gain Extra Turning as a bonus feat.

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, Battleaxe, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Darts (Barbed), Gauntlet, Gauntlet (Spiked), Grapple, Halberd, Halfspear, Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light),

Morningstar, Quarterstaff, Ranged Spell, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Strike (Unarmed), Unarmed Strike, Warhammer

Templates
Phrenic
Psionic
Unseelie Fey

Innate

❑Force Screen
❑❑❑Precognition, Defensive

Innate Racial Spells

	Name	School	Time	Duration	Range	Source
❑	**Force Screen**	**Psychokinesis [Force]**	1 standard action	[CASTERLEVEL] minutes	Personal	TME:p.108

[Au] TARGET: You; ***EFFECT:*** 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]

❑❑❑	**Precognition, Defensive**	**Clairsentience**	1 standard action	[CASTERLEVEL] min. [D]	Personal	TME:p.124

[Ma, Vi] TARGET: You; ***EFFECT:*** 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 (Cloistered Cleric) Spells

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

LEVEL 0 / Per Day:6 / Caster Level:9

	Name	School	Time	Duration	Range	Source
❑❑❑❑❑	**Amanuensis**	**Transmutation**	1 standard action	10 minute/level	Close (45 ft.)	SC:p.9

[V,S] TARGET: Object or objects with writing; ***EFFECT:*** 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:**15, Will negates [object]]

❑❑❑❑❑	**Create Water**	**Conjuration (Creation) [Water, Water Shug**	1 standard action	Instantaneous	Close (45 ft.)	PH:p.215

[V, S] TARGET: Up to 18 gallons of water; ***EFFECT:*** 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]

❑❑❑❑❑	**Cure Minor Wounds**	**Conjuration (Healing) [Water Shugenja]**	1 standard action	Instantaneous	Touch	PH:p.216

[V, S] TARGET: Creature touched; ***EFFECT:*** 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]

❑❑❑❑❑	**Detect Ghost (CL:10)**	**Divination [Ectomancy]**	1 action	Concentration, up to 10 minutes [D]	60 ft	GW:p.51

[V, S] TARGET: Quarter-circle emanating from you to the extreme of the range; ***EFFECT:*** 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]

❑❑❑❑❑	**Detect Magic (CL:10)**	**Divination [Antimagic Domain, Divination D**	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	PH:p.219

[V, S] TARGET: Cone-shaped emanation; ***EFFECT:*** 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. |--------- 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]

❑❑❑❑❑	**Detect Poison (CL:10)**	**Divination [Water Shugenja]**	1 standard action	Instantaneous	Close (50 ft.)	PH:p.219

[V, S] TARGET: One creature, one object, or a 5-ft. cube; ***EFFECT:*** 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]

❑❑❑❑❑	**Disrupt Ectoplasm**	**Necromancy [Ectomancy]**	1 action	Instantaneous	Close (45 ft.)	GW:p.52

[V, S] TARGET: Ray; ***EFFECT:*** 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]

❑❑❑❑❑	**Guidance (CL:10)**	**Divination [Air Shugenja]**	1 standard action	1 minute or until discharged	Touch	PH:p.238

[V, S] TARGET: Creature touched; ***EFFECT:*** 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:**15, Will negates (harmless)]

❑❑❑❑❑	**Inflict Minor Wounds**	**Necromancy**	1 standard action	Instantaneous	Touch	PH:p.244

[V, S] TARGET: Creature touched; ***EFFECT:*** 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:**15, Will negates]

❑❑❑❑❑	**Light**	**Evocation [Light, Fire Shugenja, Evocation D**	1 standard action	90 minutes [D]	Touch	PH:p.248

[V, M/DF] TARGET: Object touched; ***EFFECT:*** 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]

❑❑❑❑❑	**Mending**	**Transmutation [Earth Shugenja]**	1 standard action	Instantaneous	10 ft.	PH:p.253

[V, S] TARGET: One object of up to 1 lb.; ***EFFECT:*** 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, staffs, or wands, nor does it affect creatures [including constructs]. [**SR:**Yes (harmless, object); **DC:**15, Will negates (harmless, object)]

❑❑❑❑❑	**Message**	**Transmutation [Language-Dependent]**	1 standard action	90 minutes	Medium (190 ft.)	PH:p.253

[V, S, F] TARGET: 9 creatures; ***EFFECT:*** You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal [or a thin sheet of lead], or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn't transcend language barriers. Note: to speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips. Focus: A short piece of copper wire. [**SR:**No]

❑❑❑❑❑	**No Light**	**Transmutation**	1 standard action	1 minute/level	Close (45 ft.)	BV:BoVD

[V, S] TARGET: 20-ft radius spread; ***EFFECT:*** Prevents normal light from illuminating. [**SR:**No]

❑❑❑❑❑	**Preserve Organ**	**Necromancy**	10 minutes	24 hours	Touch	BV:BoVD

[V, S, DF] TARGET: one organ; ***EFFECT:*** Protects one detached organ from decay for 24 hours. [**SR:**Yes; **DC:**15, Fortitude negates (harmless)]

❑❑❑❑❑	**Purify Food and Drink**	**Transmutation [Water Shugenja]**	1 standard action	Instantaneous	10 ft.	PH:p.267

[V, S] TARGET: 9 cu. ft. of contaminated food and water; ***EFFECT:*** 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:**15, Will negates (object)]

❑❑❑❑❑	**Read Magic (CL:10)**	**Divination**	1 standard action	100 minutes	Personal	PH:p.269

[V, S, F] TARGET: You; ***EFFECT:*** 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]

❑❑❑❑❑	**Resistance**	**Abjuration [Earth Shugenja, Abjuration Dor**	1 standard action	1 minute	Touch	PH:p.272

[V, S, M/DF] TARGET: Creature touched; ***EFFECT:*** 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:**15, Will negates (harmless)]

❑❑❑❑❑	**Styptic**	**Conjuration (Healing)**	1 action	Instantaneous	Touch	SA:p.17

[S M] TARGET: Creature touched; ***EFFECT:*** 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]]

❑❑❑❑❑	**Summon Holy Symbol**	**Conjuration (Summoning)**	1 standard action	1 round/level [D]	0 ft.	CC:p.128

[V, S] TARGET: Small wooden holy symbol; ***EFFECT:*** 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]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑ **Virtue**	**Transmutation [Earth Shugenja]**	1 standard action	1 min.	Touch	PH:p.298

[V, S, DF] TARGET: Creature touched; ***EFFECT:*** The subject gains 1 temporary hit point. [**SR:**Yes (harmless); **DC:**15, Fortitude negates (harmless)]

LEVEL 1 / Per Day:6+1 / Caster Level:9

Name	School	Time	Duration	Range	Source
❑❑❑❑❑ **Anarchic Water**	**Transmutation [Chaotic]**	1 minute	Instantaneous	Touch	SC:p.11

[V,S,M] TARGET: Flask of water touched; ***EFFECT:*** 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:**16, Will negates [object]]

❑❑❑❑❑ **Angry Ache**	**Necromancy**	1 standard action	1 minute/level	Close (45 ft.)	BV:BoVD

[V, S] TARGET: one living creature; ***EFFECT:*** Subject takes -2 penalty on attack rolls. [**SR:**Yes; **DC:**16, Fortitude negates]

❑❑❑❑❑ **Bane**	**Enchantment (Compulsion) [Fear, Mind-Aff**	1 standard action	9 minutes	50 ft.	PH:p.203

[V, S, DF] TARGET: All enemies within 50 ft.; ***EFFECT:*** 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:**16, Will negates]

❑❑❑❑❑ **Blade of Blood**	**Necromancy**	1 swift action	1 round/level or until discharged	Touch	PH2:p.103

[V,S] TARGET: Weapon touched; ***EFFECT:*** Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage. [**SR:**No]

❑❑❑❑❑ **Bless**	**Enchantment (Compulsion) [Mind-Affecting**	1 standard action	9 minutes	50 ft.	PH:p.205

[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; ***EFFECT:*** 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)]

❑❑❑❑❑ **Blessed Aim (CL:10)**	**Divination**	1 standard action	1 minute/level	50 ft.	SC:p.31

[V,S] TARGET: 50 ft. spread, centered on you; ***EFFECT:*** This spell grants your allies within the spread a +2 morale bonus on ranged attack rolls. [**SR:**No; **DC:**16, Will negates [harmless]]

❑❑❑❑❑ **Bless Water**	**Transmutation [Good]**	1 minute	Instantaneous	Touch	PH:p.205

[V, S, M] TARGET: Flask of water touched; ***EFFECT:*** 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:**16, Will negates (object)]

❑❑❑❑❑ **Blood Wind**	**Evocation**	1 swift action	1 round	Close (45 ft.)	SC:p.33

[V,S] TARGET: A single creature with Intelligence 4 or higher; ***EFFECT:*** 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]]

❑❑❑❑❑ ***Burning Hands**	**Evocation [Fire, Fire Shugenja, Fire Domain**	1 standard action	Instantaneous	15 ft.	PH:p.207

[V, S] TARGET: Cone-shaped burst; ***EFFECT:*** A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level [maximum 5d4]. Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action. [**SR:**Yes; **DC:**16, Reflex half]

❑❑❑❑❑ **Cause Fear**	**Necromancy [Fear, Mind-Affecting, Fire Sh**	1 standard action	1d4 rounds or 1 round; see text	Close (45 ft.)	PH:p.208

[V, S] TARGET: One living creature with 5 or fewer HD; ***EFFECT:*** 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:**16, Will partial]

❑❑❑❑❑ ***Chill Touch**	**Necromancy [Cold Domain]**	1 standard action	Instantaneous	Touch	PH:p.209

[V, S] TARGET: Up to 9 Creatures touched; ***EFFECT:*** 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:**16, Fortitude partial or Will negates; see text]

❑❑❑❑❑ **Cloak of Shade**	**Abjuration**	1 standard action	9 hour [D]	Touch	Sa:p.112

[V,S,DF] TARGET: Creature Touched; ***EFFECT:*** Protects target from normal heat exposure. [**SR:**Yes (harmless)]

❑❑❑❑❑ **Cold Fire**	**Transmutation [Cold]**	1 standard action	1 minute/level [fire source] or Instantane	Close (45 ft.)	SC:p.50

[V,S,DF] TARGET: One fire source [up to a 20-ft. cube] or one creature; see text; ***EFFECT:*** 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:**16, No [fire] or Fortitude half]

❑❑❑❑❑ **Command**	**Enchantment (Compulsion) [Language-Dep**	1 standard action	1 round	Close (45 ft.)	PH:p.211

[V] TARGET: One living creature; ***EFFECT:*** 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 is not considered helpless. If the subject can't carry out your command on its next turn, the spell automatically fails. [**SR:**Yes; **DC:**16, Will negates]

❑❑❑❑❑ **Comprehend Languages (CL:10)**	**Divination**	1 standard action	100 minutes	Personal	PH:p.212

[V, S, M/DF] TARGET: You; ***EFFECT:*** 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]

❑❑❑❑❑ **Conjure Ice Beast I**	**Conjuration (Creation) [Cold]**	1 round	9 rounds [D]	Close (45 ft.)	Fr:p.91

[V,S,DF] TARGET: One conjured ice creature; ***EFFECT:*** Creates a creature to fight for you. [**SR:**No]

❑❑❑❑❑ **Conviction**	**Abjuration**	1 standard action	10 minutes/level	Touch	SC:p.52

[V,S,M] TARGET: Creature touched; ***EFFECT:*** 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:**16, Will negates [harmless]]

❑❑❑❑❑ **Create Ectoplasm**	**Conjuration (Creation) [Ectomancy]**	1 action	90 minutes	Touch	GW:p.50

[V, S] TARGET: [CASTERLELVE] lbs. of raw ectoplasm; ***EFFECT:*** 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]

❑❑❑❑❑ **Cure Light Wounds**	**Conjuration (Healing) [Water Shugenja]**	1 standard action	Instantaneous	Touch	PH:p.215

[V, S] TARGET: Creature touched; ***EFFECT:*** 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]

❑❑❑❑❑ **Delay Disease**	**Conjuration (Healing)**	1 standard action	24 hours	Touch	SC:p.63

[V,S,DF] TARGET: Creature touched; ***EFFECT:*** 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]]

❑❑❑❑❑ **Detect Chaos (CL:10)**	**Divination**	1 standard action	Concentration, up to 100 minutes [D]	60 ft.	PH:p.218

[V, S, DF] TARGET: Cone-shaped emanation; ***EFFECT:*** 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]

❑❑❑❑❑ **Detect Evil (CL:10)**	**Divination**	1 standard action	Concentration, up to 100 minutes [D]	60 ft.	PH:p.218

[V, S, DF] TARGET: Cone-shaped emanation; ***EFFECT:*** 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 creature1 [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]

❑❑❑❑❑ **Detect Fire (CL:10)**	**Divination [Cold]**	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	Fr:p.92

[V,S] TARGET: Cone-shaped emanation; ***EFFECT:*** Functions like detect magic but detect fire/heat within 60 ft. [**SR:**No]

❑❑❑❑❑ **Detect Good (CL:10)**	**Divination**	1 standard action	Concentration, up to 100 minutes [D]	60 ft.	PH:p.219

[V, S, DF] TARGET: Cone-shaped emanation; ***EFFECT:*** 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]

❑❑❑❑❑ **Detect Incarnum (CL:10)**	**Divination**	1 standard action	Concentration, up to 10 min./level	60 ft.	MoI:p.101

[V, S, DF] TARGET: Cone-shaped emanation; ***EFFECT:*** 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

* =Domain/Speciality Spell

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]

❑❑❑❑❑ **Detect Law (CL:10)** | **Divination** | 1 standard action | Concentration, up to 100 minutes [D] | 60 ft. | PH:p.219

[V, S, DF] TARGET: Cone-shaped emanation; ***EFFECT:*** 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]

❑❑❑❑❑ ***Detect Secret Doors (CL:10)** | **Divination [Divination Domain]** | 1 standard action | Concentration, up to 10 minutes [D] | 60 ft. | PH:p.220

[V, S] TARGET: Cone-shaped emanation; ***EFFECT:*** You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of secret doors. 2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location. Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors 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]

❑❑❑❑❑ **Detect Taint (CL:10)** | **Divination** | 1 standard action | Concentration, up to 100 minutes [D] | 60 ft. | HH:p.128

[V, S] TARGET: Cone-shaped emanation; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑ ****Detect Undead (CL:10)** | **Divination** | 1 standard action | Concentration, up to 10 minutes [D] | 60 ft. | PH:p.220

[V, S, M/DF] TARGET: Cone-shaped emanation; ***EFFECT:*** 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 rounds 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. [**SR:**No]

❑❑❑❑❑ ****Detect Undead (CL:10)** | **Divination** | 1 standard action | Concentration, up to 10 minutes [D] | 60 ft. | PH:p.220

[V, S, M/DF] TARGET: Cone-shaped emanation; ***EFFECT:*** 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 rounds 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. [**SR:**No]

❑❑❑❑❑ **Detect Undead (CL:10)** | **Divination** | 1 standard action | Concentration, up to 10 minutes [D] | 60 ft. | PH:p.220

[V, S, M/DF] TARGET: Cone-shaped emanation; ***EFFECT:*** 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 rounds 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. [**SR:**No]

❑❑❑❑❑ **Detect Weaponry (CL:10)** | **Divination** | 1 standard action | Concentration, up to 100 minutes [D] | Close (50 ft.) | Ci:p.66

[V,S] TARGET: Cone-shaped emanation; ***EFFECT:*** Reveals weapons within 60 feet. [**SR:**No]

❑❑❑❑❑ **Dispel Ward** | **Abjuration** | 1 standard action | Instantaneous | Medium (190 ft.) | SC:p.67

[V,S] TARGET: One warded object or area; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑ **Divine Favor** | **Evocation** | 1 standard action | 1 minute | Personal | PH:p.224

[V, S, DF] TARGET: You; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑ **Divine Inspiration (CL:10)** | **Divination** | 1 standard action | 1d4 rounds | Touch | BE:p.96

[Sacrifice] TARGET: One creature touched; ***EFFECT:*** 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. [**SR:**Yes (harmless)]

❑❑❑❑❑ **Doom** | **Necromancy [Fear, Mind-Affecting]** | 1 standard action | 9 minutes | Medium (190 ft.) | PH:p.225

[V, S, DF] TARGET: One living creature; ***EFFECT:*** This spell fills a single subject with a feeling of horrible dread that causes it to become shaken. [**SR:**Yes; **DC:**16, Will negates]

❑❑❑❑❑ **Drug Resistance** | **Enchantment** | 1 standard action | 1 hour/level | Touch | BV:BoVD

[V, M] TARGET: one living creature; ***EFFECT:*** Subject is immune to addiction. [**SR:**Yes; **DC:**16, Fortitude negates (harmless)]

❑❑❑❑❑ **Ease of Breath** | **Necromancy [Cold]** | 1 standard action | 9 hours | Touch | Fr:p.93

[V,S,DF] TARGET: Creature touched; ***EFFECT:*** Grants +20 bonus on Fortitude saves to resist altitude sickness & fatigue. [**SR:**No]

❑❑❑❑❑ **Ebon Eyes** | **Transmutation** | 1 standard action | 10 minutes/level | Touch | SC:p.77

[V,S,M] TARGET: Creature touched; ***EFFECT:*** 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 miss 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. [**SR:**Yes [harmless]]

❑❑❑❑❑ **Endure Elements** | **Abjuration [WuJenEarth, WuJenFire, WuJenI** | 1 standard action | 24 hours | Touch | PH:p.226

[V, S] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes (harmless); **DC:**16, Will negates (harmless)]

❑❑❑❑❑ ***Entangle** | **Transmutation** | 1 standard action | 9 minutes [D] | Long (760 ft.) | PH:p.227

[V, S, DF] TARGET: Plants in a 40-ft.-radius spread; ***EFFECT:*** Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement. Note: The effects of the spell may be altered somewhat, based on the nature of the entangling plants. [**SR:**No; **DC:**16, Reflex partial; see text]

❑❑❑❑❑ **Entropic Shield** | **Abjuration** | 1 standard action | 9 minutes [D] | Personal | PH:p.227

[V, S] TARGET: You; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑ **Erase** | **Transmutation** | 1 standard action | Instantaneous | Close (45 ft.) | PH:p.227

[V, S] TARGET: One scroll or two pages; ***EFFECT:*** Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove explosive runes, a glyph of warding, a sepia snake sigil, or an arcane mark, but not illusory script or a symbol spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%. Magic writing must be touched to be erased, and you also must succeed on a caster level check [1d20 + caster level] against DC 15. [A natural 1 or 2 is always a failure on this check.] If you fail to erase explosive runes, a glyph of warding, or a sepia snake sigil, you accidentally activate that writing instead. [**SR:**No; **DC:**16, See text]

❑❑❑❑❑ **Extract Drug** | **Conjuration (Creation)** | 1 minute | Permanent | Touch | BV:BoVD

[V, S, F] TARGET: one dose of drug; ***EFFECT:*** Creates drug from inanimate object. [**SR:**No]

❑❑❑❑❑ **Eyes of the Avoral** | **Transmutation** | 1 standard action | 10 minutes/level | Touch | BE:p.99

[S] TARGET: One creature; ***EFFECT:*** The subject gains an avoral's sharp eyesight, receiving a +8 racial bonus on Spot checks for the duration of the spell. [**SR:**Yes (harmless); **DC:**16, Will negates (harmless)]

❑❑❑❑❑ ***Faerie Fire** | **Evocation [Light, Fire Shugenja]** | 1 standard action | 9 minutes [D] | Long (760 ft.) | PH:p.229

[V, S, DF] TARGET: Creatures and objects within a 5-ft.-radius burst; ***EFFECT:*** A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness [though a 2nd-level or higher magical darkness effect functions normally], blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined. [**SR:**Yes]

❑❑❑❑❑ **Faith Healing** | **Conjuration (Healing)** | 1 standard action | Instantaneous | Touch | SC:p.87

[V,S] TARGET: Living creature touched; ***EFFECT:*** 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. [**SR:**Yes [harmless]; **DC:**16, Will negates [harmless]]

❑❑❑❑❑ **Favorable Sacrifice** | **Abjuration** | 1 standard action | 1 hour/level | Touch | SC:p.89

[V,S,M] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes [harmless]; **DC:**16, Will negates [harmless]]

❑❑❑❑❑ **Fortify Cold Creatures** | **Transmutation [Cold]** | 1 standard action | 9 rounds | Close (45 ft.) | Fr:p.94

[V,S,DF] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; ***EFFECT:*** Cold subtype creature gain +1 sacred bonus to all attack rolls and saving throws against fire effects. [**SR:**No]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑ **Foundation of Stone**	**Transmutation [Earth]**	1 standard action	1 round/level	Close (45 ft.)	SC:p.99

[V,M] TARGET: One creature/level, no two of which are more than 30 ft. apart; ***EFFECT:*** 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. [**SR:**Yes [harmless]]

❑❑❑❑❑ **Grave Strike (CL:10)**	**Divination [Good]**	1 swift action	1 round	Personal	SC:p.107

[V,DF] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑ ***Grease**	**Conjuration (Creation)**	1 standard action	9 rounds [D]	Close (45 ft.)	PH:p.237

[V, S, M] TARGET: One object or a 10-ft. square; ***EFFECT:*** A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. This save is repeated on your turn each round that the creature remains within the area. A creature can walk within or through the area of grease at half normal speed with a DC 10 Balance check. Failure means it can't move that round [and must then make a Reflex save or fall], while failure by 5 or more means it falls [see the Balance skill for details]. The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple or to escape a pin. Material Component: A bit of pork rind or butter. [**SR:**No; **DC:**16, See text]

❑❑❑❑❑ **Guiding Light**	**Evocation**	1 standard action	1 minute/level [D]	Long (760 ft.)	SC:p.108

[V,S] TARGET: Creatures in a 5-ft.-radius burst; ***EFFECT:*** 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. [**SR:**Yes]

❑❑❑❑❑ **Healer's Vision (CL:10)**	**Divination**	1 standard action	1 round/level [D]	Personal	CS:null

[V, S] TARGET: You; ***EFFECT:*** Gain +5 bonus on Heal checks, and +2 attack and damage on sneak attacks.

❑❑❑❑❑ **Healthful Rest**	**Conjuration (Healing)**	10 minutes	24 hours	Close (45 ft.)	SC:p.111

[V,S] TARGET: One creature/level, no two of which can be more than 30 feet apart; ***EFFECT:*** 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]. [**SR:**Yes [harmless]; **DC:**16, Will negates [harmless]]

❑❑❑❑❑ **Hemorrhage**	**Necromancy**	1 action	[4,5] rounds	Touch	SA:p.9

[V S DF] TARGET: Creature touched; ***EFFECT:*** 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 styptic. [**SR:**Yes; **DC:**16, Will negates]

❑❑❑❑❑ **Hide from Undead**	**Abjuration [Ectomancy]**	1 standard action	90 minutes [D]	Touch	PH:p.241

[V, S, DF] TARGET: 9 touched creatures; ***EFFECT:*** 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. [**SR:**Yes; **DC:**16, Will negates (harmless); see text]

❑❑❑❑❑ **Ice Gauntlet**	**Evocation [Cold]**	1 standard action	1 minute/level [D]	Personal	SC:p.119

[V,DF] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑ **Ice Slick**	**Conjuration (Creation) [Cold]**	1 standard action	9 rounds [D]	Close (45 ft.)	Fr:p.100

[V,S,DF] TARGET: One 20-ft. square; ***EFFECT:*** Reduce movement to half and require save or creature falls. [**SR:**No; **DC:**16, See text]

❑❑❑❑❑ **Identify (CL:10)**	**Divination**	1 hour	Instantaneous	Touch	PH:p.243

[V, S, M/DF] TARGET: One touched object; ***EFFECT:*** The spell determines all magic properties of a single magic item, including how to activate those functions [if appropriate], and how many charges are left [if any]. Identify does not function when used on an artifact. Arcane Material Component: A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting. [**SR:**No]

❑❑❑❑❑ **Impede**	**Enchantment (Compulsion)**	1 standard action	1 round/level [D]	Medium (190 ft.)	CC:p.122

[V, S, DF] TARGET: One humanoid creature; ***EFFECT:*** 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. [**SR:**Yes; **DC:**16, Will partial]

❑❑❑❑❑ **Incite**	**Enchantment (Compulsion) [Mind-Affecting**	1 swift action	1 minute/level	Close (45 ft.)	SC:p.121

[V,S] TARGET: Creatures in a 10-ft. burst; ***EFFECT:*** 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. [**SR:**Yes; **DC:**16, Will negates]

❑❑❑❑❑ **Inflict Light Wounds**	**Necromancy**	1 standard action	Instantaneous	Touch	PH:p.244

[V, S] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes; **DC:**16, Will half]

❑❑❑❑❑ **Inhibit**	**Enchantment (Compulsion) [Mind-Affecting**	1 standard action	Instantaneous	Medium (190 ft.)	SC:p.123

[V,S] TARGET: One creature; ***EFFECT:*** You inhibit your foe from acting. The subject is forced to delay until the following round, acting immediately before you on your initiative count. [**SR:**Yes; **DC:**16, Will negates]

❑❑❑❑❑ **Invest Light Protection**	**Conjuration (Healing)**	1 standard action	Instantaneous; see text	Touch	PH2:p.115

[V,S] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes (harmless); see text; **DC:**16, Will half (harmless); see text]

❑❑❑❑❑ **Ironguts**	**Abjuration**	1 standard action	10 minutes/level	Touch	SC:p.126

[V,S,M] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes; **DC:**16, Will negates]

❑❑❑❑❑ **Lantern Light**	**Evocation [Good, Light]**	1 standard action	1 round/level	Close (45 ft.)	BE:p.101

[S, Abstinence] TARGET: Ray; ***EFFECT:*** 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. [**SR:**Yes]

❑❑❑❑❑ **Light of Lunia**	**Evocation [Good, Light]**	1 standard action	10 minutes/level [D]	Medium (190 ft.)	SC:p.132

[V,S] TARGET: You and up to two rays; see text; ***EFFECT:*** 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. [**SR:**Yes; see text]

❑❑❑❑❑ **Locate Water (CL:10)**	**Divination**	1 standard action	Concentration, up to 100 minutes	Long (800 ft.)	Sa:p.117-118

[V,S,F/DF] TARGET: Cone-shaped emanation; ***EFFECT:*** See text. [**SR:**No]

❑❑❑❑❑ ***Magic Fang**	**Transmutation**	1 standard action	9 minutes	Touch	PH:p.250

[V, S, DF] TARGET: Living creature touched; ***EFFECT:*** Magic fang gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. [The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.] Magic fang can be made permanent with a permanency spell. [**SR:**Yes (harmless); **DC:**16, Will negates (harmless)]

❑❑❑❑❑ ****Magic Stone**	**Transmutation [Earth Shugenja]**	1 standard action	30 minutes or until discharged	Touch	PH:p.251

[V, S, DF] TARGET: Up to three pebbles touched; ***EFFECT:*** You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. 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. [**SR:**Yes (harmless, object); **DC:**16, Will negates (harmless, object)]

❑❑❑❑❑ **Magic Stone**	**Transmutation [Earth Shugenja]**	1 standard action	30 minutes or until discharged	Touch	PH:p.251

[V, S, DF] TARGET: Up to three pebbles touched; ***EFFECT:*** You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. 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. [**SR:**Yes (harmless, object); **DC:**16, Will negates (harmless, object)]

❑❑❑❑❑ **Magic Weapon**	**Transmutation [WuJenMetal, Earth Shugen**	1 standard action	9 minutes	Touch	PH:p.251

[V, S, DF] TARGET: Weapon touched; ***EFFECT:*** 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. [**SR:**Yes (harmless, object); **DC:**16, Will negates (harmless, object)]

❑❑❑❑❑ **Moon Lust**	**Illusion (Pattern) [Mind-Affecting]**	1 standard action	1 round/level	Medium (190 ft.)	SC:p.143

[V,S,F] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes; **DC:**16, Will negates [harmless]]

❑❑❑❑❑ **Nightshield**	**Abjuration**	1 standard action	1 minute/level [D]	Personal	SC:p.148

[V,S] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑ **Nimbus of Light**	**Evocation [Light]**	1 standard action	1 minute/level or until discharged [D]	Personal	SC:p.148

[V,S,DF] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑ ****Obscuring Mist**	**Conjuration (Creation) [WuJenWater, Water**	1 standard action	9 minutes	20 ft.	PH:p.258

[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; ***EFFECT:*** 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,

* =Domain/Speciality 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. [**SR:**No]

❑❑❑❑❑ ****Obscuring Mist** | **Conjuration (Creation) [WuJenWater, Wate** | 1 standard action | 9 minutes | 20 ft. | PH:p.258

[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑ **Obscuring Mist** | **Conjuration (Creation) [WuJenWater, Wate** | 1 standard action | 9 minutes | 20 ft. | PH:p.258

[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑ **Omen of Peril (CL:10)** | **Divination** | 1 round | Instantaneous | Personal | SC:p.149

[V,F] TARGET: You; ***EFFECT:*** 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 Fharlanghn 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.

❑❑❑❑❑ **Painless Death** | **Necromancy** | 1 action | Instantaneous | Touch | GW:p.56

[V, S, DF] TARGET: One willing living creature touched; ***EFFECT:*** The touched creature dies painlessly and instantly. [**SR:**No]

❑❑❑❑❑ **Peacebond** | **Transmutation** | 1 standard action | 90 minutes [D] | Close (45 ft.) | Ci:p.67

[V,S,F] TARGET: One weapon; ***EFFECT:*** Weapon is impossible to draw. [**SR:**Yes (o); **DC:**16, Will negates (o)]

❑❑❑❑❑ **Pleasant Visage** | **Illusion (Glamer) [Ectomancy]** | 1 action | 24 hours | Touch | GW:p.56

[V, S] TARGET: One ghost; ***EFFECT:*** 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. [**SR:**Yes (harmless); **DC:**16, Will negates (harmless)]

❑❑❑❑❑ **Portal Beacon** | **Transmutation** | 1 standard action | 1 hour/level | Close (45 ft.) | SC:p.161

[V,S] TARGET: One interplanar gate or portal; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑ **Protection from Evil** | **Abjuration [Good, Antimagic Domain]** | 1 standard action | 9 minutes [D] | Touch | PH:p.266

[V, S, M/DF] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**No; see text; **DC:**16, Will negates (harmless)]

❑❑❑❑❑ **Protection From Incarnum** | **Abjuration** | 1 standard action | 9 minutes [D] | Touch | MoI:p.104

[V, S] TARGET: One creature; ***EFFECT:*** 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. [**SR:**No; see text; **DC:**16, Will negates (harmless)]

❑❑❑❑❑ **Protection from Law** | **Abjuration [Chaotic, Antimagic Domain]** | 1 standard action | 9 minutes [D] | Touch | PH:p.266

[V, S, M/DF] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**No; see text; **DC:**16, Will negates (harmless)]

❑❑❑❑❑ **Protection from Possession** | **Abjuration** | 1 action | 90 minutes | Touch | GW:p.57

[V, S, M/DF] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑ **Ray of Hope** | **Enchantment (Compulsion) [Good, Mind-Af** | 1 standard action | 1 round/level | Close (45 ft.) | BE:p.105

[V, S] TARGET: One living creature; ***EFFECT:*** 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]. [**SR:**Yes (harmless); **DC:**16, Will negates (harmless)]

❑❑❑❑❑ **Ray of Resurgence** | **Evocation** | 1 standard action | Instantaneous | Close (45 ft.) | LE:p.33

[V, S] TARGET: One creature; ***EFFECT:*** Yellow light restores 5 of Strength damage, negates penalties to Strength 5 and either converts exhaustion to fatigue or removes fatigue [**SR:**Yes (harmless); **DC:**16, Fortitude negates (harmless)]

❑❑❑❑❑ **Remove Fear** | **Abjuration [Water Shugenja]** | 1 standard action | 10 minutes; see text | Close (45 ft.) | PH:p.271

[V, S] TARGET: 3 creatures, no two of which can be more than 30 ft. apart; ***EFFECT:*** 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. [**SR:**Yes (harmless); **DC:**16, Will negates (harmless)]

❑❑❑❑❑ **Resist Planar Alignment** | **Abjuration** | 1 standard action | 1 round/level | Touch | SC:p.174

[V,S,DF] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes [harmless]; **DC:**16, Will negates [harmless]]

❑❑❑❑❑ **Resurgence** | **Abjuration** | 1 standard action | Instantaneous | Touch | SC:p.174

[V,S,DF] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes [harmless]; **DC:**16, Will negates [harmless]]

❑❑❑❑❑ **Sanctuary** | **Abjuration [Earth Shugenja]** | 1 standard action | 9 rounds | Touch | PH:p.274

[V, S, DF] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**No; **DC:**16, Will negates]

❑❑❑❑❑ **Scholar's Touch (CL:10)** | **Divination** | Standard Action | Concentration, up to 10 rounds | Personal | RD:p.167

[V,S,M,F] TARGET: One book/round; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑ **Shield of Faith** | **Abjuration [Earth Shugenja]** | 1 standard action | 9 minutes | Touch | PH:p.278

[V, S, M] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes (harmless); **DC:**16, Will negates (harmless)]

❑❑❑❑❑ **Shivering Touch, Lesser** | **Necromancy [Cold]** | 1 standard action | 9 rounds | Touch | Fr:p.104

[V,S] TARGET: Creature touched; ***EFFECT:*** Melee touch attack causes target to shiver uncontrollably and take 1d6 Dex damage. [**SR:**Yes]

❑❑❑❑❑ **Sign** | **Enchantment (Compulsion) [Mind-Affecting** | 1 standard action | 10 minutes/level or until discharged | Personal | SC:p.189

[V,S,M] TARGET: You; ***EFFECT:*** You get a +4 bonus on your next initiative check. Material Component: A small piece of dried goat intestine or some tea leaves.

❑❑❑❑❑ **Snowshoes** | **Transmutation** | 1 standard action | 1 hour/level [D] | Touch | SC:p.194

[V,S] TARGET: Creature touched; ***EFFECT:*** 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.] [**SR:**Yes [harmless]; **DC:**16, Will negates [harmless]]

❑❑❑❑❑ **Spell Flower** | **Transmutation** | 1 standard action | 1 round/level | Personal | SC:p.198

[V,S] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑ ***Spider Climb** | **Transmutation** | 1 standard action | 90 minutes | Touch | PH:p.283

[V, S, M] TARGET: Creature touched; ***EFFECT:*** The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface [even upside down]. A spider climbing creature retains its Dexterity bonus to Armor Class [if any] while climbing,

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing. Material Component: A drop of bitumen and a live spider, both of which must be eaten by the subject. [**SR:**Yes (harmless); **DC:**16, Will negates (harmless)]

❑❑❑❑❑Spider Hand	Transmutation	1 standard action	Concentration, up to 1 minute/level	Personal	BV:BoVD

[V, S] TARGET: caster's land; ***EFFECT:*** Caster's hand becomes a small monstrous spider. [**SR:**No]

❑❑❑❑❑Spittle Spray	Transmutation	1 action	9 rounds	Personal	GW:p.58

[V, S] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑Stupor	Enchantment [Mind-Affecting]	1 minute	1 hour/level	Touch	BV:BoVD

[S, M] TARGET: one helpless creature; ***EFFECT:*** One helpless subject is put in a state that allows him to be moved but take no other action. [**SR:**Yes; **DC:**16, Fortitude negates]

❑❑❑❑❑Summon Monster I	Conjuration (Summoning)	1 round	9 rounds [D]	Close (45 ft.)	PH:p.285

[V, S, F/DF] TARGET: One summoned creature; ***EFFECT:*** 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, Eage. Lemure [Devil], Fiendish: Squid, Wolf, Monstrous Centipede Large, Monstrous Scorpion Medium, Shark Medium, Monstrous Spider Medium, Snake Medium Viper [**SR:**No]

❑❑❑❑❑Suspend Disease	Abjuration	1 standard action	24 hours	Touch	BV:BoVD

[V, S, M] TARGET: One creature; ***EFFECT:*** Keeps disease from harming creature for 24 hours. [**SR:**Yes; **DC:**16, Fortitude negates (harmless)]

❑❑❑❑❑Talons	Transmutation	1 action	1 minute/level [D]	Personal	DCS:p.112

[V, S] TARGET: You; ***EFFECT:*** 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 can instead attack with a weapon in one hand, and make a claw attack with yout other hand as a secondary attack [-5 on your attack roll, and half Strength modifier on the damage roll] without penalizing your primary attack. You are considered armed. [**SR:**Yes (harmless)]

❑❑❑❑❑Twilight Luck	Abjuration [Good]	1 standard action	1 minute/level	Touch	BE:p.110

[V, Abstinence] TARGET: One nonevil creature touched; ***EFFECT:*** 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. [**SR:**Yes (harmless)]

❑❑❑❑❑Unseen Servant	Conjuration (Creation)	1 standard action	9 hours	Close (45 ft.)	PH:p.297

[V, S, M] TARGET: One invisible, mindless, shapeless servant; ***EFFECT:*** An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 [so it can lift 20 pounds or drag 100 pounds]. It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. Its speed is 15 feet. The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. [It gets no saves against attacks.] If you attempt to send it beyond the spell's range [measured from your current position], the servant ceases to exist. Material Component: A piece of string and a bit of wood. [**SR:**No]

❑❑❑❑❑Updraft	Conjuration (Creation) [Air]	1 swift action	Instantaneous	Personal	SC:p.228

[V,S,M] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑Vigor, Lesser	Conjuration (Healing)	1 standard action	10 rounds + 1 round/level [max 15]	Touch	SC:p.229

[V,S] TARGET: Living creature touched; ***EFFECT:*** 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. [**SR:**Yes [harmless]; **DC:**16, Will negates [harmless]]

❑❑❑❑❑Vision of Glory (CL:10)	Divination	1 standard action	1 minute or until discharged	Touch	SC:p.231

[V,S,DF] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes]

❑❑❑❑❑Vision of Heaven	Enchantment [Mind-Affecting]	1 standard action	1 round	Close (45 ft.)	BE:p.111

[V] TARGET: One evil creature; ***EFFECT:*** 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]. [**SR:**Yes; **DC:**16, Will negates]

❑❑❑❑❑Vision of Punishment (CL:10)	Divination [Mind-Affecting, Good, Sanctifie	1 swift action	3 rounds	Close (50 ft.)	CV:59

[V,DF*] TARGET: One evil living creatures; ***EFFECT:*** 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. [**SR:**Yes; **DC:**16, Will partial]

❑❑❑❑❑Wings of the Sea	Transmutation	1 standard action	1 minute/level	Touch	SC:p.240

[S,M] TARGET: Creature touched; ***EFFECT:*** 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]]

LEVEL 2 / Per Day:5+1 / Caster Level:9

Name	School	Time	Duration	Range	Source
❑❑❑❑❑Addiction	Enchantment	1 standard action	Instantaneous	Touch	BV:BoVD

[V, S, Drug] TARGET: one living creature; ***EFFECT:*** Subject becomes addicted to a drug. Drug:the chosen drug for the addiction. [**SR:**Yes; **DC:**17, Fortitude negates]

❑❑❑❑❑Adept Spirit (CL:10)	Divination [Incarnum]	1 standard action	10 hours or until discharged	Touch	MoI:p.98

[V, S, DF (E)] TARGET: Creature touched; ***EFFECT:*** 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. Essentia: 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.] [**SR:**Yes (harmless); **DC:**17, Will negates (harmless)]

❑❑❑❑❑Aid	Enchantment (Compulsion) [Mind-Affecting	1 standard action	9 minutes	Touch	PH:p.196

[V, S, DF] TARGET: Living creature touched; ***EFFECT:*** 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]. [**SR:**Yes (harmless)]

❑❑❑❑❑Align Weapon	Transmutation	1 standard action	9 minutes	Touch	PH:p.197

[V, S, DF] TARGET: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]; ***EFFECT:*** 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:**17, Will negates (harmless, object)]

❑❑❑❑❑Animalistic Power	Transmutation	1 standard action	1 minute/level	Touch	PH2:p.101

[V,S,M] TARGET: Creature touched; ***EFFECT:*** Subject is imbued with +2 to Strength, Dexterity and Constitution. [**SR:**Yes [harmless]; **DC:**17, Will negates [harmless]]

❑❑❑❑❑ *Animal Trance	Enchantment (Compulsion) [Mind-Affecting	1 standard action	Concentration	Close (45 ft.)	PH:p.198

[V, S] TARGET: Animals or magical beasts with Intelligence 1 or 2; ***EFFECT:*** Your swaying motions and music [or singing, or chanting] compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected. A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not. [**SR:**Yes; **DC:**17, Will negates; see text]

❑❑❑❑❑Augury (CL:10)	Divination	1 minute	Instantaneous	Personal	PH:p.202

[V, S, M, F] TARGET: You; ***EFFECT:*** 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] TARGET: You; ***EFFECT:*** 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] TARGET: One creature/level in a 20-ft. radius burst centered on you; ***EFFECT:*** 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]]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑Ayailla's Radiant Burst | **Evocation [Good]** | 1 standard action | Instantaneous | 60 ft. | BE:p.90

[V, S, Sacrifice] TARGET: Cone-shaped burst; ***EFFECT:*** 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:**17, Fortitude negates (blindness) and Reflex half (shards)]

❑❑❑❑❑Balor Nimbus | **Transmutation** | 1 standard action | 1 round/level | Personal | SC:p.24

[V,S,M/DF] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑ *Barkskin | **Transmutation [Earth Shugenja]** | 1 standard action | 90 minutes | Touch | PH:p.203

[V, S, DF] TARGET: Living creature touched; ***EFFECT:*** Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at caster level 12th. The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0. [**SR:**Yes (harmless)]

❑❑❑❑❑Bear's Endurance | **Transmutation [WuJenEarth, Earth Shugenj** | 1 standard action | 9 minutes | Touch | PH:p.203

[V, S, DF] TARGET: Creature touched; ***EFFECT:*** 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:**17, Will negates (harmless)]

❑❑❑❑❑Benediction | **Abjuration** | 1 full round | 10 minutes/level or until discharged | Touch | CC:p.116

[V, S, DF] TARGET: Creature touched; ***EFFECT:*** 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:**17, Will negates (harmless)]

❑❑❑❑❑Bewildering Substitution | **Illusion (Phantasm)** | 1 standard action | 1 round/level | Close (45 ft.) | CC:p.116

[V, S, DF] TARGET: One living creature; ***EFFECT:*** 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:**17, Will negates]

❑❑❑❑❑Bewildering Visions | **Illusion (Phantasm)** | 1 standard action | 1 round/level | Close (45 ft.) | CC:p.117

[V, S, DF] TARGET: One living creature; ***EFFECT:*** 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 through must be repeated each round. [**SR:**Yes; **DC:**17, Will negates]

❑❑❑❑❑Black Karma Curse | **Enchantment (Compulsion) [Mind-Affecting** | 1 standard action | Instantaneous | Close (45 ft.) | PH2:p.103

[V,S] TARGET: One creature; ***EFFECT:*** 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:**17, Will negates]

❑❑❑❑❑Black Lungs | **Necromancy** | 9 hours | Touch | GW:p.49

[V, S] TARGET: Living creature touched; ***EFFECT:*** 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:**17, Fortitude negates]

❑❑❑❑❑Blade Brothers | **Abjuration** | 1 standard action | 1 minute/level or until discharged | Touch | PH2:p.103

[V,S] TARGET: Two willing creatures; ***EFFECT:*** 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:**17, Will negates (harmless)]

❑❑❑❑❑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; ***EFFECT:*** 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]

❑❑❑❑❑Blood Snow | **Necromancy [Cold]** | 1 standard action | 9 rounds | Medium (190 ft.) | Fr:p.89

[V,S] TARGET: 180-ft. square of snow; ***EFFECT:*** Cast on snow it drains 1d2 Con pts. [**SR:**Yes; **DC:**17, Fort negates]

❑❑❑❑❑Blood Wind | **Evocation** | 1 swift action | 1 round | Close (45 ft.) | SC:p.33

[V,S] TARGET: A single creature with Intelligence 4 or higher; ***EFFECT:*** 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:**17, Will negates [harmless]]

❑❑❑❑❑Body Blades | **Transmutation** | 1 standard action | 1 minute/level | Personal | SC:p.35

[V,S] TARGET: You; ***EFFECT:*** 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, grappler, or spell that entangles.

❑❑❑❑❑Body Ward | **Abjuration** | 1 standard action | 1 minute/level or until expended | Touch | CC:p.117

[V, S, DF] TARGET: Creature touched; ***EFFECT:*** 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 warded 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:**17, Will negates (harmless)]

❑❑❑❑❑Brambles | **Transmutation** | 1 standard action | 1 round/level | Touch | SC:p.38

[V,S,M] TARGET: Wooden weapon touched; ***EFFECT:*** 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 | 9 rounds | Close (45 ft.) | Fr:p.89-90

[V,S] TARGET: One weapon; ***EFFECT:*** Decrease weapon's hardness by 5 making it more brittle. [**SR:**Yes; **DC:**17, Reflex negates]

❑❑❑❑❑Bull's Strength | **Transmutation [WuJenEarth, Earth Shugenj** | 1 standard action | 9 minutes | Touch | PH:p.207

[V, S, M/DF] TARGET: Creature touched; ***EFFECT:*** 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:**17, Will negates (harmless)]

❑❑❑❑❑Calm Emotions | **Enchantment (Compulsion) [Mind-Affecting** | 1 standard action | Concentration, up to 9 rounds [D] | Medium (190 ft.) | PH:p.207

[V, S, DF] TARGET: Creatures in a 20-ft.-radius spread; ***EFFECT:*** 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:**17, Will negates]

❑❑❑❑❑ *Chill Metal | **Transmutation [Cold, Cold Domain]** | 1 standard action | 7 rounds | Close (45 ft.) | PH:p.209

[V, S, DF] TARGET: Metal equipment of 4 creatures, no two of which can be more than 30 ft. apart; or 225 lbs of metal; ***EFFECT:*** 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 |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:**17, Will negates (object)]

❑❑❑❑❑Close Wounds | **Conjuration (Healing)** | 1 immediate action | Instantaneous | Close (45 ft.) | SC:p.48

[V] TARGET: One creature; ***EFFECT:*** 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; ***EFFECT:*** 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; ***EFFECT:*** 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 | 9 rounds [D] | Close (45 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; ***EFFECT:*** Creates a creature to fight for you. [**SR:**No]

❑❑❑❑❑Conjure Ice Object | **Conjuration (Creation) [Cold]** | 1 standard action | 9 minutes | Personal | Fr:p.91-92

[V,S,DF] TARGET: One object of up to 45lbs; ***EFFECT:*** Creates any object from transparent ice. [**SR:**No]

❑❑❑❑❑Consecrate | **Evocation [Good]** | 1 standard action | 18 hours | Close (45 ft.) | PH:p.212

[V, S, M, DF] TARGET: 20-ft.-radius emanation; ***EFFECT:*** 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]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑ **Cure Moderate Wounds**	**Conjuration (Healing) [Water Shugenja]**	1 standard action	Instantaneous	Touch	PH:p.216

[V, S] TARGET: Creature touched; ***EFFECT:*** 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 (190 ft.)	SC:p.56

[V,S,DF] TARGET: One living creature; ***EFFECT:*** 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:**17, Will negates]

❑❑❑❑❑ **Darkbolt**	**Evocation**	1 action	Instantaneous	Close (45 ft.)	Lom:null

[V,S] TARGET: 1 Creature; ***EFFECT:*** 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:**17, Fortitude Partial]

❑❑❑❑❑ **Darkness**	**Evocation [Darkness]**	1 standard action	90 minutes [D]	Touch	PH:p.216

[V, M/DF] TARGET: Object touched; ***EFFECT:*** 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 (45 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; ***EFFECT:*** 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]

❑❑❑❑❑ ***Death Knell**	**Necromancy [Death, Evil, Ectomancy]**	1 standard action	Instantaneous/10 minutes per HD of sub	Touch	PH:p.217

[V, S] TARGET: Living creature touched; ***EFFECT:*** You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. [This increase in effective caster level does not grant you access to more spells.] These effects last for 10 minutes per HD of the subject creature. [**SR:**Yes; **DC:**17, Will negates]

❑❑❑❑❑ **Deific Vengeance**	**Conjuration (Summoning)**	1 standard action	Instantaneous	Close (45 ft.)	SC:p.62

[V,S,DF] TARGET: One creature; ***EFFECT:*** 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; ***EFFECT:*** 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	9 hours	Touch	GW:p.51

[V, S] TARGET: One living creature; ***EFFECT:*** 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:**17, Will negates]

❑❑❑❑❑ **Delay Poison**	**Conjuration (Healing) [Water Shugenja]**	1 standard action	9 hours	Touch	PH:p.217

[V, S, DF] TARGET: Creature touched; ***EFFECT:*** 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 (45 ft.)	FCI:p.100

[V, S] TARGET: One outsider; ***EFFECT:*** 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:**17, Will negates; see text]

❑❑❑❑❑ ***Desecrate**	**Evocation [Evil]**	1 standard action	18 hours	Close (45 ft.)	PH:p.218

[V, S, M, DF] TARGET: 20-ft.-radius emanation; ***EFFECT:*** This spell imbues an area with negative energy. Each Charisma check made to turn undead within this area takes a -3 profane penalty, and every undead creature entering a desecrated area gains a +1 profane bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD. If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled [-6 profane penalty on turning checks, +2 profane bonus and +2 hit points per HD for undead in the area]. Furthermore, anyone who casts animate dead within this area may create as many as double the normal amount of undead [that is, 4 HD per caster level rather than 2 HD per caster level]. If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the desecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above. Desecrate counters and dispels consecrate. Material Component: A vial of unholy water and 25 gp worth [5 pounds] of silver dust, all of which must be sprinkled around the area. [**SR:**Yes]

❑❑❑❑❑ **Desiccate**	**Necromancy**	1 standard action	Instantaneous	Close (45 ft.)	Sa:p.114

[V,S,M] TARGET: One living creature; ***EFFECT:*** Deal 5d6 dessication damage; plants and water elementals take d8 and earth element takes d4. [**SR:**Yes; **DC:**17, Fort partial]

❑❑❑❑❑ **Detect Aberration (CL:10)**	**Divination**	1 standard action	Concentration up to 10 minutes [D]	60 ft	ECS:null

[V,S] TARGET: Quarter circle emanating from the character to the extreme of the range; ***EFFECT:*** 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]

❑❑❑❑❑ ***Detect Thoughts** **(CL:10)**	**Divination [Mind-Affecting, Air Shugenja]**	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	PH:p.220

[V, S, F/DF] TARGET: Cone-shaped emanation; ***EFFECT:*** You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of thoughts [from conscious creatures with Intelligence scores of 1 or higher]. 2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher [and at least 10 points higher than your own Intelligence score], you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting. 3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence [Int 1 or 2] have simple, instinctual thoughts that you can pick up. Each round, you can turn to detect thoughts 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 Focus: A copper piece. [**SR:**No; **DC:**17, Will negates; see text]

❑❑❑❑❑ **Divine Insight (CL:10)**	**Divination**	1 standard action	1 hour/level or until discharged [D]	Personal	SC:p.70

[V,S,DF] TARGET: You; ***EFFECT:*** 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 (45 ft.)	SC:p.70

[V] TARGET: 10-ft.-radius emanation centered on a creature, object, or point in space; ***EFFECT:*** 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:**17, 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; ***EFFECT:*** 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 (190 ft.)	SC:p.70

[V,S,DF] TARGET: Allies in a 20-ft.-radius burst; ***EFFECT:*** Allies gain a +1 morale bonus to their Armor Class and on saving throws. [**SR:**Yes [harmless]; **DC:**17, Will negates [harmless]]

❑❑❑❑❑ **Eagle's Splendor**	**Transmutation**	1 standard action	9 minutes	Touch	PH:p.225

[V, S, M/DF] TARGET: Creature touched; ***EFFECT:*** 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:**17, Will negates (harmless)]

❑❑❑❑❑ **Ease Pain**	**Conjuration (Healing)**	1 standard action	Instantaneous	Touch	BE:p.97

[S, DF] TARGET: Creature touched; ***EFFECT:*** 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; ***EFFECT:*** 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:**17, Will negates (harmless)]

❑❑❑❑❑ **Energized Shield, Lesser**	**Abjuration [See text]**	1 standard action	1 round/level	Touch	SC:p.79

[V,S,DF] TARGET: Touch; ***EFFECT:*** 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]

❑❑❑❑❑ **Enthrall**	**Enchantment (Charm)**	1 round	1 hour or less	Medium (190 ft.)	PH:p.227

[V, S] TARGET: Any number of creatures; ***EFFECT:*** If you have the attention of a group of creatures, you can use this spell to hold them spellbound. to cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw. A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes. The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends [but the 1d3-round delay still applies] if you lose concentration or do anything other than speak or sing. If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell. If any member of

* =Domain/Speciality Spell

the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile. [**SR:**Yes; **DC:**17, Will negates; see text]

❑❑❑❑❑Estanna's Stew | **Conjuration (Healing)** | 1 round | Instantaneous [see text] | 0 ft. | BE:p.99

[V, S, F] TARGET: Fills pot with healing stew 0; ***EFFECT:*** This spell calls upon Estanna, goddess of hearth and home [described in Chapter 2: Variant Rules], to fill a specially crafted stewpot with a potent healing stew. The caster must be hold the pot in hand when Estanna's stew is cast; otherwise, the spell fails and is wasted. The spell creates one serving per two caster levels [maximum 5]. A single serving heals 1d6+1 points of damage and requires a standard action to consume. Any portion of the stew that is not consumed disappears after 1 hour. The stew can be splashed onto a single undead creature within 10 feet. If a ranged touch attack succeeds, the undead creature takes 1d6+1 points of damage per serving splashed on it. The undead creature can apply spell resistance and can attempt a Will save to take half damage. Focus: An engraved stewpot worth at least 50 gp. [**SR:**Yes (harmless); **DC:**17, Will half (harmless); see text]

❑❑❑❑❑Execration | **Necromancy** | 1 round | 10 minutes/level or until discharged | Touch | CC:p.120

[V, S, DF] TARGET: Creature touched; ***EFFECT:*** You channel the wrath of your deity through a simple touch, inflicting misfortune on your foe. With a touch, you impose a -2 penalty on all of another creature's saving throws. If the subject is also under another effect that imposes saving throw penalties, the effects stack. At any point before the spell's duration expires, you can force the subject to reroll a single attack roll, saving throw, skill check, or ability check as an immediate action. You can require this action either before or after the subject rolls, but you must have line of sight to the subject at the time. The lower of the two rolls applies. Once this option is exercised, the spell ends immediately. [**SR:**Yes; **DC:**17, Will negates]

❑❑❑❑❑Extend Tentacles | **Transmutation** | 1 standard action | Instantaneous | Personal | SC:p.86

[V] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑Find Traps (CL:10) | **Divination** | 1 standard action | 10 minutes | Personal | PH:p.230

[V, S] TARGET: You; ***EFFECT:*** You gain intuitive insight into the workings of traps. You can use the Search skill to detect traps just as a rogue can. In addition, you gain an insight bonus equal to one-half your caster level [maximum +10] on Search checks made to find traps while the spell is in effect. Note that find traps grants no ability to disable the traps that you may find. [**SR:**No]

❑❑❑❑❑Fins To Feet | **Transmutation** | 1 minute | 10 minutes/level | Touch | SS:p.66

[V, S] TARGET: Creature touched; ***EFFECT:*** This spell transforms tails or finned extremities into humanoid legs and feet. Transformed Medium-size creatures have a land speed of 30 feet, Small and smaller creatures have a land speed of 20 feet, and Large and larger creatures have a land speed of 40 feet. This is a common spell among merfolk, naga, and tritons. [**SR:**Yes (harmless); **DC:**17, Fortitude negates (harmless)]

❑❑❑❑❑ *Fog Cloud | **Conjuration (Creation) [WuJenWater, Water]** | 1 standard action | 90 minutes | Medium (190 ft.) | PH:p.232

[V, S] TARGET: Fog spreads in 20-ft. radius, 20 ft. high; ***EFFECT:*** A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment [attacks have a 20% miss chance]. Creatures farther away have total concealment [50% miss chance, and the attacker can't use sight to locate the target]. A moderate wind [11+ mph] disperses the fog in 4 rounds; a strong wind [21+ mph] disperses the fog in 1 round. The spell does not function underwater. [**SR:**No]

❑❑❑❑❑Fox's Cunning | **Transmutation** | 1 action | 1 hour/level | Touch | DMG:p.66

[V, S, M/DF] TARGET: Creature touched; ***EFFECT:*** The transmuted creature becomes smarter. The spell grants an enhancement bonus to Intelligence of 1d4+1 points, adding the usual benefits to Intelligence-related skills. Wizards who receive fox's cunning do not gain extra spells, but the save DCs for their spells increase. Arcane Material Component: A few hairs, or a pinch of dung, from a fox. The transmuted creature becomes smarter. The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier. Wizards [and other spellcasters who rely on Intelligence] affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill points. Arcane Material Component: A few hairs, or a pinch of dung, from a fox. [**SR:**Yes (harmless); **DC:**17, Will negates (harmless)]

❑❑❑❑❑Freedom of Breath | **Abjuration** | 1 standard action | 90 | Touch | Sa:p.116

[V,S,M] TARGET: Creature Touched; ***EFFECT:*** Protects against suffocation in adverse conditions. [**SR:**Yes (harmless); **DC:**17, Will negates (harmless)]

❑❑❑❑❑Frost Breath | **Evocation [Cold]** | 1 standard action | Instantaneous | 30 ft. | SC:p.100

[V,S,M] TARGET: Cone-shaped burst; ***EFFECT:*** You breathe a cone of intense cold at your foes. The spell deals 1d4 points of cold damage per two caster levels [maximum 5d4]. In addition, all creatures damaged by the frost breath that fail their Reflex save are dazed for 1 round by the sudden shock of cold. Material Component: Three drops of water or fragments of ice [which are held in a cupped palm and blown toward the target]. [**SR:**Yes; **DC:**17, Reflex half]

❑❑❑❑❑Frostburn, Lesser | **Necromancy [Cold]** | 1 standard action | Instantaneous | Touch | Fr:p.95

[V,S,DF] TARGET: Creature touched; ***EFFECT:*** Deal 1d12+5 damage or heal likewise on cold subtype. [**SR:**Yes; **DC:**17, Fort half]

❑❑❑❑❑Frost Weapon | **Transmutation** | 1 standard action | 9 rounds | Touch | Fr:p.95

[V,S,M] TARGET: Weapon touched; ***EFFECT:*** Deals an additional 1d6 cold damage. [**SR:**No; **DC:**17, Will negates (harmless, object)]

❑❑❑❑❑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; ***EFFECT:*** 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 girallon 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]]

❑❑❑❑❑Gentle Repose | **Necromancy** | 1 standard action | 9 days | Touch | PH:p.235

[V, S, M/DF] TARGET: Corpse touched; ***EFFECT:*** You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead [see raise dead]. Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant. The spell also works on severed body parts and the like. Arcane Material Component: A pinch of salt, and a copper piece for each eye the corpse has [or had]. [**SR:**Yes (object); **DC:**17, Will negates (object)]

❑❑❑❑❑Ghost Lock | **Abjuration [Ectomancy]** | 1 action | 9 hours or until discharged | Close (45 ft.) | GW:p.53

[V, S] TARGET: One willing nonhumanoid; ***EFFECT:*** If the nonhumanoid subject creature dies while this spell is in effect, the creature's soul does not immediately enter the realm of the dead, and it can instead attempt to enter the Material Plane as a ghost, just as if it were a type of creature [humanoid] normally capable of such. Once the creature becomes a ghost, it can remain so until the spell duration expires, at which time it immediately passes through the Veil of Souls to the True Afterlife. The creature may willingly do this before the duration expires. [**SR:**No]

❑❑❑❑❑Ghost Touch Armor | **Transmutation** | 1 standard action | 1 minute/level | Touch | SC:p.102

[V,S,M] TARGET: Armor of creature touched; ***EFFECT:*** The subject's armor gains the ghost touch special ability [DMG 219]. Material Component: A tiny shield made of resin. The subject's armor gains the ghost touch property. Material Component: A shield made of resin. [**SR:**Yes [harmless]; **DC:**17, Will negates [harmless]]

❑❑❑❑❑Guidance of the Avatar (CL:10) | **Divination** | 1 action | 1 minute or until discharged | Touch | SA:p.9

[V S] TARGET: Creature touched; ***EFFECT:*** Your deity's chosen avatar imbues the subject with divine power. The creature gets a +20 competence bonus on a single skill check and must choose to use the bonus before making the roll to which it applies. [**SR:**Yes]

❑❑❑❑❑Hand of Divinity | **Evocation [See text]** | 1 minute | 1 minute/level | Touch | SC:p.109

[V,S,DF] TARGET: Creature touched; ***EFFECT:*** If your deity is non-evil, this spell grants a +2 sacred bonus on saving throws, and the spell is a good spell. If your deity is evil, this spell grants a +2 profane bonus on saving throws, and the spell is an evil spell. This spell works only on a creature with the same deity as you or the same alignment as your deity. If cast on a target that does not meet this criteria, the spell has no effect. [**SR:**No]

❑❑❑❑❑Healing Lorecall (CL:10) | **Divination** | 1 standard action | 10 minutes/level | Personal | SC:p.110

[V,S,M] TARGET: You; ***EFFECT:*** A caster with 5 or more ranks in Heal can, when casting a conjuration [healing] spell, choose to remove any one of the following conditions affecting the subject of the spell, in addition to the spell's normal effects: dazed, dazzled, or fatigued. A caster with 10 or more ranks in Heal can choose from the following conditions in addition to those above: exhausted, nauseated, or sickened. Also, when determining the amount of damage healed by your conjuration [healing] spells, you can substitute your total ranks in Heal for your caster level. The normal caster level limit for individual spells still applies; thus, a 3rd-level cleric with 6 ranks in Heal when under the effect of healing lorecall cures 1d8+5 points of damage with a cure light wounds spell. Material Component: A mint leaf.

❑❑❑❑❑Hold Person | **Enchantment (Compulsion) [Mind-Affecting]** | 1 standard action | 9 rounds [D]; see text | Medium (190 ft.) | PH:p.241

[V, S, F/DF] TARGET: One humanoid creature; ***EFFECT:*** The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. [This is a full-round action that does not provoke attacks of opportunity.] A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. Arcane Focus: A small, straight piece of iron. [**SR:**Yes; **DC:**17, Will negates; see text]

❑❑❑❑❑Hydrate | **Conjuration (Healing)** | 1 standard action | Instantaneous | Touch | Sa:p.117

[V,S] TARGET: Living creature touched; ***EFFECT:*** Heals 2d8+9 of dessication damage; on fire creatures it inflicts the same. [**SR:**Yes; see text; **DC:**17, Will half; See text]

❑❑❑❑❑Inflict Moderate Wounds | **Necromancy** | 1 standard action | Instantaneous | Touch | PH:p.244

[V, S] TARGET: Creature touched; ***EFFECT:*** This spell functions like inflict light wounds, except that you deal 2d8 points of damage +1 point per caster level [maximum +10]. [**SR:**Yes; **DC:**17, Will half]

❑❑❑❑❑Inky Cloud | **Conjuration (Creation)** | 1 standard action | 10 minutes/level | 30 ft. | SC:p.123

[V,S,M] TARGET: 30-ft.-radius spread centered on you; ***EFFECT:*** You create an inky cloud that billows out from your location. The cloud obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment. Creatures farther away have total concealment. A moderate current disperses the cloud in 4 rounds; a strong current disperses the cloud in 1 round. This spell functions only underwater. Material Component: A small vial containing the ink of a squid or octopus. [**SR:**No]

❑❑❑❑❑Insight of Good Fortune (CL:10) | **Divination** | 1 standard action | 1 minute/level or until discharged | Close (50 ft.) | PH2:p.115

[V,S,M] TARGET: One creature; ***EFFECT:*** Reroll once after making an attack, skill check, saving throw or ability check before result is known and take the better result. [**SR:**Yes (harmless); **DC:**17, Will negates (harmless)]

❑❑❑❑❑Insignia of Alarm | **Abjuration** | Standard Action | Instantaneous | Long (760 ft.) | RD:p.166

[V,S,F] TARGET: All wearers of special insignia within range; ***EFFECT:*** Spell alerts all wearers. [**SR:**Yes (harmless)]

❑❑❑❑❑Interfaith Blessing | **Enchantment (Compulsion)** | 1 round | 1 minute/level | 20 ft. | CC:p.123

[V, S, DF] TARGET: 20-ft.-radius burst centered on you; ***EFFECT:*** You feel your deity speaking through you to other gods, filling the space around you with diverse divine energies that strengthen your ally. When you cast interfaith blessing, every creature within range is individually blessed by its own deity for the duration of the spell. The specific blessing gained depends on the particular deity worshiped, as given on the table below. A subject that venerates more than one deity must roll randomly to determine which blessing is received. Deity Blessing Bahamut, St. Cuthbert, +1 on attack rolls and saves or Yondalla Boccob, Corellon +1 on attack rolls and skill checks Larethian, Vecna, or Wee Jas Ehlonna, Obad-Hai, +1 on attack rolls and to AC or the general worship of nature Erythnul, Gruumsh, or Lolth +2 on damage rolls Fharlanghn, Moradin, or Pelor +2 to AC Garl Glittergold, Roll 1d8 to determine blessing; Olidammara, or no deity a result of 6 is player's choice Heironeous, Hextor, or Nerull +2 on attack rolls Kord, Kurtulmak, +1 on attack rolls and damage rolls or Tiamat [**SR:**Yes (harmless); **DC:**17, Will negates (harmless)]

❑❑❑❑❑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; ***EFFECT:*** 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:**17, Will negates [harmless,object]]

❑❑❑❑❑Lastai's Caress | **Enchantment (Compulsion) [Good, Mind-Af** | 1 standard action | 1 round/level | Touch | BE:p.102

[V, S, M] TARGET: One known evil creature touched; ***EFFECT:*** 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]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑ **Light of Faith**	**Abjuration**	1 swift action	1 round/level, or until discharged	Touch	CC:p.123

[V, S, DF] TARGET: Holy symbol touched; ***EFFECT:*** 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 (190 ft.)	SC:p.132

[V,S] TARGET: You and up to two rays; see text; ***EFFECT:*** 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; ***EFFECT:*** 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:**17, Fortitude negates [harmless]]

❑❑❑❑❑ **Local Tremor**	**Evocation [Earth]**	1 standard action	1 minute/level or until expended; see tex	30 ft.	RDr:p.114

[V, S] TARGET: 30-ft. line; ***EFFECT:*** 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:**17, Reflex negates]

❑❑❑❑❑ **Lore of the Gods (CL:10)**	**Divination**	1 standard action	10 minutes/level or until discharged	Personal	CC:p.124

[V, S] TARGET: You; ***EFFECT:*** 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; ***EFFECT:*** 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; ***EFFECT:*** 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:**17, Will negates (harmless)]

❑❑❑❑❑ **Make Whole**	**Transmutation [Earth Shugenja]**	1 standard action	Instantaneous	Close (45 ft.)	PH:p.252

[V, S] TARGET: One object of up to 90 cu. ft; ***EFFECT:*** 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, staffs, 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:**17, 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; ***EFFECT:*** Create illusion of your deity, rendering enemies shaken for 1 round. [**SR:**No; **DC:**17, Will negates]

❑❑❑❑❑ **Mark of Judgement**	**Necromancy**	1 standard action	1 round/level	Medium (190 ft.)	PH2:p.119

[V,S,DF] TARGET: One creature/3 levels, no two of which are more than 30 ft. apart; ***EFFECT:*** Whenever a creature succeeds on a melee or ranged attack agsinst the marked creature, that attacker heals 2 points of damage. [**SR:**Yes; **DC:**17, Will negates]

❑❑❑❑❑ **Mark of the Outcast**	**Necromancy**	1 standard action	Permanent	Close (45 ft.)	SC:p.138

[V,S,DF] TARGET: One creature; ***EFFECT:*** 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:**17, Will negates]

❑❑❑❑❑ **Master's Touch (CL:10)**	**Divination**	1 immediate action	Instantaneous	Close (50 ft.)	PH2:p.119

[V] TARGET: One creature; ***EFFECT:*** Subject gains +4 insight bonus to one skill check. [**SR:**Yes (harmless); **DC:**17, Will negates (harmless)]

❑❑❑❑❑ **Master Cavalier**	**Transmutation**	1 standard action	10 minutes/level [D]	Personal	CC:p.124

[V, S] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑ ***Melf's Acid Arrow**	**Conjuration (Creation) [Acid]**	1 standard action	4 rounds	Long (760 ft.)	PH:p.253

[V, S, M, F] TARGET: One arrow of acid; ***EFFECT:*** A magical arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels [to a maximum of 18th], the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage in that round. Material Component: Powdered rhubarb leaf and an adder's stomach. Focus: A dart. [**SR:**No]

❑❑❑❑❑ ***Moonbeam**	**Evocation [Light]**	1 standard action	1 minute/level [D]	30 ft.	SC:p.144

[V,S,M/DF] TARGET: Cone-shaped emanation; ***EFFECT:*** On your turn each round, you can change the direction the cone of light points. Light from a moonbeam spell does not adversely affect creatures that are sensitive to light, but lycanthropes in humanoid form caught in the cone must make a Will save to avoid involuntarily assuming their animal forms. A lycanthrope in animal form can change out of it on the creature's next turn [spending a round in animal form]. However, if it is still in the area of the spell, it must succeed on a Will save to do so. Once a lycanthrope successfully saves against moonbeam, it is not affected by any more of your moonbeam spells for 24 hours. Moonbeam penetrates any darkness spell of equal or lower level, but does not counter or dispel it. Darkness spells of higher level block a moonbeam. Arcane Material Component: A pinch of white powder. [**SR:**No; **DC:**17, None or Will negates; see text]

❑❑❑❑❑ **Obscuring Snow**	**Conjuration (Creation) [Air, Cold]**	1 standard action	9 hours	30 ft.	Fr:p.103

[V,S] TARGET: Cloud spreads in 30-ft.-radius from you, 20 ft. high; ***EFFECT:*** Obscures all vision, except yours, including darkvision to 5 ft, miss chance of 20%. [**SR:**No]

❑❑❑❑❑ **Owl's Wisdom**	**Transmutation**	1 standard action	9 minutes	Touch	PH:p.259

[V, S, M/DF] TARGET: Creature touched; ***EFFECT:*** The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, paladins, and rangers [and other Wisdom-based spellcasters] who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase. Arcane Material Component: A few feathers, or a pinch of droppings, from an owl. [**SR:**Yes; **DC:**17, Will negates (harmless)]

❑❑❑❑❑ **Peaceful Serenity of Io**	**Abjuration**	1 standard action	10 minutes	Close (45 ft.)	RDr:p.115

[V] TARGET: One creature plus one additional creature/four levels, no two of which are more than 30 ft. apart; ***EFFECT:*** You fill the subject with the peacefulness and balance of Io's great Song, granting it a +4 morale bonus on Concentration checks, and saves against compulsions and fear effects for 10 minutes. If the subject is under the influence of compulsion or fear effects when receiving the spell, those effects are suppressed for the duration of the spell. [**SR:**Yes (harmless); **DC:**17, Will negates (harmless)]

❑❑❑❑❑ **Portal Well**	**Transmutation**	1 standard action	9 rounds [D]	Touch	CV:56

[V,S,M] TARGET: Active portal touched; ***EFFECT:*** You create an extradimensional space in an active portal that you can hide in for the duration by entering the portal. [**SR:**No]

❑❑❑❑❑ ***Produce Flame**	**Evocation [Fire, Fire Shugenja]**	1 standard action	9 minutes [D]	0 ft.	PH:p.265

[V, S] TARGET: Flame in your palm; ***EFFECT:*** Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 +1 point per caster level [maximum +5]. Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with 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. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves. This spell does not function underwater. [**SR:**Yes]

❑❑❑❑❑ **Protection from Negative Energy**	**Abjuration**	1 standard action	10 minutes/level	Touch	SC:p.163

[V,S] TARGET: Creature touched; ***EFFECT:*** 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]]

❑❑❑❑❑ **Protection from Positive Energy**	**Abjuration**	1 standard action	10 minutes/level	Touch	SC:p.163

[V,S] TARGET: Creature touched; ***EFFECT:*** 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]]

❑❑❑❑❑ **Quick March**	**Transmutation**	1 standard action	1 round	Medium (190 ft.)	SC:p.164

[V,S,DF] TARGET: Allies in a 20-ft.-radius burst; ***EFFECT:*** Quick march increases your allies' base land speed by 30 feet. [This adjustment is considered an enhancement bonus.] There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases a creature's speed, this spell affects maximum jumping distance. [**SR:**Yes [harmless]; **DC:**17, Will negates [harmless]]

❑❑❑❑❑ **Rapid Burrowing**	**Transmutation**	1 action	1 minute/level	Touch	SS:p.69

[V, S, F/DF] TARGET: Creature touched; ***EFFECT:*** This spell increases the touched creature's burrow speed by 20 feet. It has no effect on other modes of movement, nor does it allow the subject to burrow if it cannot already do so or the ability to burrow through stone if it cannot already do so. [**SR:**Yes (harmless); **DC:**17, Fortitude negates (harmless)]

❑❑❑❑❑ **Remove Addiction**	**Conjuration (Healing)**	1 standard action	Instantaneous	Touch	BE:p.105

[V, S] TARGET: One creature touched; ***EFFECT:*** Remove addiction cures all addictions that the target suffers from [see Drugs in the Book of Vile Darkness for more information about addictions]. Since the spell's duration is instantaneous, it does not prevent new addiction to the same drug at a later date. [**SR:**Yes (harmless); **DC:**17, Fortitude negates (harmless)]

❑❑❑❑❑ **Remove Paralysis**	**Conjuration (Healing) [Water Shugenja]**	1 standard action	Instantaneous	Close (45 ft.)	PH:p.271

[V, S] TARGET: Up to four creatures, no two of which can be more than 30 ft. apart; ***EFFECT:*** You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghoul's touch or a slow spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus. The spell does not restore ability scores reduced by penalties, damage, or drain. [**SR:**Yes (harmless); **DC:**17, Will negates (harmless)]

❑❑❑❑❑ **Resist Energy**	**Abjuration [WuJenEarth, WuJenFire, WuJenI**	1 standard action	90 minutes	Touch	PH:p.272

[V, S, DF] TARGET: Creature touched; ***EFFECT:*** This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage [whether from a natural or magical source], that damage is reduced by 10 points before being applied to the creature's hit points.

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well. Resist energy absorbs only damage. The subject could still suffer unfortunate side effects. Note: Resist energy overlaps [and does not stack with] protection from 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)]

❑❑❑❑❑Restoration, Lesser | **Conjuration (Healing) [Water Shugenja]** | 3 rounds | Instantaneous | Touch | PH:p.272

[V, S] TARGET: Creature touched; ***EFFECT:*** Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain. [**SR:**Yes (harmless); **DC:**17, Will negates (harmless)]

❑❑❑❑❑Rigor Mortis | **Necromancy** | 1 standard action | 1d6+2 rounds | Touch | HH:p.132

[S, M] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes; **DC:**17, Fortitude negates]

❑❑❑❑❑Shadow Shroud | **Evocation [Darkness]** | 1 immediate action | 1 round/level [D] | Personal | DrU:p.62

[V] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑Share Talents | **Transmutation** | 1 round | 10 minutes/level | Touch | PH2:p.124

[V,S,M] TARGET: Two willing creatures touched; ***EFFECT:*** Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill. [**SR:**Yes (harmless); **DC:**17, Will negates (harmless)]

❑❑❑❑❑Shatter | **Evocation [Sonic]** | 1 standard action | Instantaneous | Close (45 ft.) | PH:p.278

[V, S, M/DF] TARGET: 5-ft.-radius spread; or one solid object or one crystalline creature; ***EFFECT:*** 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. [**SR:**Yes (object); **DC:**17, Will negates (object); Will negates (object) or Fortitude half; see text]

❑❑❑❑❑Shield Other | **Abjuration** | 1 standard action | 9 hours [D] | Close (45 ft.) | PH:p.278

[V, S, F] TARGET: One creature; ***EFFECT:*** 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. [**SR:**Yes (harmless); **DC:**17, Will negates (harmless)]

❑❑❑❑❑Shroud of Undeath | **Necromancy** | 1 standard action | 10 minutes/level [D] | Personal | SC:p.189

[V,S,M] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑Silence | **Illusion (Glamer) [Air Shugenja]** | 1 standard action | 9 minutes [D] | Long (760 ft.) | PH:p.279

[V, S] TARGET: 20 ft. radius emanation centered on a creature, object, or point in space; ***EFFECT:*** 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. [**SR:**Yes; see text or no (object); **DC:**17, Will negates; see text or none (object)]

❑❑❑❑❑ *Soften Earth and Stone | **Transmutation [Earth]** | 1 standard action | Instantaneous | Close (45 ft.) | PH:p.280

[V, S, DF] TARGET: 90 ft. square; see text; ***EFFECT:*** When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-footsquare area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected. A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. While soften earth and stone does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls. A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed. [**SR:**No]

❑❑❑❑❑Soulmeld Blessing | **Evocation [Incarnum]** | 1 swift action | Instantaneous | 20 ft. | MoI:p.105

[V, DF] TARGET: ; ***EFFECT:*** 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. [**SR:**Yes (harmless); **DC:**17, None (harmless)]

❑❑❑❑❑Soul Ward | **Abjuration** | 1 standard action | 1 minute/level or until discharged | Touch | CC:p.127

[V, S, DF] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes (harmless); **DC:**17, Will negates (harmless)]

❑❑❑❑❑Sound Burst | **Evocation [Sonic]** | 1 standard action | Instantaneous | Close (45 ft.) | PH:p.281

[V, S, F/DF] TARGET: 10-ft.-radius spread; ***EFFECT:*** 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. [**SR:**Yes; **DC:**17, Fortitude partial]

❑❑❑❑❑Spawn Screen | **Necromancy** | 1 standard action | 1 hour/level | Touch | SC:p.197

[V,S,DF] TARGET: One creature/level; ***EFFECT:*** 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. [**SR:**Yes [harmless]; **DC:**17, Will negates [harmless]]

❑❑❑❑❑Spell Immunity, Lesser | **Abjuration** | 1 standard action | 10 minutes/level | Touch | SC:p.199

[V,S] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes [harmless]; **DC:**17, Will negates [harmless]]

❑❑❑❑❑Spider Legs | **Transmutation** | 1 standard action | 1 minute/level | Personal | BV:BoVD

[V, S, F] TARGET: You; ***EFFECT:*** Caster grows long spider legs that have a speed of 30-ft and move on vertical surfaces. [**SR:**No]

❑❑❑❑❑Spiritual Weapon | **Evocation [Force]** | 1 standard action | 9 rounds [D] | Medium (190 ft.) | PH:p.283

[V, S, DF] TARGET: Magic weapon of force; ***EFFECT:*** 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, [**SR:**Yes]

❑❑❑❑❑Stabilize | **Conjuration (Healing)** | 1 swift action | Instantaneous | See text | SC:p.204

[V,S,DF] TARGET: 50-ft.-radius burst centered on you; ***EFFECT:*** 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. [**SR:**Yes [harmless]; **DC:**17, Will negates [harmless]; see text]

❑❑❑❑❑Status (CL:10) | **Divination** | 1 standard action | 10 hours | Touch | PH:p.284

[V, S] TARGET: 3 living creatures touched; ***EFFECT:*** 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. [**SR:**Yes (harmless); **DC:**17, Will negates (harmless)]

❑❑❑❑❑Stay the Hand | **Enchantment (Charm) [Mind-Affecting]** | 1 immediate action | Instantaneous | Medium (190 ft.) | PH2:p.126

[V] TARGET: One humanoid; ***EFFECT:*** Target refrains from attacking you or targetting you with spells for the remainder of the current round. [**SR:**Yes; **DC:**17, Will negates]

❑❑❑❑❑Stone Bones | **Transmutation** | 1 standard action | 10 minutes/level | Touch | SC:p.208

[V,S,F] TARGET: Corporeal undead creature touched; ***EFFECT:*** 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. [**SR:**Yes [harmless]; **DC:**17, Will negates [harmless]]

❑❑❑❑❑Stone Fist | **Transmutation** | Standard Action | 9 rounds [D] | Personal | RS:p.163

[V,S,DF] TARGET: You; ***EFFECT:*** Acts as if armed and your hands become hard inflicting damage; see text. [**SR:**No]

❑❑❑❑❑Stretch Weapon | **Transmutation** | 1 swift action | One attack | 0 ft. | PH2:p.126

[V] TARGET: Melee weapon wielded; ***EFFECT:*** Adds 5 feet of reach for one attack. [**SR:**Yes (harmless, object); **DC:**17, Will negates (harmless, object)]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑Substitute Domain | **Transmutation** | 10 minutes | 1 day/level [D] | Personal | CC:p.128

[V, S, DF] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑Summon Elysian Thrush | **Conjuration (Summoning) [Good]** | 10 minutes | 8 hours | Close (45 ft.) | SC:p.214

[V,S,DF] TARGET: One summoned Elysian thrush; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑Summon Monster II | **Conjuration (Summoning)** | 1 round | 9 rounds [D] | Close (45 ft.) | PH:p.286

[V, S, F/DF] TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; ***EFFECT:*** 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 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]

❑❑❑❑❑ *Summon Swarm | **Conjuration (Summoning)** | 1 round | Concentration + 2 rounds | Close (45 ft.) | PH:p.289

[V, S, M/DF] TARGET: One swarm of bats, rats, or spiders; ***EFFECT:*** You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area. [You may summon the swarm so that it shares the area of other creatures.] If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel. Arcane Material Component: A square of red cloth. [**SR:**No]

❑❑❑❑❑Suppress Magic | **Abjuration** | 1 standard action | 9 rounds [D] | Medium (190 ft.) | MoI:p.105

[V, S (E)] TARGET: One object or soulmeld; ***EFFECT:*** 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:**17, See text]

❑❑❑❑❑Thin Air | **Necromancy [Cold]** | 1 standard action | 9 minutes | Medium (190 ft.) | Fr:p.105

[V,S] TARGET: 30-ft.-radius emanation; ***EFFECT:*** Thins oxygen, save or suffer altitude sickness. [**SR:**No; **DC:**17, Fort negates]

❑❑❑❑❑Turn Anathema | **Enchantment (Compulsion)** | 1 standard action | 10 minutes/level | Personal | CC:p.129

[V, S, DF] TARGET: You; ***EFFECT:*** 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; ***EFFECT:*** Confers a decreasing sacred bonus or penalty -4 on the subjects next four saving throws. [**SR:**Yes; **DC:**17, Will negates]

❑❑❑❑❑Undetectable Alignment | **Abjuration** | 1 standard action | 24 hours | Close (45 ft.) | PH:p.297

[V, S] TARGET: One creature or object; ***EFFECT:*** An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination. [**SR:**Yes (object); **DC:**17, Will negates (object)]

❑❑❑❑❑Veil of Shadow | **Evocation [Darkness]** | 1 standard action | 1 minute/level | Personal | SC:p.228

[V,S] TARGET: You; ***EFFECT:*** 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 | 9 rounds | Medium (190 ft.) | PH:p.302

[V, S, M/DF] TARGET: Wall up to 90 ft. long and 45 ft. high [S]; ***EFFECT:*** 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:**17, None; see text]

❑❑❑❑❑Wings of the Sea | **Transmutation** | 1 standard action | 1 minute/level | Touch | SC:p.240

[S,M] TARGET: Creature touched; ***EFFECT:*** 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:**17, Fortitude negates [harmless]]

❑❑❑❑❑Zone of Truth | **Enchantment (Compulsion) [Mind-Affecting** | 1 standard action | 9 minutes | Close (45 ft.) | PH:p.303

[V, S, DF] TARGET: 20-ft.-radius emanation; ***EFFECT:*** 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:**17, Will negates]

LEVEL 3 / Per Day:4+1 / Caster Level:9

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; ***EFFECT:*** 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:**18, Will negates]

❑❑❑❑❑Affliction | **Necromancy [Good]** | 1 standard action | Instantaneous | Touch | BE:p.89

[V, S] TARGET: Evil creature touched; ***EFFECT:*** 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:**18, Fortitude negates]

❑❑❑❑❑Aid, Mass | **Enchantment (Compulsion) [Mind-Affecting** | 1 standard action | 1 minute/level | Close (45 ft.) | SC:p.8

[V,S,DF] TARGET: One or more creatures, no two of which are more than 30 ft. apart; ***EFFECT:*** +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; ***EFFECT:*** 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:**18, Will negates [harmless]]

❑❑❑❑❑Align Weapon, Mass | **Transmutation [See text]** | 1 standard action | 1 minute/level | Close (45 ft.) | SC:p.9

[V,S,DF] TARGET: One weapon/level, no two of which are more than 30 ft. apart; ***EFFECT:*** 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:**18, Will negates [harmless, object]]

❑❑❑❑❑Alter Fortune (CL:10) | **Divination** | 1 immediate action | Instantaneous | Close (50 ft.) | PH2:p.101

[V,X] TARGET: One creature; ***EFFECT:*** Target must reroll any die roll it just made taking the second roll. [**SR:**No]

❑❑❑❑❑Amanuensis | **Transmutation** | 1 standard action | 10 minute/level | Close (45 ft.) | SC:p.9

[V,S] TARGET: Object or objects with writing; ***EFFECT:*** 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:**18, 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]; ***EFFECT:*** 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]

❑❑❑❑❑ *Animate Dead | **Necromancy [Evil]** | 1 standard action | Instantaneous | Touch | PH:p.198

[V, S, M] TARGET: One or more corpses touched; ***EFFECT:*** This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands. The undead can follow you, or they can remain in an area and attack any creature [or just a specific kind of creature] entering the place. They remain animated until they are destroyed. [A destroyed skeleton or zombie can't be animated again.] Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of animate dead. [The desecrate spell doubles this limit] The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. [You choose which creatures are released.] If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit. Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones. Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy. Material Component: You must place a black onyx gem worth at least 25 gp per Hit Die of the undead into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells. [**SR:**No]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑ **Antidragon Aura**	**Abjuration**	1 standard action	1 minute/level	Close (45 ft.)	SC:p.14

[V,S,M,DF] TARGET: One creature/2 levels, no two of which are more than 30 ft. apart; ***EFFECT:*** 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:**18, Will negates [harmless]]

❑❑❑❑❑ **Attune Form**	**Transmutation**	1 standard action	24 hours	Touch	SC:p.17

[V,S,M/DF] TARGET: One creature/3 levels; ***EFFECT:*** 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	9 rounds [D]	5 ft.	Fr:p.88-89

[V,S,DF] TARGET: 5-ft.-radius spherical emanation centered on you; ***EFFECT:*** 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+; ***EFFECT:*** [**SR:**Yes; **DC:**18, Will negates]

❑❑❑❑❑ **Bestow Curse**	**Necromancy**	1 standard action	Permanent	Touch	PH:p.203

[V, S] TARGET: Creature touched; ***EFFECT:*** 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:**18, Will negates]

❑❑❑❑❑ **Binding Snow**	**Transmutation [Cold]**	1 standard action	9 hours [D]	Medium (190 ft.)	Fr:p.89

[V,S,DF,Frostfell] TARGET: 9 10-ft. square; ***EFFECT:*** Cast on snow it impedes movement to half. [**SR:**Yes; **DC:**18, Reflex negates]

❑❑❑❑❑ **Bladebane**	**Transmutation**	1 standard action	9 rounds	Touch	UE:p.48

[V, S, M] TARGET: Weapon touched; ***EFFECT:*** Add +2 enhancement and +2d6 pts of damage to slashing weapon against a creature type of your choice. [**SR:**Yes (harmless, object); **DC:**18, 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; ***EFFECT:*** 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:**18, Will partial]

❑❑❑❑❑ **Blessed Aim (CL:10)**	**Divination**	1 standard action	1 minute/level	50 ft.	SC:p.31

[V,S] TARGET: 50 ft. spread, centered on you; ***EFFECT:*** This spell grants your allies within the spread a +2 morale bonus on ranged attack rolls. [**SR:**No; **DC:**18, Will negates [harmless]]

❑❑❑❑❑ **Blessed Sight (CL:10)**	**Divination**	1 standard action	1 minute/level [D]	Personal	BE:p.92

[V, S] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑ **Blindness/Deafness**	**Necromancy**	1 standard action	Permanent [D]	Medium (190 ft.)	PH:p.206

[V] TARGET: One living creature; ***EFFECT:*** You call upon the powers of unlife to render the subject blinded or deafened, as you choose. [**SR:**Yes; **DC:**18, Fortitude negates]

❑❑❑❑❑ **Blindsight**	**Transmutation**	1 standard action	1 minute/level	Touch	SC:p.32

[V,S] TARGET: Creature touched; ***EFFECT:*** This spell grants the subject the blindsight ability [MM 306] effective out to 30 feet. [**SR:**Yes [harmless]; **DC:**18, Will negates [harmless]]

❑❑❑❑❑ **Bolster Aura**	**Abjuration**	1 standard action	10 minutes/level	Touch	CC:p.117

[V, S] TARGET: Creature or object touched; ***EFFECT:*** 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. [**SR:**Yes (object); **DC:**18, Will negates (object)]

❑❑❑❑❑ **Briar Web**	**Transmutation**	1 standard action	9 minutes	Medium (190 ft.)	CD:p.156-157

[V,S,DF] TARGET: Plants in a 20-ft-radius spread.; ***EFFECT:*** As entangle, but thorns deal damage each round. [**SR:**No; **DC:**18, Reflex negates; see text]

❑❑❑❑❑ **Bridge Of Sound**	**Conjuration (Creation) [Sonic]**	1 action	Concentration plus 1 round/level	Close (45 ft.)	SS:p.63

[V, S, DF] TARGET: One bridge of sound 5 ft. wide, 1 in. thick, and up to 10 ft./ level long; ***EFFECT:*** 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, sinced 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. [**SR:**Yes]

❑❑❑❑❑ **Brilliant Emanation**	**Evocation [Good]**	1 standard action	1d4 rounds	100 ft. + 10 ft./level	BE:p.92

[Sacrifice] TARGET: 100-ft.-radius emanation + 10-ft. radius per level; ***EFFECT:*** 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. [**SR:**Yes; **DC:**18, Fortitude partial]

❑❑❑❑❑ **Burrow**	**Transmutation**	1 action	9 minutes	Personal	Rac:p.189

[V, S, M] TARGET: You; ***EFFECT:*** Your hands sprout claws as hard as stone. You may use these claws to burrow at a speed of 10 feet. [**SR:**No]

❑❑❑❑❑ **Celestial Aspect**	**Transmutation [Good]**	1 standard action	1 minute/level	Touch	BE:p.93

[V, Sacrifice] TARGET: One creature touched; ***EFFECT:*** 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 longswordsized 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: Ramlike 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. [**SR:**Yes (harmless); **DC:**18, Fortitude negates (harmless); see text]

❑❑❑❑❑ **Chain of Eyes (CL:10)**	**Divination**	1 standard action	1 hour/level	Touch	SC:p.45

[V,S] TARGET: Living creature touched; ***EFFECT:*** 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. [**SR:**Yes; **DC:**18, Will negates]

❑❑❑❑❑ **Channeled Divine Shield**	**Abjuration**	See text	1 round/level	Personal	PH2:p.106

[V,S] TARGET: You; ***EFFECT:*** Gain DR based upon casting time; See text.

❑❑❑❑❑ **Circle Dance (CL:10)**	**Divination**	1 minute	Instantaneous	Personal	SC:p.46

[V,S] TARGET: You; ***EFFECT:*** 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 [unharmed, 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.

❑❑❑❑❑ ***Clairaudience/Clairvoyance (CL:10)**	**Divination (Scrying) [Air Shugenja]**	10 minutes	10 minutes [D]	Long (800 ft.)	PH:p.209

[V, S, F/DF] TARGET: Magical sensor; ***EFFECT:*** Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see [your choice] almost as if you were there. You don't need line of sight or line of effect, but the locale must be known-a place familiar to you or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally 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 in a 10- foot radius around the center of the spell's effect. Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying. Arcane Focus: A small horn [for hearing] or a glass eye [for seeing]. [**SR:**No]

❑❑❑❑❑ **Cloak of Bravery**	**Abjuration [Mind-Affecting]**	1 standard action	10 minutes/level	60 ft.	SC:p.47

[V,S] TARGET: 60-ft.-radius emanation centered on you; ***EFFECT:*** 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 caster level 10th]. 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]. [**SR:**Yes [harmless]; **DC:**18, Will negates [harmless]]

❑❑❑❑❑ **Cloak Pool**	**Illusion (Glamer) [Mind-Affecting]**	1 standard action	1 hour/level [D]	Close (45 ft.)	SC:p.48

[V,S] TARGET: One color pool; ***EFFECT:*** 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. [**SR:**No; **DC:**18, Will negates [harmless,object]]

❑❑❑❑❑ **Close Wounds**	**Conjuration (Healing)**	1 immediate action	Instantaneous	Close (45 ft.)	SC:p.48

[V] TARGET: One creature; ***EFFECT:*** 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:**18, Will half [harmless]; see text]

❑❑❑❑❑ **Conjure Ice Beast III**	**Conjuration (Creation) [Cold]**	1 round	9 rounds [D]	Close (45 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; ***EFFECT:*** Creates a creature to fight for you. [**SR:**No]

❑❑❑❑❑ **Continual Flame**	**Evocation [Light]**	1 standard action	Permanent	Touch	PH:p.213

[V, S, M] TARGET: Object touched Magical, heatless flame; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑ **Control Sand**	**Transmutation**	1 standard action	90 minutes [D]	Long (760 ft.)	Sa:p.112-113

[V,S,DF] TARGET: Dust or Sand in a volume of 90ft. wide by 90 ft. long by 18 ft. deep [S]; ***EFFECT:*** Spell not completed. [**SR:**No; **DC:**18, None; see text]

❑❑❑❑❑ **Control Snow and Ice**	**Transmutation**	1 standard action	90 minutes [D]	Long (760 ft.)	Fr:p.92

[V,S,DF] TARGET: Ice and snown in a volume of 90 ft. by 90 ft. by 18 ft. [S]; ***EFFECT:*** May raise or lower snow & ice. [**SR:**No]

❑❑❑❑❑ **Conviction, Legion's**	**Abjuration**	1 standard action	9 minutes	Medium (190 ft.)	MH:p.34

[V,S,M] TARGET: Allies in a 20-ft.-radius burst; ***EFFECT:*** +2 morale bonus to allies; see text. [**SR:**Yes (harmless); **DC:**18, Will negates (harmless)]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑ **Conviction, Mass**	**Abjuration**	1 standard action	10 minutes/level	Medium (190 ft.)	SC:p.52

[V,S,M] TARGET: Allies in a 20-ft.-radius burst; ***EFFECT:*** This spell functions like conviction, except that it affects multiple allies at a distance. [**SR:**Yes [harmless]; **DC:**18, Will negates [harmless]]

❑❑❑❑❑ **Corona of Cold**	**Evocation [Cold]**	1 standard action	1 round/level [D]	10 ft.	SC:p.52

[V,S,DF] TARGET: 20-ft.-radius spread; ***EFFECT:*** 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. [**SR:**Yes; **DC:**18, Fortitude negates]

❑❑❑❑❑ **Create Food and Water**	**Conjuration (Creation)**	10 minutes	24 hours; see text	Close (45 ft.)	PH:p.214

[V, S] TARGET: Food and water to sustain 27 humans or 9 horses for 24 hours; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑ **Create Lantern Archon**	**Conjuration (Creation) [Good, Light, Sanctif**	1 hour	Instantaneous	Close (45 ft.)	CV:54

[V,S,DF*] TARGET: One lantern archon; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑ **Crown of Grave**	**Necromancy**	1 standard action	1 hour/level [D] or until discharged	Touch	PH2:p.108

[V,S,M,F] TARGET: Creature touched; ***EFFECT:*** Wearer can compel undead with a one-word command once per minute. See text. [**SR:**Yes (harmless); **DC:**18, Will negates (harmless)]

❑❑❑❑❑ **Crown of Might**	**Transmutation**	1 standard action	1 hour/level [D] or until discharged	Touch	PH2:p.108

[V,S,F] TARGET: Creature touched; ***EFFECT:*** +2 Strength enhancement or discharge for +8 Strength for one round. [**SR:**Yes (harmless); **DC:**18, Will negates (harmless)]

❑❑❑❑❑ **Crown of Protection**	**Transmutation**	1 standard action	1 hour/level [D] or until discharged	Touch	PH2:p.108

[V,S,F] TARGET: Creature touched; ***EFFECT:*** +1 deflection bonus to AC and +1 resistance bonus on all saves. [**SR:**Yes (harmless); **DC:**18, Will negates (harmless)]

❑❑❑❑❑ **Crown of Smiting**	**Evocation**	1 standard action	1 hour/level [D] or until discharged	Touch	PH2:p.108

[V,S,F] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes (harmless); **DC:**18, Will negates (harmless)]

❑❑❑❑❑ **Cure Serious Wounds**	**Conjuration (Healing) [Water Shugenja]**	1 standard action	Instantaneous	Touch	PH:p.216

[V, S] TARGET: Creature touched; ***EFFECT:*** This spell functions like cure light wounds, except that it cures 3d8 points of damage +1 point per caster level [maximum +15]. [**SR:**Yes (harmless); see text; **DC:**18, Will half (harmless); see text]

❑❑❑❑❑ **Curse of Arrow Attraction**	**Transmutation**	1 standard action	1 round/level	Medium (190 ft.)	PH2:p.109

[V,S,M] TARGET: One creature; ***EFFECT:*** Subjects AC against any ranged attack is -5, including projectile weapons, thrown weapons, and ranged attacks. In addition, any critical threats are automatically confirmed. [**SR:**Yes; **DC:**18, Will negates]

❑❑❑❑❑ **Curse of Petty Failing**	**Necromancy**	1 standard action	9 minutes	Close (45 ft.)	MH:p.35

[V,S,DF] TARGET: One creature; ***EFFECT:*** -2 penalty to attack and saving throws. [**SR:**Yes]

❑❑❑❑❑ **Darkfire**	**Evocation [Fire]**	1 standard action	1 round/level [D]	0 ft.	SC:p.59

[V,S] TARGET: Flame in your palm; ***EFFECT:*** 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]

❑❑❑❑❑ **Daylight**	**Evocation [Light, Fire Shugenja]**	1 standard action	90 minutes [D]	Touch	PH:p.216

[V, S] TARGET: Object touched; ***EFFECT:*** 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]

❑❑❑❑❑ **Death Lock**	**Necromancy [Ectomancy]**	1 action	90 minutes	Close (45 ft.)	GW:p.51

[V, S] TARGET: One creature; ***EFFECT:*** 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:**18, Will negates]

❑❑❑❑❑ **Deeper Darkness**	**Evocation [Darkness]**	1 standard action	9 days [D]	Touch	PH:p.217

[V, M/DF] TARGET: Object touched; ***EFFECT:*** 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]

❑❑❑❑❑ **Deific Bastion**	**Transmutation**	1 standard action	1 round/level	Touch	CC:p.119

[V, S, DF] TARGET: Shield or heavy armor touched; ***EFFECT:*** 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:**18, Fortitude negates (harmless, object)]

❑❑❑❑❑ **Delay Death**	**Necromancy**	1 immediate action	1 round/level	Close (45 ft.)	SC:p.63

[V,S,DF] TARGET: One creature; ***EFFECT:*** 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:**18, Will negates [harmless]]

❑❑❑❑❑ **Demon Dirge**	**Transmutation**	1 standard action	1d6 rounds; see text	Close (45 ft.)	SC:p.63

[V,S,DF] TARGET: Living creature; ***EFFECT:*** 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:**18, NWill half]

❑❑❑❑❑ **Detect Metal and Minerals (CL:10)**	**Divination**	1 action	Concentration, up to 100 minutes	60 ft.	Rac:p.189

[V, S, M] TARGET: Quarter circle emanating from you to the extreme of the range; ***EFFECT:*** You can detct large accumulations of metals and other minerals, whether worked or un-worked. [**SR:**No]

❑❑❑❑❑ **Devil's Eye**	**Transmutation**	1 standard action	1 minute/level [D]	Personal	FCI:p.101

[V, S] TARGET: You; ***EFFECT:***

❑❑❑❑❑ **Devil Blight**	**Transmutation**	1 standard action	1d6 rounds	Close (45 ft.)	SC:p.64

[V,S,DF] TARGET: Living creature; ***EFFECT:*** 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:**18, None or Fortitude partial; see text]

❑❑❑❑❑ **Dispel Magic**	**Abjuration [Abjuration Domain, Antimagic**	1 standard action	Instantaneous	Medium (190 ft.)	PH:p.223

[V, S] TARGET: One spellcaster, creature, or object; or 20-ft.-radius burst; ***EFFECT:*** 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. Dispel magic can 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]

❑❑❑❑❑ **Divine Retaliation**	**Evocation [Force]**	1 swift action	1 round	0 ft.	PH2:p.110

[V,S,DF] TARGET: Magic weapon of force; ***EFFECT:*** 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]

❑❑❑❑❑ **Dominate Vermin**	**Transmutation**	1 standard action	1 minute/level	Close (45 ft.)	DrU:p.61

[V, S, DF; Drow] TARGET: One vermin; ***EFFECT:*** 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:**18, Will negates]

❑❑❑❑❑ **Downdraft**	**Evocation [Air]**	1 standard action	Instantaneous	Long (760 ft.)	SC:p.72

[V,S,M] TARGET: Cylinder [20-ft. radius, 100 ft. high]; ***EFFECT:*** 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 balsa-wood bird carving, which is crushed underfoot. [**SR:**Yes; **DC:**18, Reflex partial; see text]

❑❑❑❑❑ **Earthen Shield**	**Conjuration (Creation)**	1 action	1 minute/level [D]	Close (45 ft.)	DCS:p.107

[V, S] TARGET: Wall of earth up 5 feet long/level and 1 foot thick [S]; ***EFFECT:*** 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

* =Domain/Speciality Spell

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]

❑❑❑❑❑Energized Shield

Abjuration [See text] | 1 standard action | 1 round/level | Touch | SC:p.79

[V,S,DF] TARGET: Touch; ***EFFECT:*** This spell functions like lesser energized shield, except that the energy resistance is 10 and damage dealt is 2d6. [**SR:**No]

❑❑❑❑❑Energize Potion

Transmutation | 1 standard action | Instantaneous | Close (45 ft.) | BE:p.98

[V, S, M] TARGET: 10-ft.-radius burst; ***EFFECT:*** 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:**18, Reflex half]

❑❑❑❑❑Energy Aegis

Abjuration | 1 immediate action | 1 round | Close (45 ft.) | PH2:p.111

[V,DF] TARGET: One creature; ***EFFECT:*** Gain resistance 20 against one energy type for one attack. [**SR:**Yes (harmless); **DC:**18, Will negates (harmless)]

❑❑❑❑❑Energy Vortex

Evocation [Choose:Acid, Cold, Fire, Electrici1 standard action | Instantaneous | 20 ft. | SC:p.81

[V,S] TARGET: All creatures within a 20-ft.-radius burst centered on you; ***EFFECT:*** 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:**18, Reflex half]

❑❑❑❑❑Energy Vulnerability

Abjuration | 1 standard action | 1 round/level | Medium (190 ft.) | PH2:p.112

[V,S,M/DF] TARGET: One or more creatures within a 10-ft.-radius burst; ***EFFECT:*** 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:**18, Will negates]

❑❑❑❑❑Faith Healing Wand

Transmutation | 1 standard action | 9 minutes | Touch | CV:55

[V,S] TARGET: Wand touched; ***EFFECT:*** Temporarily changes any wand into a wand of faith healing with the same number of charges. [**SR:**No]

❑❑❑❑❑Favorable Sacrifice

Abjuration | 1 standard action | 1 hour/level | Touch | SC:p.89

[V,S,M] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes [harmless]; **DC:**18, Will negates [harmless]]

❑❑❑❑❑Fell the Greatest Foe

Transmutation | 1 standard action | 1 round/level | Touch | SC:p.90

[V,S,M] TARGET: Creature touched; ***EFFECT:*** 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:**18, Fortitude negates [harmless]]

❑❑❑❑❑Find the Gap (CL:10)

Divination | 1 standard action | 1 round/level | Personal | Dr:p.

[V] TARGET: You; ***EFFECT:*** 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; ***EFFECT:*** 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; ***EFFECT:*** 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-variable 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 | 9 rounds | Medium (190 ft.) | GW:p.52

[V, S] TARGET: One ghost or naturally incorporeal undead; ***EFFECT:*** 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:**18, Will negates]

❑❑❑❑❑Forced Manifestation

Transmutation [Ectomancy] | 1 action | 9 rounds | Medium (190 ft.) | GW:p.52

[V, S] TARGET: One ghost or naturally incorpreal undead; ***EFFECT:*** 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:**18, 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; ***EFFECT:*** 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 girallon 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:**18, Fortitude negates [harmless]]

❑❑❑❑❑ *Gaseous Form

Transmutation (Polymorph) [WuJenWater] | 1 standard action | 18 minutes [D] | Touch | PH:p.234

[S, M/DF] TARGET: Willing corporeal creature touched; ***EFFECT:*** The subject and all its gear become insubstantial, misty, and translucent. Its material armor [including natural armor] becomes worthless, though its size, Dexterity, deflection 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 (45 ft.) | SC:p.102

[V,S] TARGET: One weapon or fifty projectiles [all in contact at time of casting]; ***EFFECT:*** 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:**18, Will negates [harmless,object]]

❑❑❑❑❑Girallon's Blessing

Transmutation | 1 standard action | 10 minutes/level | Touch | SC:p.106

[V,S,M] TARGET: Creature touched; ***EFFECT:*** 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:**18, 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 45 sq. ft.; ***EFFECT:*** 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:**18, Special]

❑❑❑❑❑Glyph of Warding

Abjuration | 10 minutes | Permanent until discharged [D] | Touch | PH:p.236

[V, S, M] TARGET: Object touched or up to 45 sq. ft; ***EFFECT:*** 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 sigil. 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. Mislead, 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:**18, See text]

❑❑❑❑❑Grace

Transmutation [Good] | 1 swift action | 1 round/level | Personal | SC:p.107

[V] TARGET: You; ***EFFECT:*** 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 (CL:10)

Divination [Incarnum] | 1 standard action | 10 hours or until discharged | Touch | MoI:p.101

[V, S, DF (E)] TARGET: Creature touched; ***EFFECT:*** 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 prescience 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:**18, Will negates (harmless)]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑ **Haboob**	**Conjuration (Creation) [Air, Earth]**	1 standard action	9 minutes	Medium (190 ft.)	Sa:p.117

[V,S,M] TARGET: Abrasive dust spreads in 20-ft. radius, 20 ft. high; ***EFFECT:*** Create a thick haze of swirling dust; see text. [**SR:**No; **DC:**18, None or Reflex half; See text]

❑❑❑❑❑ ***Halt Undead**	**Necromancy**	1 standard action	9 rounds	Medium (190 ft.)	PH:p.238

[V, S, M] TARGET: Up to three undead creatures, no two of which can be more than 30 ft. apart; ***EFFECT:*** This spell renders as many as three undead creatures immobile. A nonintelligent undead creature gets no saving throw; an intelligent undead creature does. If the spell is successful, it renders the undead creature immobile for the duration of the spell [similar to the effect of hold person on a living creature]. The effect is broken if the halted creatures are attacked or take damage. Material Component: A pinch of sulfur and powdered garlic. [**SR:**Yes; **DC:**18, Will negates (see text)]

❑❑❑❑❑ **Hamatula Barbs**	**Transmutation**	1 standard action	10 minutes/level	Touch	SC:p.109

[V,S,M] TARGET: Creature touched; ***EFFECT:*** 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:**18, Fortitude negates]

❑❑❑❑❑ **Hammer of Righteousness**	**Evocation [Force, Good]**	1 standard action	Instantaneous	Medium (190 ft.)	BE:p.100

[V, S, Sacrifice] TARGET: Magic warhammer of force; ***EFFECT:*** 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:**18, Fortitude half]

❑❑❑❑❑ **Heart's Ease**	**Enchantment (Compulsion) [Mind-Affecting**	1 standard action	Permanent	Close (45 ft.)	BE:p.100

[V, S, DF] TARGET: One creature/level; ***EFFECT:*** 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 mindaffecting 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:**18, Will negates (harmless)]

❑❑❑❑❑ **Helping Hand**	**Evocation**	1 standard action	9 hours	5 miles	PH:p.239

[V, S, DF] TARGET: Ghostly hand; ***EFFECT:*** 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 (45 ft.)	PH2:p.114

[V,S] TARGET: One living creature; ***EFFECT:*** Creature can only take move action on it's turn; retry save each round [swift action]. [**SR:**Yes; **DC:**18, Will negates; see text]

❑❑❑❑❑ **Hold Person or Ghost**	**Enchantment (Compulsion) [Ectomancy, Mi**	1 action	9 rounds [D]	Medium (190 ft.)	GW:p.54

[V, S, F/DF] TARGET: One humanoid or ghost of Medium-size or smaller; ***EFFECT:*** As hold person, except that it also affects ghosts. [**SR:**Yes; **DC:**18, Will negates]

❑❑❑❑❑ **Holy Storm**	**Conjuration (Creation) [Good, Water]**	1 standard action	1 round/level [D]	20 ft.	SC:p.115

[V,S,M,DF] TARGET: Cylinder [20-ft. radius, 20 ft. high]; ***EFFECT:*** 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]. [**SR:**No]

❑❑❑❑❑ **Ice Axe**	**Evocation [Cold]**	1 standard action	1 round/level [D]	0 ft.	SC:p.118

[V,S,M] TARGET: Battleaxe-shaped weapon of swirling ice; ***EFFECT:*** 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. [**SR:**Yes]

❑❑❑❑❑ **Ice Shape**	**Transmutation [Cold]**	1 standard action	Instantaneous	Touch	Fr:p.99

[V,S,M/DF] TARGET: Ice touched, up to 19 cu. ft.; ***EFFECT:*** Form an existing piece of ice into any shape that suits your purpose. [**SR:**No]

❑❑❑❑❑ **Illusory Script**	**Illusion (Phantasm) [Mind-Affecting]**	1 minute or longer; se	9 days [D]	Touch	PH:p.243

[V, S, M] TARGET: One touched object weighing no more than 10 lb.; ***EFFECT:*** You write instructions or other information on parchment, paper, or any suitable writing material. The illusory script appears to be some form of foreign or magical writing. Only the person [or people] designated by you at the time of the casting are able to read the writing; it's unintelligible to any other character, although an illusionist recognizes it as illusory script. Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by you at the time the illusory script spell was cast. The suggestion lasts only 30 minutes. Typical suggestions include "Close the book and leave," "Forget the existence of the book," and so forth. If successfully dispelled by dispel magic, the illusory script and its secret message disappear. The hidden message can be read by a combination of the true seeing spell with the read magic or comprehend languages spell. The casting time depends on how long a message you wish to write, but it is always at least 1 minute. Material Component: A lead-based ink [cost of not less than 50 gp]. [**SR:**Yes; **DC:**18, Will negates; see text]

❑❑❑❑❑ **Inflict Serious Wounds**	**Necromancy**	1 standard action	Instantaneous	Touch	PH:p.244

[V, S] TARGET: Creature touched; ***EFFECT:*** This spell functions like inflict light wounds, except that you deal 3d8 points of damage +1 point per caster level [maximum +15]. [**SR:**Yes; **DC:**18, Will half]

❑❑❑❑❑ **Insignia of Blessing**	**Enchantment (Comulsion) [Mind-Affecting]**	Standard Action	9 minutes	Long (760 ft.)	RD:p.166

[V,S,F] TARGET: All wearers of special insignia within range; ***EFFECT:*** +1 morale bonus on attack rolls and on saving throws against fear effects. [**SR:**Yes (harmless)]

❑❑❑❑❑ **Insignia of Healing**	**Conjuration (Healing)**	Standard Action	Instantaneous	Long (760 ft.)	RD:p.166

[V,S,F] TARGET: All wearers of special insignia within range; ***EFFECT:*** Heals 1d8+9 to all wearers. [**SR:**Yes (harmless);see text; **DC:**18, Will half (Harmless)]

❑❑❑❑❑ **Insignia of Warding**	**Abjuration**	Standard Action	9 minutes	Long (760 ft.)	RD:p.166

[V,S,F] TARGET: All wearers of special insignia within range; ***EFFECT:*** +1 divine bonus to AC and on Fort saves. [**SR:**Yes (harmless); **DC:**18, Will negates (Harmless)]

❑❑❑❑❑ **Inspired Aim**	**Enchantment (Compulsion) [Language-Dep**	1 standard action	Concentration	40 ft.	BE:p.101

[V] TARGET: Allies with 40-ft.-radius emanation centered on you; ***EFFECT:*** 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. [**SR:**Yes (harmless); **DC:**18, Will negates (harmless)]

❑❑❑❑❑ **Interplanar Message**	**Evocation [Language-Dependent]**	1 standard action	24 hours/level	One creature	SC:p.124

[V,S] TARGET: One creature; ***EFFECT:*** 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 coterminous to or coexistent with] the Astral Plane. You can have only one interplanar message active at any given time. [**SR:**Yes [harmless]; **DC:**18, Will negates [harmless]]

❑❑❑❑❑ **Invest Moderate Protection**	**Conjuration (Healing)**	1 standard action	Instantaneous; see text	Touch	PH2:p.115

[V,S] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes (harmless); see text; **DC:**18, Will half (harmless); see text]

❑❑❑❑❑ **Invisibility Purge**	**Evocation**	1 standard action	9 minutes [D]	Personal	PH:p.245

[V, S] TARGET: You; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑ **Invoke the Cerulean Sign**	**Evocation**	1 Standard Action	Instantaneous	30 ft	Lom:null

[S] TARGET: 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; ***EFFECT:*** The cerulean sign is an ancient symbol said to embody the purityof 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 bonus to AC [if any] for 1 round. Once a creature recovers from an effect, it moves up one level on the table. Thus, a creature that is stunned by this spell is dazed the round after that, nauseated the round after that, sickened the round after that, and then recovers fully the next round. [**SR:**No; **DC:**18, Fortitude Negates]

❑❑❑❑❑ **Knight's Move**	**Transmutation (Teleportation)**	1 swift action	Instantaneous	5 ft./2 levels; see text	SC:p.129

[V,S,DF] TARGET: You; ***EFFECT:*** You can teleport with a limited distance and a circumspect form of movement. You can instantly move up to 5 feet per two caster levels with this spell, but you must end this movement in a square that leaves you flanking an enemy.

❑❑❑❑❑ **Know Bloodline (CL:10)**	**Divination**	1 standard action	Instantaneous	Close (50 ft.)	LE:p.32

[V, S, DF] TARGET: One creature; ***EFFECT:*** Reveals target's type, race, subrace, and all subtypes possessed. [**SR:**Yes; **DC:**18, Will negates]

❑❑❑❑❑ **Know Opponent (CL:10)**	**Divination**	1 standard action	Instantaneous	Close (50 ft.)	SC:p.129

[S,DF] TARGET: One creature; ***EFFECT:*** You gauge the strengths and weaknesses of an opponent to gain combat advantages. Upon casting this spell, you learn a number of strengths or weaknesses of the target equal to one, plus one strength or weakness per two caster levels [maximum four]. You can choose to learn strengths, weaknesses, or some combination thereof that you specify. If a creature has more strengths or weaknesses than you can learn with a single casting, you learn the most powerful ones first. Thus, if a monster can use finger of death at will and has resistance to sonic 5, you would learn about finger of death first. Strengths can include attack forms and special abilities [including spelllike abilities or supernatural abilities]. Weaknesses include vulnerability to an energy type. For example, suppose a 7th-level cleric casts know opponent on a blackarmored warrior, choosing to learn one strength and two weaknesses. The warrior fails his save, and the DM informs the cleric's player that the opponent has the ability to drain energy [a strength], is adversely affected by sunlight, and can be repelled by a holy symbol [both weaknesses]. The cleric then concludes that he faces a vampire and breaks out the wooden stakes. [**SR:**Yes; **DC:**18, Will negates]

❑❑❑❑❑ **Know Vulnerabilities (CL:10)**	**Divination**	1 standard action	Instantaneous	Close (50 ft.)	SC:p.129

[V,S] TARGET: One creature; ***EFFECT:*** 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]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑ **Laogzed's Breath**			Instantaneous	Close (45 ft.)	SS:p.68

TARGET: Cone; ***EFFECT:*** As stinking cloud, except as noted above and that the nauseating vapors persist for 10 rounds.

❑❑❑❑❑ **Light of Venya**	**Evocation [Good, Light]**	1 standard action	10 minutes/level [D]	Medium (190 ft.)	SC:p.132

[V,S] TARGET: You and up to two rays; see text; ***EFFECT:*** This spell functions like light of Lunia, except that a softy pearly radiance is created. Your light rays deal 3d6 points of damage, or 6d6 points of damage against undead and evil outsiders. Alternatively, you can choose for the ray to heal 1d6 points of damage + your divine spellcaster level maximum 1d6+10 to a living, non-evil creature. [**SR:**Yes; see text]

❑❑❑❑❑ **Light of Wisdom**	**Abjuration**	1 swift action	1 round/level, or until discharged	Touch	CC:p.124

[V, S, DF] TARGET: Holy symbol touched; ***EFFECT:*** A cool, blue radiance pours forth from your extended holy symbol, increasing your power against the foul scourge of the undead. When you cast light of wisdom upon your holy symbol, your effective turning level increases by 1 per three caster levels. These bonus levels apply only for the purpose of determining the most powerful undead that your turning check can affect and whether or not the undead you turn are destroyed outright. The increase has no bearing on the amount of turning damage you deal with a successful turn attempt. [**SR:**No]

❑❑❑❑❑ **Locate Node (CL:10)**	**Divination**	1 standard action	10 minutes	10 miles	CR:31

[V,S,F/DF] TARGET: Circle, centered on you, with a radius of 10 miles; ***EFFECT:*** Finds closest node in a 10 mile radius. [**SR:**No]

❑❑❑❑❑ **Locate Object (CL:10)**	**Divination [Water Shugenja]**	1 standard action	10 minutes	Long (800 ft.)	PH:p.249

[V, S, F/DF] TARGET: Circle, centered on you, with a radius of 800 ft.; ***EFFECT:*** You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand [not through divination]. The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. Polymorph any object fools it. Arcane Focus: A forked twig. [**SR:**No]

❑❑❑❑❑ **Magic Circle against Evil**	**Abjuration [Good]**	1 standard action	90 minutes	Touch	PH:p.249

[V, S, M/DF] TARGET: 10-ft.-radius emanation from touched creature; ***EFFECT:*** All creatures within the area gain the effects of a protection from evil spell, and no nongood summoned creatures can enter the area either. You must overcome a creature's spell resistance in order to keep it at bay [as in the third function of protection from evil], but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance. This spell has an alternative version that you may choose when casting it. A magic circle against evil can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature [such as those called by the lesser planar binding, planar binding, and greater planar binding spells] for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal protection from evil spell for that creature only. A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel [astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport, and similar abilities] can simply leave the circle through that means. You can prevent the creature's extradimensional escape by casting a dimensional anchor spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks [ranged weapons, spells, magical abilities, and the like] can. The creature can attack any target it can reach with its ranged attacks except for the circle itself. You can add a special diagram [a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils] to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a dimensional anchor spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap [see the lesser planar binding spell], the DC increases by 5. The creature is immediately released if anything disturbs the diagram-even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above. This spell is not cumulative with protection from evil and vice versa. Arcane Material Component: A little powdered silver with which you trace a 3-footdiameter circle on the floor [or ground] around the creature to be warded. [**SR:**No; see text; **DC:**18, Will negates (harmless)]

❑❑❑❑❑ **Magic Circle against Law**	**Abjuration [Chaotic]**	1 standard action	90 minutes	Touch	PH:p.250

[V, S, M/DF] TARGET: 10-ft.-radius emanation from touched creature; ***EFFECT:*** This spell functions like magic circle against evil, except that it is similar to protection from law instead of protection from evil, and it can imprison a nonchaotic called creature. [**SR:**No; see text; **DC:**18, Will negates (harmless)]

❑❑❑❑❑ ***Magic Fang, Greater**	**Transmutation**	1 standard action	9 hours	Close (45 ft.)	PH:p.250

[V, S, DF] TARGET: One living creature; ***EFFECT:*** This spell functions like magic fang, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels [maximum +5]. Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus [regardless of your caster level]. Greater magic fang can be made permanent with a permanency spell. [**SR:**Yes (harmless); **DC:**18, Will negates (harmless)]

❑❑❑❑❑ **Magic Vestment**	**Transmutation**	1 standard action	9 hours	Touch	PH:p.251

[V, S, DF] TARGET: Armor or shield touched; ***EFFECT:*** [**SR:**Yes (harmless, object); **DC:**18, Will negates (harmless, object)]

❑❑❑❑❑ **Mantle of Chaos**	**Abjuration [Chaos]**	1 standard action	10 minutes/level [D]	Personal	SC:p.137

[V,S,M] TARGET: You; ***EFFECT:*** The power of this spell grants you spell resistance equal to 12 + your caster level against spells with the lawful descriptor.

❑❑❑❑❑ **Mantle of Law**	**Abjuration [Law]**	1 standard action	10 minutes/level [D]	Personal	SC:p.138

[V,S,M] TARGET: You; ***EFFECT:*** This spell functions like mantle of chaos, except that mantle of law grants spell resistance against spells with the chaotic descriptor.

❑❑❑❑❑ **Mark of Doom**	**Necromancy**	1 standard action	1 round/level	Medium (190 ft.)	PH2:p.119

[V,S,DF] TARGET: One creature; ***EFFECT:*** Subject marked takes 1d6 damage any time it continues fighting; see text. [**SR:**No]

❑❑❑❑❑ **Meld into Ice**	**Transmutation**	1 standard action	90 minutes	Personal	Fr:p.102

[V,S,DF] TARGET: You; ***EFFECT:*** Meld into a large enough block of ice. [**SR:**No]

❑❑❑❑❑ **Meld into Stone**	**Transmutation [Earth, Earth Shugenja]**	1 standard action	90 minutes	Personal	PH:p.252

[V, S, DF] TARGET: You; ***EFFECT:*** 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]

❑❑❑❑❑ ***Moon Blade**	**Evocation**	1 standard action	1 minute/level [D]	0 ft.	SC:p.143

[V,S,M/DF] TARGET: A swordlike beam; ***EFFECT:*** You call a swordlike beam of moonlight into your hand. Anyone who can cast moon blade can wield the beam with proficiency. However, if you are profi- cient with any type of sword, you can wield the beam as if it were any type of sword and thus gain the benefits of any special sword skill you might have, such as Weapon Focus. Attacks with a moon blade are melee touch attacks. Its strike saps vitality or life force, causing no visible wounds but dealing 1d8 points of damage +1 point per two caster levels 10 to any type of creature except undead. Undead are visibly wounded by a moon blade. Their substance boils away from its touch, and they take 2d8 points of damage +1 point per caster level 20 per blow. The blade is immaterial, and your Strength modifier does not apply to the damage. A successful moon blade strike temporarily scrambles magic. On the target's next turn after a hit from a moon blade, the creature must make a Concentration check to use any spell or spell-like ability. The DC is equal to 10 + damage dealt + spell level. [An opponent hit by a moon blade while casting a spell must make the usual Concentration check to avoid losing the spell in addition to the check on its next turn.] Arcane Material Component: A small candy made with wintergreen oil. [**SR:**Yes]

❑❑❑❑❑ **Nauseating Breath**	**Conjuration (Creation)**	1 standard action	Instantaneous	30 ft.	SC:p.146

[V,S,M] TARGET: Cone-shaped burst; ***EFFECT:*** 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]

❑❑❑❑❑ **Obscure Object**	**Abjuration [Antimagic Domain]**	1 standard action	8 hours [D]	Touch	PH:p.258

[V, S, M/DF] TARGET: One object touched of up to 900 lbs; ***EFFECT:*** 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:**18, Will negates (object)]

❑❑❑❑❑ **Path of the Exalted (CL:10)**	**Divination**	1 standard action	1 decision; see text	Personal	BE:p.103

[V, Abstinence] TARGET: ; ***EFFECT:*** 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.

❑❑❑❑❑ ***Phantom Steed**	**Conjuration (Creation)**	10 minutes	9 hours [D]	0 ft.	PH:p.260

[V, S] TARGET: One quasi-real, horselike creature; ***EFFECT:*** You conjure a Large, quasi-real, horselike creature. The steed can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it. The mount has an AC of 18 [-1 size, +4 natural armor, +5 Dex] and 7 hit points +1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per caster level, to a maximum of 240 feet. It can bear its rider's weight plus up to 10 pounds per caster level. These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels. 8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed. 10th Level: The mount can use water walk at will [as the spell, no action required to activate this ability]. 12th Level: The mount can use air walk at will [as the spell, no action required to activate this ability] for up to 1 round at a time, after which it falls to the ground. 14th Level: The mount can fly at its speed [average maneuverability]. [**SR:**No]

❑❑❑❑❑ **Phieran's Resolve**	**Abjuration [Good]**	1 standard action	1 minute/level	20 ft.	BE:p.103

[V, S, DF, Sacrifice] TARGET: One good creature/level in a 20-ft.-radius burst centered on you; ***EFFECT:*** 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:**18, Will negates (harmless)]

❑❑❑❑❑ **Planar Familiar**	**Transmutation**	10 minutes	Instantaneous	Touch	SA:p.14

[V S DF XP] TARGET: Living creature touched; ***EFFECT:*** 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:**18, Fortitude negates [harmless]]

❑❑❑❑❑ ***Plant Growth**	**Transmutation [WuJenWood, Earth Shugen**	1 standard action	Instantaneous	See text	PH:p.262

[V, S, DF] TARGET: See text; ***EFFECT:*** Plant growth has different effects depending on the version chosen. Overgrowth: This effect causes normal vegetation [grasses, briars, bushes, creepers, thistles, trees, vines] within long range [400 feet + 40 feet per caster level] to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle. You may designate places within the area that are not affected. Enrichment: This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal. Plant growth counters diminish plants. This spell has no effect on plant creatures. [**SR:**No]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑ *Poison	Necromancy	1 standard action	Instantaneous; see text	Touch	PH:p.262

[V, S, DF] TARGET: Living creature touched; ***EFFECT:*** 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]. [**SR:**Yes; **DC:**18, Fortitude negates; see text]

❑❑❑❑❑ Prayer	Enchantment (Compulsion) [Mind-Affecting	1 standard action	9 rounds	40 ft.	PH:p.264

[V, S, DF] TARGET: All allies and foes within a 40-ft.-radius burst centered on you; ***EFFECT:*** 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]

❑❑❑❑❑ Protection from Dessication	Abjuration	1 standard action	90 minutes or until discharged	Touch	Sa:p.119

[V,S,DF] TARGET: Living creature touched; ***EFFECT:*** Warded creature immune to dehydration until the spell has absorbed 90 damage. [**SR:**Yes (harmless); **DC:**18, Fort negates (harmless)]

❑❑❑❑❑ Protection from Energy	Abjuration [WuJenEarth, WuJenFire, WuJenI	1 standard action	90 minutes or until discharged	Touch	PH:p.266

[V, S, DF] TARGET: Creature touched; ***EFFECT:*** 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:**18, Fortitude negates (harmless)]

❑❑❑❑❑ Protection from Negative Energy	Abjuration	1 standard action	10 minutes/level	Touch	SC:p.163

[V,S] TARGET: Creature touched; ***EFFECT:*** 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:**18, Will negates [harmless]]

❑❑❑❑❑ Protection from Positive Energy	Abjuration	1 standard action	10 minutes/level	Touch	SC:p.163

[V,S] TARGET: Creature touched; ***EFFECT:*** 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:**18, Will negates [harmless]]

❑❑❑❑❑ Refreshment	Conjuration (Healing) [Good]	1 standard action	Instantaneous	20 ft.	BE:p.105

[V, S] TARGET: 20-ft.-radius burst centered on you; ***EFFECT:*** 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)]

❑❑❑❑❑ Remedy Moderate Wounds	Conjuration (Healing)	1 standard action	10 rounds + 1 round/2 levels	Touch	Mag:p.113

[V, S] TARGET: Living creature touched; ***EFFECT:*** 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)]

❑❑❑❑❑ Remove Blindness/Deafness	Conjuration (Healing) [Water Shugenja]	1 standard action	Instantaneous	Touch	PH:p.270

[V, S] TARGET: Creature touched; ***EFFECT:*** 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)]

❑❑❑❑❑ Remove Curse	Abjuration [Water Shugenja, Abjuration Do	1 standard action	Instantaneous	Touch	PH:p.270

[V, S] TARGET: Creature or item touched; ***EFFECT:*** 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:**18, Will negates (harmless)]

❑❑❑❑❑ Remove Disease	Conjuration (Healing) [Water Shugenja]	1 standard action	Instantaneous	Touch	PH:p.271

[V, S] TARGET: Creature touched; ***EFFECT:*** 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)]

❑❑❑❑❑ Remove Nausea	Conjuration (Healing)	1 standard action	Instantaneous	Touch	BE:p.105

[V, DF] TARGET: Creature touched; ***EFFECT:*** 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)]

❑❑❑❑❑ Rend Shadow Weave	Abjuration	1 minute	Instantaneous	Close (45 ft.)	CV:57

[V,S,M] TARGET: One 10 ft.-cube area of the Shadow Weave; ***EFFECT:*** 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]

❑❑❑❑❑ *Resist Energy	Abjuration [WuJenEarth, WuJenFire, WuJenI	1 standard action	90 minutes	Touch	PH:p.272

[V, S, DF] TARGET: Creature touched; ***EFFECT:*** This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage [whether from a natural or magical source], that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well. Resist energy absorbs only damage. The subject could still suffer unfortunate side effects. Note: Resist energy overlaps [and does not stack with] protection from 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:**18, Fortitude negates (harmless)]

❑❑❑❑❑ Resist Energy, Mass	Abjuration	1 standard action	10 minutes/level	Close (45 ft.)	SC:p.174

[V,S,DF] TARGET: One creature/level, no two of which can be more than 30 ft. apart; ***EFFECT:*** This spell functions like resist energy [PH 272], except that it affects all targeted creatures. [**SR:**Yes [harmless]; **DC:**18, Fortitude negates [harmless]]

❑❑❑❑❑ Resist Taint	Abjuration	1 standard action	90 minutes	Touch	HH:p.132

[V, S, DF] TARGET: Creature touched; ***EFFECT:*** This spell grants a +4 resistance bonus on saving throws made to resist acquiring taint. [**SR:**Yes; **DC:**18, Fortitude negates (harmless)]

❑❑❑❑❑ Resurgence, Mass	Abjuration	1 standard action	Instantaneous	Close (45 ft.)	SC:p.175

[V,S,DF] TARGET: One creature/level, no two of which can be more than 30 ft. apart; ***EFFECT:*** 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:**18, Will negates [harmless]]

❑❑❑❑❑ Revitalize Legacy, Least	Transmutation	1 standard action	1 hour/level or until expended	Touch	WL:p.17

[V, S, F] TARGET: Your legacy item; see text; ***EFFECT:*** 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]

❑❑❑❑❑ Ring of Blades	Conjuration (Creation)	1 standard action	1 minute/level	Personal	SC:p.177

[V,S,M] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑ Safety	Abjuration	1 standard action	10 minutes/level	Touch	SC:p.179

[V,S] TARGET: Creature touched; ***EFFECT:*** 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 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:**18, None or Will negates [harmless]]

❑❑❑❑❑ Searing Light	Evocation [Fire Shugenja]	1 standard action	Instantaneous	Medium (190 ft.)	PH:p.275

[V, S] TARGET: Ray; ***EFFECT:*** 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]

❑❑❑❑❑ Secret Page	Transmutation	10 minutes	Permanent	Touch	PH:p.275

[V, S, M] TARGET: Page touched, up to 3 sq. ft. in size; ***EFFECT:*** Secret page alters the contents of a page so that they appear to be something entirely different. The text of a spell can be changed to show even another spell. Explosive runes or sepia snake sigil can be cast upon the secret page. A comprehend languages spell alone cannot reveal a secret page's contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page, and return it to its secret page form at will. You can also remove the spell by double repetition of the special word. A detect magic spell reveals dim magic on the page in question but does not reveal its true contents. True seeing reveals the presence of the hidden material but does not reveal the contents unless cast in combination with comprehend languages. A secret page spell can be dispelled, and the hidden writings can be destroyed by means of an erase spell. Material Component: Powdered herring scales and will-o'-wisp essence. [**SR:**No]

❑❑❑❑❑ Share Animal's Mind	Enchantment (Compulsion) [Mind-Affecting	1 full round	Concentration, up to 1 minute/level [D]	Medium (190 ft.)	DCS:p.111

[V, S, AF] TARGET: One animal of Medium size or smaller; ***EFFECT:*** 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:**18, Will negates]

❑❑❑❑❑ Sheltered Vitality	Abjuration	1 standard action	1 minute/level	Touch	SC:p.188

[V,S,DF] TARGET: Living creature touched; ***EFFECT:*** The subject gains immunity to fatigue, exhaustion, and ability damage or ability drain [regardless of the source]. [**SR:**Yes [harmless]; **DC:**18, Fortitude negates [harmless]]

❑❑❑❑❑ Shield of Warding	Abjuration [Good]	1 standard action	1 minute/level	Touch	SC:p.188

[V,S] TARGET: One shield or buckler touched; ***EFFECT:*** 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:**18, Will negates [object,harmless]]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑Shivering Touch | **Necromancy [Cold]** | 1 standard action | 9 rounds | Touch | Fr:p.104

[V,S] TARGET: Creature touched; ***EFFECT:*** Melee touch attack causes it to become numb and deals 3d6 Dex damage. [**SR:**Yes]

❑❑❑❑❑Sink | **Transmutation** | 1 standard action | 1 round | Close (45 ft.) | SC:p.190

[V,S,DF] TARGET: One creature/level, no two of which are more than 30 ft. apart; ***EFFECT:*** 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:**18, Will negates]

❑❑❑❑❑Skull Watch | **Necromancy** | 1 standard action | Permanent | Touch | SC:p.191

[V,S,F] TARGET: One humaniod skull; ***EFFECT:*** 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:**18, See text]

❑❑❑❑❑Slashing Darkness | **Evocation** | 1 standard action | Instantaneous | Medium (190 ft.) | SC:p.191

[V,S] TARGET: Ray; ***EFFECT:*** 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]

❑❑❑❑❑ *Sleet Storm | **Conjuration (Creation) [Cold, Cold Domain]** | 1 standard action | 9 rounds | Long (760 ft.) | PH:p.280

[V, S, M/DF] TARGET: Cylinder 40; ***EFFECT:*** 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]

❑❑❑❑❑Snowshoes, Mass | **Transmutation** | 1 standard action | 1 hour/level [D] | Close (45 ft.) | SC:p.194

[V,S] TARGET: One creature/level, no two of which are more than 30 ft. apart; ***EFFECT:*** This spell functions like snowshoes, except as noted above. [**SR:**Yes [harmless]; **DC:**18, Will negates [harmless]]

❑❑❑❑❑Sonorous Hum | **Evocation [Sonic]** | 1 standard action | 1 minute/level [D] | Personal | SC:p.196

[V,S] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑Soul Boon | **Necromancy [Incarnum]** | 1 standard action | 1 minute | Touch | MoI:p.104

[V, S, M/DF] TARGET: One living creature; ***EFFECT:*** 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:**18, Will negates (harmless)]

❑❑❑❑❑Soul of Light | **Transmutation [Good]** | 1 standard action | 1 hour | Personal | DM:p.73

[V, S] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑Soul of the Waste | **Transmutation [Earth]** | 1 standard action | 90 minutes [D] | Personal | Sa:p.121

[V,S,DF] TARGET: You; ***EFFECT:*** You meld your body and 100 lbs of possesions into the sand. [**SR:**No]

❑❑❑❑❑Sound Lance | **Evocation [Sonic]** | 1 standard action | Instantaneous | Medium (190 ft.) | SC:p.196

[V,S] TARGET: One creature or object; ***EFFECT:*** 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:**18, Fortitude half]

❑❑❑❑❑Spark of Life | **Necromancy** | 1 standard action | 1 round/level | Touch | SC:p.196

[V,S] TARGET: Undead creature touched; ***EFFECT:*** 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:**18, Will negates]

❑❑❑❑❑Speak with Dead | **Necromancy [Language-Dependent]** | 10 minutes | 9 minutes | 10 ft. | PH:p.281

[V, S, DF] TARGET: One dead creature; ***EFFECT:*** 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:**18, Will negates; see text]

❑❑❑❑❑Spiderbind | **Transmutation** | 1 standard action | 9 rounds | Close (45 ft.) | CV:58

[V,S,M] TARGET: 4 spider or spiderlike creatures, no two of which can be more than 30 ft. apart; ***EFFECT:*** 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:**18, Fortitude negates]

❑❑❑❑❑Spikes | **Transmutation** | 1 standard action | 1 hour/level | Touch | SC:p.202

[V,S,M] TARGET: Wooden weapon touched; ***EFFECT:*** 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]

❑❑❑❑❑ **Stone Shape | **Transmutation [Earth, WuJenEarth, Earth S]** | 1 standard action | Instantaneous | Touch | PH:p.284

[V, S, M/DF] TARGET: Stone or stone object touched, up to 19 cu. ft.; ***EFFECT:*** 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]

❑❑❑❑❑Stone Shape | **Transmutation [Earth, WuJenEarth, Earth S]** | 1 standard action | Instantaneous | Touch | PH:p.284

[V, S, M/DF] TARGET: Stone or stone object touched, up to 19 cu. ft.; ***EFFECT:*** 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]

❑❑❑❑❑Storm Shield | **Abjuration** | 1 standard action | 9 minutes or until discharged [D] | Medium (190 ft.) | LE:p.34

[V, S, DF] TARGET: 30-ft.-radius emanation; ***EFFECT:*** Glowing sphere absorbs 360 points of electricity damage from effects that pass within 30 ft. [**SR:**See text; **DC:**18, See text]

❑❑❑❑❑Subdue Aura | **Abjuration** | 1 standard action | 10 minutes/ level | Touch | CC:p.128

[V, S] TARGET: Creature or object touched; ***EFFECT:*** 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:**18, Will negates (object)]

❑❑❑❑❑Summon Monster III | **Conjuration (Summoning)** | 1 round | 9 rounds [D] | Close (45 ft.) | PH:p.286

[V, S, F/DF] TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; ***EFFECT:*** 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]

❑❑❑❑❑Suppress Glyph | **Abjuration** | 1 standard action | 1 minute/level | 100 ft. | SC:p.216

[V,S] TARGET: 100-ft.-radius emanation centered on you; ***EFFECT:*** 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 warded 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:**18, Will negates [object]]

❑❑❑❑❑Telepathic Bond, Lesser (CL:10) | **Divination [Mind-Affecting]** | 1 standard action | 100 minutes | 30 ft. | CD:p.183

[V,S] TARGET: You and one willing creature within 30 ft.; ***EFFECT:*** Link with subject within 30 ft. for 100 minutes. [**SR:**No]

❑❑❑❑❑Telepathy Tap (CL:10) | **Divination** | 1 standard action | 1 round/level [D] | Personal | BE:p.110

[Sacrifice] TARGET: 10-ft./level-radius emanation; ***EFFECT:*** You can overhear the telepathic conversations of other creatures within the spell's area. Telepathy tap does not allow you to detect the uncommunicated thoughts of creatures or understand conversations spoken in languages you do not comprehend. In an area where numerous telepathic conversations are occurring at the same time, you must specify the creatures you wish to overhear during a given round. You can separate and decipher the telepathic messages of a number of creatures equal to 1 + your Intelligence bonus. Telepathy tap does not allow you to overhear the telepathic conversations of creatures protected by a mind blank spell, nor does it grant the ability to telepathically communicate with other creatures. Sacrifice: 1d3 points of Strength damage. [**SR:**No]

❑❑❑❑❑Tongues (CL:10) | **Divination** | 1 standard action | 100 minutes | Touch | PH:p.294

[V, M/DF] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**No; **DC:**18, Will negates (harmless)]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑Tremor | **Evocation [Earth]** | 1 standard action | 1 round/3 levels | Medium (190 ft.) | SC:p.223

[V,S,DF] TARGET: 40-ft.-radius spread; ***EFFECT:*** This minor quake is not strong enough to damage structures. The effect lasts for 1 round per three caster levels, during which time any spellcaster on the ground in the area must succeed on a Concentration check [DC 15 + spell level] or lose any spell she is casting. A creature attempting to use a skill that would provoke attacks of opportunity [such as Disable Device, Heal, Open Lock, and Use Rope, among others] must succeed on a DC 15 Concentration check, or the action automatically fails and is wasted. Each creature in the area must make a Reflex save each round or be knocked prone. [**SR:**No; **DC:**18, See text]

❑❑❑❑❑Vigor | **Conjuration (Healing)** | 1 standard action | 10 rounds + 1 round/level [max 25] | Touch | SC:p.229

[V,S] TARGET: Living creature touched; ***EFFECT:*** This spell functions like lesser vigor, except as noted here and that it grants fast healing 2. You suffuse yourself with power, gaining 5 temporary hit points. Using this power again when an earlier manifestation has not expired merely replaces the older temporary hit points [if any remain] with the newer ones. Augment: For every additional power point you spend, the number of temporary hit points you gain increases by 5. [**SR:**Yes [harmless]; **DC:**18, Will negates [harmless]]

❑❑❑❑❑Vigor, Mass Lesser | **Conjuration (Healing)** | 1 standard action | 10 rounds + 1 round/level [max 25] | 20 ft. | SC:p.229

[V,S] TARGET: One creature/2 levels, no two of which can be more than 30 ft. apart; ***EFFECT:*** This spell functions like lesser vigor, except that it affects multiple creatures. [**SR:**Yes [harmless]; **DC:**18, Will negates [harmless]]

❑❑❑❑❑Visage of the Deity, Lesser | **Transmutation** | 1 standard action | 1 round/level | Personal | SC:p.231

[V,S,DF] TARGET: You; ***EFFECT:*** You gain a +4 enhancement bonus to Charisma. You also gain resistance to acid 10, cold 10, and electricity 10 if you are good, or resistance to cold 10 and fire 10 if you are evil.

❑❑❑❑❑Vision of the Omniscient Eye (CL:10) | **Divination, Evocation [Light]** | 1 standard action | 1 minute/level | Personal | DM:p.74

[V, S] TARGET: You; ***EFFECT:*** Your eyes briefly flash with brilliant light, opening your mind to encompass every object nearby. You gain great vision, allowing you to see everything in the surrounding area clearly. You gain a +10 insight bonus on Spot checks and immunity to being dazzled or blinded [if you are already dazzled or blinded, you can see normally for the duration of the spell]. Additionally, if you cast this while under the effect of see invisibility, true seeing, or any other spell that allows you to see invisible creatures, you can activate a faerie fire effect [as the spell] on any invisible creature or object within 60 feet as a swift action. Doing this ends the duration of vision of the omniscient eye; the faerie fire effect lasts for 1 minute. Special: A character who learns this spell gains a +1 competence bonus on Spot checks.

❑❑❑❑❑Wall of Light | **Evocation [Light]** | 1 standard action | 1 minute/level [D] | Close (45 ft.) | SC:p.234

[V,S,M] TARGET: A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels; ***EFFECT:*** This spell causes a wall of dazzling yellow-white light to come into being at any point within range. The wall is opaque to all other creatures, though you can see through it without difficulty. A wall of light has no physical substance and does not otherwise hinder attacks, movement, or spells passing through it, although it blocks line of sight for other creatures. A creature that passes through a wall of light becomes dazzled for the duration of the spell. Spell resistance applies when passing through the wall. Sightless creatures and those already dazzled are not affected by passing through a wall of light. A wall of light sheds light equivalent to a daylight spell. Wall of light counters or dispels any darkness spell of equal or lower level. Material Component: A pinch of powdered sunstone. [**SR:**Yes; see text]

❑❑❑❑❑ **Water Breathing | **Transmutation [WuJenWater, Water Shuge** | 1 standard action | 18 hours; see text | Touch | PH:p.300

[V, S, M/DF] TARGET: Living creatures touched; ***EFFECT:*** The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air. Arcane Material Component: A short reed or piece of straw. [**SR:**Yes (harmless); **DC:**18, Will negates (harmless)]

❑❑❑❑❑Water Breathing | **Transmutation [WuJenWater, Water Shuge** | 1 standard action | 18 hours; see text | Touch | PH:p.300

[V, S, M/DF] TARGET: Living creatures touched; ***EFFECT:*** The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air. Arcane Material Component: A short reed or piece of straw. [**SR:**Yes (harmless); **DC:**18, Will negates (harmless)]

❑❑❑❑❑Water Walk | **Transmutation [Water, Water Shugenja]** | 1 standard action | 90 minutes [D] | Touch | PH:p.300

[V, S, DF] TARGET: 9 touched creatures; ***EFFECT:*** The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. [Creatures crossing molten lava still take damage from the heat because they are near it.] The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground. If the spell is cast underwater [or while the subjects are partially or wholly submerged in whatever liquid they are in], the subjects are borne toward the surface at 60 feet per round until they can stand on it. [**SR:**Yes (harmless); **DC:**18, Will negates (harmless)]

❑❑❑❑❑Weapon of Energy | **Transmutation [See text]** | 1 standard action | 1 round/level | Touch | SC:p.236

[V,S] 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 a critical hit. The weapon can deal acid, cold, electricity, or fire damage, chosen by you at the time of casting. The weapon deals an extra 1d6 points of 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 ?3, add 2d10 points of energy damage instead, and if the multiplier is ?4, add 3d10 points of energy damage. This spell can be cast on a weapon that already deals energy damage, and if the weapon already creates the same type of damage as the spell, the effects stack. For example, if cast on a +1 flaming longsword to give it additional fire damage, the weapon now deals an extra 2d6 points of fire damage per hit. This spell has a descriptor 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. As claw of energy, except this power can be manifested on a touched weapon. This power's subtype is the same as the type of energy infused in the touched weapon. [**SR:**Yes [harmless,object]; **DC:**18, Fortitude negates [harmless,object]]

❑❑❑❑❑Weapon of Impact | **Transmutation** | 1 standard action | 10 minutes/level | Touch | SC:p.237

[V,S] TARGET: One bludgeoning weapon or fifty blunt projectiles [all of which must be touching]; ***EFFECT:*** This spell makes a bludgeoning weapon have greater impact, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. If the spell is cast on sling bullets or other bludgeoning projectiles, the weapon of impact effect on a particular projectile ends after one use, whether or not the missile strikes its intended target. Multiple effects that increase a weapon's threat range, such as the Improved Critical feat, don't stack. [**SR:**Yes [harmless,object]; **DC:**18, Will negates [harmless,object]]

❑❑❑❑❑Weapon of the Deity | **Transmutation** | 1 standard action | 1 round/level | Touch | SC:p.237

[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 worshiping 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 Larethian: +1 keen longsword Ehlonna: +1 frost longsword Erythnul: +1 mighty cleaving morningstar Fharlanghn: +1 defending quarterstaff Garl Glittergold: +1 throwing battleaxe Gruumsh: +1 returning shortspear Heironeous: +1 shock longsword Hextor: +1 mighty cleaving heavy flail Kord: +1 mighty cleaving greatsword Kurtulmak: +1 shock shortspear Lolth: +1 keen whip Moradin: +1 throwing warhammer Nerull: +1 keen scythe Obad-Hai: +1 defending quarterstaff Olidammara: +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 battleaxe [**SR:**Yes [harmless,object]; **DC:**18, Fortitude negates [harmless,object]]

❑❑❑❑❑Wind Wall | **Evocation [Air, Air Shugenja]** | 1 standard action | 9 rounds | Medium (190 ft.) | PH:p.302

[V, S, M/DF] TARGET: Wall up to 90 ft. long and 45 ft. high [S]; ***EFFECT:*** 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:**18, None; see text]

LEVEL 4 / Per Day:3+1 / Caster Level:9

Name	School	Time	Duration	Range	Source
❑❑❑❑❑Aerial Summoning Dance	Conjuration (Summoning)	3 rounds	9 rounds	Close (45 ft.)	Rac:p.189
❑❑❑❑❑Aid, Legion's	Enchantment (Compulsion) [Mind-Affecting	1 standard action	9 minutes	Medium (190 ft.)	MH:p.33
❑❑❑❑❑ **Air Walk	Transmutation [Air, Air Shugenja]	1 standard action	90 minutes	Touch	PH:p.196
❑❑❑❑❑Air Walk	Transmutation [Air, Air Shugenja]	1 standard action	90 minutes	Touch	PH:p.196
❑❑❑❑❑Aligned Aura	Abjuration	1 standard action	1 round/level or until discharged	20 ft. or 60 ft.	CC:p.116
❑❑❑❑❑Align Weapon, Legion's	Transmutation	1 standard action	9 minutes	Medium (190 ft.)	MH:p.33
❑❑❑❑❑ *Animate Dead	Necromancy [Evil]	1 standard action	Instantaneous	Touch	PH:p.198

[V,S,DF] TARGET: One summoned Large air elemental; ***EFFECT:*** As Summon Monster VI, but requires aerial dance by the caster and at least 4 aarakocra [**SR:**No]

[V,S,DF] TARGET: Allies in a 20-ft.-radius burst; ***EFFECT:*** +1 on attack rolls, +1 against fear, all creatures gain 1d8+9 temporary hp. [**SR:**Yes (harmless)]

[V, S, DF] TARGET: Creature [Gargantuan or smaller] touched; ***EFFECT:*** The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air walker's normal speed. A strong wind [21+ mph] can push the subject along or hold it back. At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field. You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk [counts as a trick; see Handle Animal skill] with one week of work and a DC 25 Handle Animal check. [**SR:**Yes (harmless)]

[V, S, DF] TARGET: Creature [Gargantuan or smaller] touched; ***EFFECT:*** The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air walker's normal speed. A strong wind [21+ mph] can push the subject along or hold it back. At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field. You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk [counts as a trick; see Handle Animal skill] with one week of work and a DC 25 Handle Animal check. [**SR:**Yes (harmless)]

[V, S, DF] TARGET: 20-ft.-radius emanation or 60-ft.-radius burst, centered on you; ***EFFECT:*** A rush of divine energy flows through your holy symbol, infusing your body with the essence of the divine ethos. When you cast this spell, choose one non-neutral aspect of your own alignment-chaos, evil, good, or law. [If you are neutral, you can select whichever alignment you wish each time you cast this spell.] You are immediately surrounded in a 20-foot aura of invisible energy associated with the chosen alignment component. Anyone in that area who shares that alignment component gains a bonus, and anyone with the opposed alignment component must make a Fortitude save or take a penalty. The values of these.MODifiers and the features to which they apply are given on the following table. These.MODifiers end when the affected creature leaves the spell's area. Alignment Bonus Penalty Chaos +1 on attack rolls -1 on saving throws Evil +1 on damage rolls -1 to Armor Class Good +1 on saving throws -1 on attack rolls Law +1 to Armor Class -1 on damage rolls At any point before the duration expires, you can choose to unleash the spell's remaining power in a 60-foot burst that deals 1d4 points of damage per round of duration remaining [maximum 15d4] to each creature of the opposed alignment in the area. Each affected creature can attempt a Fortitude save for half damage. The burst also heals 1 point of damage per round of duration remaining [maximum 15 points] for each creature of the same alignment in the area. Once this option is invoked, the spell ends immediately. [**SR:**Yes; **DC:**19, Fortitude partial]

[V,S,DF] TARGET: Allies weapons in a 20-ft.-radius burst; ***EFFECT:*** Multiple weapons at a distance becomes good, evil, lawful, or chaotic. [**SR:**Yes (harmless, object); **DC:**19, Will negates (harmless, object)]

[V, S, M] TARGET: One or more corpses touched; ***EFFECT:*** This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands. The undead can follow you, or they can remain in an area and attack any creature [or just a specific kind of creature] entering the place. They remain animated until they are destroyed. [A destroyed skeleton or zombie can't be animated again.] Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of animate dead. [The desecrate spell doubles this limit] The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. [You choose which creatures are released.] If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit. Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones. Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy. Material Component: You must place a black onyx gem worth at least 25 gp per Hit Die of the undead into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells. [**SR:**No]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑ **Animate with the Spirit**	**Conjuration (Summoning) [Good, Sanctifiec**	10 minutes	90 minutes [D]	Medium (190 ft.)	CV:52

[V,S,DF*] TARGET: One corpse with HD equal to or less than your caster level; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑ **Antidragon Aura**	**Abjuration**	1 standard action	1 minute/level	Close (45 ft.)	SC:p.14

[V,S,M,DF] TARGET: One creature/2 levels, no two of which are more than 30 ft. apart; ***EFFECT:*** 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:**19, Will negates [harmless]]

❑❑❑❑❑ **Armored Vermin**	**Transmutation**	1 standard action	1 round/level [D]	Close (45 ft.)	DrU:p.60

[V, S, DF; Drow] TARGET: Up to three vermin, no two of which are more than 30 ft. apart; ***EFFECT:*** 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. [**SR:**Yes (harmless); **DC:**19, Will negates (harmless)]

❑❑❑❑❑ **Assay Resistance (CL:10)**	**Divination**	1 swift action	1 round/level	Personal	CAr:p.98

[V, S] TARGET: You; ***EFFECT:*** +10 bonus on caster level checks to defeat one creature's spell resistance [**SR:**No]

❑❑❑❑❑ **Assay Spell Resistance (CL:10)**	**Divination**	1 swift action	1 round/level	Personal	SC:p.17

[V,S] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑ **Astral Hospice**	**Conjuration (Teleportation)**	1 standard action	24 hours/level	Close (45 ft.)	SC:p.17

[V,S,M] TARGET: See text; ***EFFECT:*** 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.

❑❑❑❑❑ **Aura of the Sun**	**Abjuration [Light]**	1 standard action	9 rounds [D]	10 ft.	LE:p.30

[V, S, DF] TARGET: 10-ft.-radius emanation center on you; ***EFFECT:*** Fills an area with light that damages undead and hampers magical darkness. [**SR:**None]

❑❑❑❑❑ **Beast Claws**	**Transmutation**	1 Standard Action	9 rounds	Personal	CD:p.151-152

[V,S,M] TARGET: You; ***EFFECT:*** Change your hands into claws. Damage 1d6 plus strength or magic; Threat range 19-20. See text. [**SR:**No]

❑❑❑❑❑ **Blessing of the Righteous**	**Evocation [Good]**	1 standard action	1 round/level	40 ft.	PH2:p.104

[V,S,DF] TARGET: All allies in a 40-ft.-radius burst centered on you; ***EFFECT:*** You and your allies melee and ranged attacks deal an extra 1d6 holy damage, weapons are considered good-aligned for overcoming DR. [**SR:**Yes (harmless); **DC:**19, Will negates (harmless)]

❑❑❑❑❑ **Blindsight**	**Transmutation**	1 standard action	1 minute/level	Touch	SC:p.32

[V,S] TARGET: Creature touched; ***EFFECT:*** This spell grants the subject the blindsight ability [MM 306] effective out to 30 feet. [**SR:**Yes [harmless]; **DC:**19, Will negates [harmless]]

❑❑❑❑❑ **Blindsight, Greater**	**Transmutation**	1 standard action	1 minute/level	Touch	SC:p.32

[V,S] TARGET: Creature touched; ***EFFECT:*** This spell functions like blindsight, except as noted above and that the blindsight granted by the spell is effective out to 60 feet. [**SR:**Yes [harmless]; **DC:**19, Will negates [harmless]]

❑❑❑❑❑ **Blood of the Martyr**	**Necromancy (Healing) [Good]**	1 standard action	Instantaneous	Medium (190 ft.)	BE:p.92

[V, S] TARGET: Willing creature; ***EFFECT:*** 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. [**SR:**Yes]

❑❑❑❑❑ **Briartangle**	**Transmutation**	Standard Action	9 minutes [D]	Long (760 ft.)	PG:p.100

[V, S, DF] TARGET: Plants in a 40-ft.-radius spread; ***EFFECT:*** Each entangled creature takes 1d8+4 in each subsequent round it attempts to break free or move it takes a like amount of damage. [**SR:**Yes; **DC:**19, Reflex half]

❑❑❑❑❑ **Castigate**	**Evocation [Sonic]**	1 standard action	Instantaneous	10 ft.	SC:p.44

[V] TARGET: 10-ft. radius burst centered on you; ***EFFECT:*** 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. [**SR:**Yes; **DC:**19, Fortitude half]

❑❑❑❑❑ **Celestial Brilliance**	**Evocation [Good, Light]**	1 standard action	1 day/level [D]	Touch	BE:p.94

[V, S] TARGET: Object touched; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑ **Celestial Fortress**	**Conjuration (Creation) [Good, Sanctified]**	10 minutes	18 hours [D]	Close (45 ft.)	CV:53

[V,S,DF*] TARGET: 20 ft. square structure; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑ **Channeled Divine Health**	**Conjuration (Healing)**	See text	Instantaneous	See text	PH2:p.106

[V,S] TARGET: One creature; ***EFFECT:*** Ranged healing; See text. [**SR:**Yes (harmless); **DC:**19, Will negates (harmless)]

❑❑❑❑❑ ***Command Plants**	**Transmutation**	1 standard action	9 days	Close (45 ft.)	PH:p.211

[V] TARGET: Up to 18 HD of plant creatures, no two of which can be more than 30 ft. apart; ***EFFECT:*** This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way [treat their attitude as friendly]. They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. [Retries are not allowed.] A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. You can affect a number of plant creatures whose combined level or HD do not exceed twice your level. [**SR:**Yes; **DC:**19, Will negates]

❑❑❑❑❑ **Confound**	**Enchantment (Compulsion)**	1 standard action	1 round/level	Close (45 ft.)	CC:p.118

[V, S, DF] TARGET: One creature; ***EFFECT:*** Your opponent's eyes try to follow your gestures while you cast, and they fail to refocus when you finish. You render the target unable to follow your movements effectively. The subject takes a -2 penalty on attack rolls made against you, and you gain a +2 circumstance bonus on attack rolls made against it. If you worship a deity that provides access to the Trickery domain-even if you did not choose that domain-these.MODifiers rise to -3 and +3, respectively. Furthermore, the subject cannot make attacks of opportunity against you. If you successfully cast this spell on the same subject in each of 2 consecutive rounds, these beneficial effects extend to your allies as well. [**SR:**Yes; **DC:**19, Will negates]

❑❑❑❑❑ **Conjure Ice Beast IV**	**Conjuration (Creation) [Cold]**	1 round	9 rounds [D]	Close (45 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; ***EFFECT:*** Creates a creature to fight for you. [**SR:**No]

❑❑❑❑❑ **Contingent Energy Resistance**	**Abjuration**	1 minute	1 hour/level [D]	Personal	SC:p.52

[V,S,M] TARGET: You; ***EFFECT:*** This spell functions similarly to contingency [PH 213], but with a more limited scope. While contingent energy resistance is in effect, if you are dealt damage associated with one of the five types of energy [acid, cold, electricity, fire, or sonic], the spell automatically grants you resistance 10 against that type of energy for up to 10 minutes per caster level, or until the remainder of the spell's duration, just as if you were under the effect of a resist energy spell of the appropriate type. Once the energy type protected against by a particular casting of this spell is determined, it can't be changed. You can't have more than one contingent energy resistance in effect on yourself at the same time-if you cast the spell a second time while an earlier casting is still in effect, the earlier spell automatically expires. The energy resistance granted by this spell does not stack with similar benefits against the same energy type [such as from the resist energy spell]. However, it is possible to be simultaneously under the effect of resist energy [fire] and contingent energy resistance [electricity], or any other two such spells that protect against different types of energy. Material Component: An oyster shell.

❑❑❑❑❑ ****Control Water**	**Transmutation [Water, WuJenWater, Water**	1 standard action	90 minutes [D]	Long (760 ft.)	PH:p.214

[V, S, M/DF] TARGET: Water in a volume of 90 ft by 90 ft by 18 ft [S]; ***EFFECT:*** Depending on the version you choose, the control water spell raises or lowers water. Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level [to a minimum depth of 1 inch]. The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell [Will negates]. The spell has no effect on other creatures. Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land. With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension. Arcane Material Component: A drop of water [for raise water] or a pinch of dust [for lower water]. [**SR:**No; **DC:**19, None; see text]

❑❑❑❑❑ **Control Water**	**Transmutation [Water, WuJenWater, Water**	1 standard action	90 minutes [D]	Long (760 ft.)	PH:p.214

[V, S, M/DF] TARGET: Water in a volume of 90 ft by 90 ft by 18 ft [S]; ***EFFECT:*** Depending on the version you choose, the control water spell raises or lowers water. Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level [to a minimum depth of 1 inch]. The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell [Will negates]. The spell has no effect on other creatures. Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land. With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension. Arcane Material Component: A drop of water [for raise water] or a pinch of dust [for lower water]. [**SR:**No; **DC:**19, None; see text]

❑❑❑❑❑ **Cure Critical Wounds**	**Conjuration (Healing) [Water Shugenja]**	1 standard action	Instantaneous	Touch	PH:p.215

[V, S] TARGET: Creature touched; ***EFFECT:*** This spell functions like cure light wounds, except that it cures 4d8 points of damage +1 point per caster level [maximum +20]. [**SR:**Yes (harmless); see text; **DC:**19, Will half (harmless); see text]

❑❑❑❑❑ **Dampen Magic**	**Abjuration**	1 standard action	1 round/level or until discharged [D]	Touch	CC:p.118

[V, S, DF] TARGET: Creature touched; ***EFFECT:*** You can sense the fibers of magic around you. Reaching out, you pull them tight about your subject, creating an invisible cocoon of mystical forces. This spell surrounds the subject with a mystical field that dampens the effects of magic. While it is in effect, the enhancement bonus of any magic weapon used against the subject is lowered by 1. For instance, a +4 longsword would have only a +3 enhancement bonus on attack rolls and damage rolls when wielded against the subject. However, even if a weapon's enhancement bonus is reduced below +1, its masterwork bonus still applies. Similarly, every spell, spell-like ability, or supernatural ability that affects the subject-whether it is specifically targeted on the subject or merely includes the subject in its area-takes a -1 penalty to caster level and save DC. The subject of the spell can choose, as a move action, to lower this field to receive the full effects of beneficial spells, but doing so might leave him vulnerable until his next turn, since raising the effect again also requires a move action. Ongoing magical effects already in place on the subject when dampen magic is cast [such as bull's strength or the enhancement bonuses of its own equipment] are unaffected, but any item the subject picks up and any spell he receives after dampen magic is in effect are affected as normal. For every six caster levels above 7th that you possess, the spell reduces incoming effects by one additional point. Thus, if your caster level is 13th-18th, the reduction to the enhancement bonus of weapons and the caster levels and save DCs of spells used against the subject is 2, and if your caster level is 19th or higher, the reduction is 3. At any time when dampen magic has 5 or more rounds of duration left, the subject can render itself utterly immune to most magic for a brief period. The effect produced is an antimagic field [PH 200], which surrounds the subject to a radius of 5 feet. Divide the remaining rounds of duration by 5 and round down; the result is the number of rounds the antimagic effect lasts. Once that time expires, the spell ends, and once the antimagic field has been invoked, the original spell effect cannot be reinstated. [**SR:**Yes (harmless); **DC:**19, Will negates (harmless)]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑ ****Death Ward** — **Necromancy [Earth Shugenja, Ectomancy]** | 1 standard action | 9 minutes | Touch | PH:p.217

[V, S, DF] TARGET: Living creature touched; ***EFFECT:*** The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects. 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. Death ward does not protect against other sorts of attacks even if those attacks might be lethal. [**SR:**Yes (harmless); **DC:**19, Will negates (harmless)]

❑❑❑❑❑ **Death Ward** — **Necromancy [Earth Shugenja, Ectomancy]** | 1 standard action | 9 minutes | Touch | PH:p.217

[V, S, DF] TARGET: Living creature touched; ***EFFECT:*** The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects. 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. Death ward does not protect against other sorts of attacks even if those attacks might be lethal. [**SR:**Yes (harmless); **DC:**19, Will negates (harmless)]

❑❑❑❑❑ **Delay Death** — **Necromancy** | 1 immediate action | 1 round/level | Close (45 ft.) | SC:p.63

[V,S,DF] TARGET: One creature; ***EFFECT:*** 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:**19, Will negates [harmless]]

❑❑❑❑❑ **Detect Scrying (CL:10)** — **Divination [Air Shugenja]** | 1 standard action | 24 hours | 40 ft. | PH:p.219

[V, S, M] TARGET: 40-ft.-radius emanation centered on you; ***EFFECT:*** You immediately become aware of any attempt to observe you by means of a divination [scrying] spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area. If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks [1d20 + caster level]. If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you. Material Component: A small piece of mirror and a miniature brass hearing trumpet. [**SR:**No]

❑❑❑❑❑ **Diamond Spray** — **Evocation [Good]** | 1 standard action | Instantaneous | 60 ft. | BE:p.96

[V, S, M] TARGET: Cone-shaped burst; ***EFFECT:*** 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. [**SR:**Yes; **DC:**19, Reflex half]

❑❑❑❑❑ **Dimensional Anchor** — **Abjuration [Earth Shugenja]** | 1 standard action | 9 minutes | Medium (190 ft.) | PH:p.221

[V, S] TARGET: Ray; ***EFFECT:*** 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. [**SR:**Yes (object)]

❑❑❑❑❑ **Discern Lies (CL:10)** — **Divination [Air Shugenja]** | 1 standard action | Concentration, up to 10 rounds | Close (50 ft.) | PH:p.221

[V, S, DF] TARGET: 10 creatures, no two of which can be more than 30 ft. apart; ***EFFECT:*** 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. [**SR:**No; **DC:**19, Will negates]

❑❑❑❑❑ **Dismissal** — **Abjuration [Earth Shugenja]** | 1 standard action | Instantaneous | Close (45 ft.) | PH:p.222

[V, S, DF] TARGET: One extraplanar creature; ***EFFECT:*** 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. [**SR:**Yes; **DC:**19, Will negates; see text]

❑❑❑❑❑ ****Divination (CL:10)** — **Divination** | 10 minutes | Instantaneous | Personal | PH:p.224

[V, S, M] TARGET: You; ***EFFECT:*** 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 dice 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. [**SR:**No]

❑❑❑❑❑ **Divination (CL:10)** — **Divination** | 10 minutes | Instantaneous | Personal | PH:p.224

[V, S, M] TARGET: You; ***EFFECT:*** 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 dice 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. [**SR:**No]

❑❑❑❑❑ **Divine Interdiction** — **Abjuration** | 1 standard action | 1 round/level | Close (45 ft.) | SC:p.70

[V] TARGET: 10-ft.-radius emanation centered on a creature, object, or point in space; ***EFFECT:*** 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:**19, Will negates or None [object]; see text]

❑❑❑❑❑ **Divine Power** — **Evocation** | 1 standard action | 9 rounds | Personal | PH:p.224

[V, S, DF] TARGET: You; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑ **Doomtide** — **Illusion (Pattern)** | 1 standard action | 1 round/level | 80 ft. | SC:p.70

[V,S,DF] TARGET: Eight 10-ft. cubes extending straight from you; ***EFFECT:*** 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]

❑❑❑❑❑ **Dweomer of Transference** — **Evocation** | 1 minute | 9 rounds | Close (45 ft.) | XPH:PsionicSpells.rtf

[V, S] TARGET: One willing psionic creature; ***EFFECT:*** 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. [**SR:**Yes (Harmless); **DC:**19, Will Negates (Harmless)]

❑❑❑❑❑ **Earth Reaver** — **Transmutation [Fire]** | 1 standard action | Instantaneous | Medium (190 ft.) | SC:p.75

[V,S] TARGET: 20-ft.-radius spread; ***EFFECT:*** 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]

❑❑❑❑❑ **Energy Vortex** — **Evocation [Choose:Acid, Cold, Fire, Electrici** | 1 standard action | Instantaneous | 20 ft. | SC:p.81

[V,S] TARGET: All creatures within a 20-ft.-radius burst centered on you; ***EFFECT:*** 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:**19, Reflex half]

❑❑❑❑❑ **Essentia Lock** — **Abjuration** | 1 standard action | 9 rounds [D] | Medium (190 ft.) | MoI:p.101

[V, S, F/DF] TARGET: One creature; ***EFFECT:*** 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]. [**SR:**Yes]

❑❑❑❑❑ **Extend Tentacles** — **Transmutation** | 1 standard action | Instantaneous | Personal | SC:p.86

[V] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑ ***Fear** — **Necromancy [Fear, Mind-Affecting, Necrom** | 1 standard action | 9 rounds or 1 round; see text | 30 ft. | PH:p.229

[V, S, M] TARGET: Cone-shaped burst; ***EFFECT:*** An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round. Material Component: Either the heart of a hen or a white feather. [**SR:**Yes; **DC:**19, Will partial]

❑❑❑❑❑ **Fell the Greatest Foe** — **Transmutation** | 1 standard action | 1 round/level | Touch | SC:p.90

[V,S,M] TARGET: Creature touched; ***EFFECT:*** 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:**19, Fortitude negates [harmless]]

❑❑❑❑❑ **Freedom of Movement** — **Abjuration** | 1 standard action | 90 minutes | Personal or touch | PH:p.233

[V, S, M, DF] TARGET: You or creature touched; ***EFFECT:*** 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. [**SR:**Yes (harmless); **DC:**19, Will negates (harmless)]

❑❑❑❑❑ **Freeze Armor** — **Transmutation [Cold]** | 1 standard action | 9 rounds | Close (45 ft.) | Fr:p.94-95

[V,S] TARGET: Metal equipment of 9 creatures; ***EFFECT:*** Freezes metal armor, immobolizing and damaging the wearer. Target suffers -6 to hit, -8 to Dex and can't move; see text. [**SR:**Yes; **DC:**19, Fort partial]

❑❑❑❑❑ **Frostburn** — **Necromancy [Cold]** | 1 standard action | Instantaneous | Touch | Fr:p.95

[V,S,DF] TARGET: Creature touched; ***EFFECT:*** Deal 3d12+9 damage or heal likewise on cold subtype. [**SR:**Yes; **DC:**19, Fort half]

❑❑❑❑❑ **Ghost Bane Weapon** — **Transmutation** | 1 action | 9 hours | Touch | GW:p.53

[V, S, DF] TARGET: Weapon touched; ***EFFECT:*** 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]. [**SR:**Yes (harmless, object); **DC:**19, Will negates (harmless, object)]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑Ghost Touch Weapon
Transmutation | 1 standard action | 1 minute/level | Close (45 ft.) | SC:p.102

[V,S] TARGET: One weapon or fifty projectiles [all in contact at time of casting]; ***EFFECT:*** 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:**19, Will negates [harmless,object]]

❑❑❑❑❑**Giant Vermin
Transmutation | 1 standard action | 9 minutes | Close (45 ft.) | PH:p.235

[V, S, DF] TARGET: Up to three vermin, no two of which can be more than 30 ft. apart; ***EFFECT:*** 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 [**SR:**Yes]

❑❑❑❑❑Giant Vermin
Transmutation | 1 standard action | 9 minutes | Close (45 ft.) | PH:p.235

[V, S, DF] TARGET: Up to three vermin, no two of which can be more than 30 ft. apart; ***EFFECT:*** 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 [**SR:**Yes]

❑❑❑❑❑Glacial Globe of Invulnerability
Abjuration [Cold] | 1 standard action | 9 rounds [D] | 10 ft. | Fr:p.96

[V,S,M/DF] TARGET: 10-ft.-radius spherical emanation, centered on you; ***EFFECT:*** All fire descriptor spells of 3rd level or lower fail. [**SR:**No]

❑❑❑❑❑Glowing Orb
Evocation [Light] | 1 standard action | Permanent | Touch | SC:p.106

[V,S,F] TARGET: Magical, controllable light source; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑Greater Status (CL:10)
Divination | 1 standard action | 1 hour/level | Touch | BE:p.100

[V, S, DF] TARGET: One creature touched/3 levels; ***EFFECT:*** 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. [**SR:**Yes (harmless); **DC:**19, Will negates (harmless)]

❑❑❑❑❑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; ***EFFECT:*** 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:**19, Fortitude negates]

❑❑❑❑❑Healing Spirit
Conjuration (Healing) | 1 standard action | 1 round/2 levels | Close (45 ft.) | PH2:p.114

[V,S] TARGET: One conjured healing spirit; ***EFFECT:*** 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 | 9 rounds [D] | Personal | CV:55

[V,S*] TARGET: You; ***EFFECT:*** 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; ***EFFECT:*** 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; ***EFFECT:*** When you cast this spell, you assume the physical appearance and many of the qualities and abilities of a protectar [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 protectar 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 (45 ft.) | SC:p.118

[V,S] TARGET: One creature; ***EFFECT:*** 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:**19, Fortitude partial]

❑❑❑❑❑*Ice Storm
Evocation [Cold, WuJenWater, Storm Domai | 1 standard action | 1 full round | Long (760 ft.) | PH:p.243

[V, S, M/DF] TARGET: Cylinder 20; ***EFFECT:*** 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; ***EFFECT:*** 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:**19, Will negates (harmless)]

❑❑❑❑❑Inflict Critical Wounds
Necromancy | 1 standard action | Instantaneous | Touch | PH:p.244

[V, S] TARGET: Creature touched; ***EFFECT:*** 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:**19, Will half]

❑❑❑❑❑Iron Bones
Transmutation | 1 standard action | 1 minute/level | Touch | SC:p.125

[V,S,F] TARGET: Corporeal undead creature touched; ***EFFECT:*** 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:**19, Will negates [harmless]]

❑❑❑❑❑Know Vulnerabilities (CL:10)
Divination | 1 standard action | Instantaneous | Close (50 ft.) | SC:p.129

[V,S] TARGET: One creature; ***EFFECT:*** 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:**19, Will negates]

❑❑❑❑❑Life Bolt
Abjuration | 1 standard action | 1 minute/level | Touch | SC:p.131

[V,S,DF] TARGET: Creature touched; ***EFFECT:*** 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:**19, 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; ***EFFECT:*** 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 (45 ft.) | Dr:p.

[V, S] TARGET: One creature; ***EFFECT:*** Subject's spell resistance reduced. [**SR:**No; **DC:**19, 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; ***EFFECT:*** 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 | 9 hours | Close (45 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]; ***EFFECT:*** 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 purpose of this spell.] Arcane Material Component: Powdered lime and carbon. [**SR:**Yes (harmless, object); **DC:**19, Will negates (harmless, object)]

❑❑❑❑❑Make Manifest
Transmutation | 1 standard action | 1 round/level | Close (45 ft.) | SC:p.137

[V,S,M] TARGET: One creature; ***EFFECT:*** You can cause one creature on a coexistent plane [DMG 150], along with its personal belongings, to suddenly appear on your plane of existence. An affected creature appears in the location analogous to the space it occupied on the coexistent plane. For example, the make manifest spell allows you to cause a target on the Ethereal Plane to appear on the Material Plane, and vice versa. This spell does not grant the ability to pinpoint the location of ethereal creatures. For the duration of the spell, the target creature retains all its abilities except for those that allow it to enter other planes. For example, a ghost brought in from the Ethereal Plane would be unable to return to the Ethereal Plane but would remain incorporeal. At the end of the spell's duration, the target creature returns to whatever plane it was on before it was targeted by the spell, even if it has moved beyond the range of make manifest. [**SR:**Yes; **DC:**19, Will negates]

❑❑❑❑❑Mark of the Enlightened Soul
Transmutation [Good] | 1 swift action | 3 rounds or until ended | Personal | DM:p.70

[V, S] TARGET: You; ***EFFECT:*** Your hands glow softly, as if illuminated from within by a bright light. This spell adds a touch of good to your magic, granting you special potency against your evil-aligned enemies. Your spells gain the good descriptor. Any spell you cast of 3rd level or lower deals +50% damage to evil-aligned creatures. As part of the casting of this spell, you can sacrifice one Sorcerer spell slot of 5th to 9th level; doing this increases the maximum level of spells affected by mark of the enlightened soul to the level of the sacrificed slot minus 1. For example, if you spend a 4th-level spell slot to cast the spell and a 7th-level spell slot to augment it, you would deal extra damage to evil-aligned creatures with spells of 6th level or lower. Special: A good-aligned caster of the dragonblood subtype can choose to end this spell's duration by activating protection from evil [as the spell, but targeting itself] as a swift action. This effect lasts for the normal duration of protection from evil.

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑Moon Bolt | **Evocation** | 1 standard action | Instantaneous | Long (760 ft.) | SC:p.143

[V,S] TARGET: One living or undead creature, or two living or undead creatures, that are <15 ft. apart; ***EFFECT:*** You call a swordlike beam of moonlight into your hand. Anyone who can cast moon blade can wield the beam with proficiency. However, if you are profi- cient with any type of sword, you can wield the beam as if it were any type of sword and thus gain the benefits of any special sword skill you might have, such as Weapon Focus. Attacks with a moon blade are melee touch attacks. Its strike saps vitality or life force, causing no visible wounds but dealing 1d8 points of damage +1 point per two caster levels 10 to any type of creature except undead. Undead are visibly wounded by a moon blade. Their substance boils away from its touch, and they take 2d8 points of damage +1 point per caster level 20 per blow. The blade is immaterial, and your Strength modifier does not apply to the damage. A successful moon blade strike temporarily scrambles magic. On the target's next turn after a hit from a moon blade, the creature must make a Concentration check to use any spell or spell-like ability. The DC is equal to 10 + damage dealt + spell level. [An opponent hit by a moon blade while casting a spell must make the usual Concentration check to avoid losing the spell in addition to the check on its next turn.] Arcane Material Component: A small candy made with wintergreen oil. [**SR:**Yes; **DC:**19, Fortitude half[living] Will negates[undead]]

❑❑❑❑❑Moral Facade | **Abjuration** | 1 standard action | 24 hours | Close (45 ft.) | CC:p.125

[V, S] TARGET: One creature or object; ***EFFECT:*** With an uttered incantation and a motion of your hand, you surround your target with a haze that prevents others from discerning its true nature. By casting this spell, you cloak the target in an effect that gives a false alignment reading to all divination spells. At the time of casting, you must designate the alignment that you wish the spell to reveal. [**SR:**Yes (object); **DC:**19, Will negates (object)]

❑❑❑❑❑Mystic Aegis | **Abjuration** | 1 immediate action | Instantaneous | Personal | PH2:p.120

[V,DF] TARGET: You; ***EFFECT:*** You cast mystic aegis immediately when you are targeted by a hostile spell. You gain Spell Resistance 12 + your caster level.

❑❑❑❑❑Nature's Rampart | **Conjuration (Creation)** | 10 minutes | Instantaneous | Medium (190 ft.) | SA:p.14

[V S M DF] TARGET: Structure uo to 40 ft. square; ***EFFECT:*** You shape a natural setting into a formidable defensive position. Usually this is used to prepare an open outdoor area such as a hillside or a forest, but a large natural cavern could be shaped into a divine rampart. Artificial structures or features are not affected, although a divine rampart could be positioned to fill a gap between two buildings or barricade an unpaved road. The effects of the spell depend on the terrain: Open Outdoor Site: A rampart or dike of earth 5 feet high and 5 feet thick at its base rises immediately behind a shallow ditch 5 feet wide and 5 feet deep along the perimeter of the site. Creatures behind the dike receive 75% cover. Attackers approaching on foot must scramble down into the ditch and then 10 feet up the dike [Climb DC 10]. Rough Outdoor Site or Cavern: Loose stones and boulders, deadwood, and patches of dense briars are arranged to form a defensible wall 5 feet high and 2 feet thick at the base around the perimeter of the site. Creatures behind the wall receive 75% cover. Marshy or Low-Lying Site: In areas such as marsh, bog, swamp, or tundra, divine rampart cannot raise a wall, but instead creates a water-filled ditch 10 feet wide and 5 feet deep. Creatures forced to wade the ditch are reduced to one-eighth their normal movement [minimum 5 feet] and cannot charge or run. Material Components: A small quartz gem engraved with the image of an exquisite tiny castle, worth at least 100 gp. [**SR:**No]

❑❑❑❑❑Nchaser's Glowing Orb | **Evocation [Light]** | Standard Action | Permanent | Touch | PG:p.107

[V, S, F] TARGET: Magical, controllable light source; ***EFFECT:*** Makes a light source in a globe; see text [**SR:**No]

❑❑❑❑❑Negative Energy Aura | **Necromancy** | 1 standard action | 1 round/level | Personal | SC:p.146

[V,S] TARGET: 10-ft.-radius emanation; ***EFFECT:*** Each round on your turn, every living creature within 10 feet of you loses 1 hit point per three caster levels [maximum 5]. Undead creatures instead gain 2 hit points per round [though they can't exceed their full normal hit point total from this effect]. Characters with immunity to negative energy effects are not affected by this aura. The aura does not affect you.

❑❑❑❑❑Neutralize Poison | **Conjuration (Healing) [Water Shugenja]** | 1 standard action | 90 minutes | Touch | PH:p.257

[V, S, M/DF] TARGET: Creature or object of up to 9 cu. ft. touched; ***EFFECT:*** You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. The creature is immune to any poison it is exposed to during 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. [**SR:**Yes (harmless, object); **DC:**19, Will negates (harmless, object)]

❑❑❑❑❑Open Least Chakra | **Transmutation** | 1 standard action | 24 hours | Touch | MoI:p.103

[V, S] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes (harmless); **DC:**19, Will negates (harmless)]

❑❑❑❑❑Panacea | **Conjuration (Healing)** | 1 standard action | Instantaneous | Touch | SC:p.152

[V,S] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes [harmless]; **DC:**19, Will half [harmless]; see text]

❑❑❑❑❑Planar Ally, Lesser | **Conjuration (Calling) [See Text]** | 10 minutes | Instantaneous | Close (45 ft.) | PH:p.261

[V, S, DF, XP] TARGET: One called elemental or outsider of 6 HD or less; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑Planar Exchange, Lesser | **Conjuration (Calling)** | 1 round | 1 round/level [D] | 0 ft. | SC:p.159

[V,S,DF] TARGET: One called creature; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑Planar Tolerance | **Abjuration** | 1 immediate action | 1 hour/level | 20 ft. | SC:p.159

[V] TARGET: One creature/level in a 20-ft. radius burst centered on you; ***EFFECT:*** This spell functions like avoid planar effects [page 19], except as noted above. [**SR:**Yes [harmless]]

❑❑❑❑❑ **Poison | **Necromancy** | 1 standard action | Instantaneous; see text | Touch | PH:p.262

[V, S, DF] TARGET: Living creature touched; ***EFFECT:*** 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]. [**SR:**Yes; **DC:**19, Fortitude negates; see text]

❑❑❑❑❑Poison | **Necromancy** | 1 standard action | Instantaneous; see text | Touch | PH:p.262

[V, S, DF] TARGET: Living creature touched; ***EFFECT:*** 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]. [**SR:**Yes; **DC:**19, Fortitude negates; see text]

❑❑❑❑❑Positive Energy Aura | **Conjuration (Healing)** | 1 standard action | 1 round/level | Personal | SC:p.161

[V,S] TARGET: 10-ft.-radius emanation centered on you; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑Profane Item | **Transmutation** | 1 full round | Permanent until discharged | Touch | CC:p.126

[V, S, DF] TARGET: Object touched; ***EFFECT:*** 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]. [**SR:**Yes (object); **DC:**19, Will negates (object)]

❑❑❑❑❑Pronouncement of Fate | **Necromancy** | 1 standard action | 9 rounds | Close (45 ft.) | HH:p.132

[V, S] TARGET: One creature; ***EFFECT:*** 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. [**SR:**Special; **DC:**19, Will negates or Will partial; see text]

❑❑❑❑❑Proper State | **Necromancy [Ectomancy]** | 1 full round | Instantaneous | Close (45 ft.) | GW:p.56

[V, S, DF] TARGET: One willing incorporeal undead; ***EFFECT:*** 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 humanoids 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 giantlike creature], or a nightcrawler [a wormlike creature] into a ghost. [**SR:**No]

❑❑❑❑❑Raise Ghost | **Conjuration (Healing) [Ectomancy]** | 1 minute | Instantaneous | Touch | GW:p.57

[V, S, M DF] TARGET: Dead creature touched; ***EFFECT:*** As raise dead, except that this spell can bring back only a ghost who has been killed. It does not restore life to a dead body, but instead brings back a slain ghost as a ghost. The spell requires some of the ghost's original ectoplasm [some of the ghost's ectoplasm that has been preserved with magic or alchemy is sufficient]. Alternatively, you may cast it on a dead creature's body to bring it back as a ghost. The creature's soul is aware that it will return as a ghost instead of a living creature and can refuse to accept the spell if it does not want this to happen. This form of the spell works only on creatures that can become ghosts. As with other forms of this magic, if cast within the Manifest Ward, a raised ghost does not lose a level or a Constitution point when brought back from the dead. [**SR:**Yes (harmless)]

❑❑❑❑❑Recitation | **Conjuration (Creation)** | 1 action | 9 rounds | 60 ft. | SA:p.15

[V S DF] TARGET: All allies and foes within a 60-ft. radius burst centered on you; ***EFFECT:*** By reciting a sacred passage or declaration from your holy writings, you bring special favor upon yourself and your allies while bringing disfavor to your foes. You and your allies gain a +2 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while foes suffer a -2 penalty on such rolls. The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you. Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus. [**SR:**Yes]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑ **Recitation** | **Conjuration (Creation)** | 1 standard action | 9 rounds | 60 ft. | CD:p.176

[V,S,DF] TARGET: All allies and foes within a 60 ft.-radius burst centered on you.; ***EFFECT:*** Allies gain +2 or +3 on attacks and saves, and enemies suffer -2. [**SR:**Yes]

❑❑❑❑❑ **Recitation** | **Conjuration (Creation)** | 1 standard action | 1 round/level | 60 ft. | SC:p.170

[V,S,DF] TARGET: All allies within a 60 ft.-radius burst centered on you.; ***EFFECT:*** [**SR:**Yes]

❑❑❑❑❑ **Recitation** | **Conjuration (Creation)** | 1 standard action | 9 rounds | 60 ft. | UE:p.52

[V, S, DF] TARGET: All allies and foes within a 60-ft-radius burst centered on you; ***EFFECT:*** Allies gain +2 on attacks and saves, +3 if they worship same deity. Foes lose -2 on attacks and saves. [**SR:**Yes]

❑❑❑❑❑ **Remove Fatigue** | **Transmutation** | 10 minutes | Instantaneous | Touch | BE:p.105

[S] TARGET: Up to one living creature touched per two levels; ***EFFECT:*** The creatures you touch gain the benefits of 8 hours of restful sleep. If a subject was fatigued, the fatigue and its penalties are removed. If a subject was exhausted, the exhaustion becomes fatigue, but the subject only needs to rest for 1 more hour to eliminate the fatigue. If a subject was already well rested, it does not need to rest or sleep during the next 24 hours. Arcane spellcasters must still rest their minds for 8 hours in order to prepare or ready their spells. [**SR:**Yes (harmless); **DC:**19, Fortitude negates (harmless)]

❑❑❑❑❑ **Renewed Vigor** | **Transmutation** | 1 standard action | Instantaneous; see text | 30 ft. | PH2:p.123

[V,S] TARGET: 30-ft.-radius- burst centered on you; ***EFFECT:*** Remove the fatigued condition from all creatures in area, and exhausted creatures become fatigued. +2 bonus to Constitution for 1 round per caster level. [**SR:**Yes (harmless); **DC:**19, Fortitude negates (harmless)]

❑❑❑❑❑ **Repel Vermin** | **Abjuration** | 1 standard action | 90 minutes [D] | 10 ft. | PH:p.271

[V, S, DF] TARGET: 10 ft. radius emanation centered on you; ***EFFECT:*** An invisible barrier holds back vermin. A vermin with Hit Dice of less than one-third your level cannot penetrate the barrier. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin. [**SR:**Yes; **DC:**19, None or Will negates; see text]

❑❑❑❑❑ **Resistance, Greater** | **Abjuration** | 1 standard action | 24 hours | Touch | SC:p.174

[V,S,M/DF] TARGET: Creature touched; ***EFFECT:*** This spell functions like resistance [PH 272], except as noted here. You grant the subject a +3 resistance bonus on saves. [**SR:**Yes [harmless]; **DC:**19, Will negates [harmless]]

❑❑❑❑❑ **Restoration** | **Conjuration (Healing) [Water Shugenja]** | 3 rounds | Instantaneous | Touch | PH:p.272

[V, S, M] TARGET: Creature touched; ***EFFECT:*** This spell functions like lesser restoration, except that it also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character who has a level restored by restoration has exactly the minimum number of experience points necessary to restore him or her to his or her previous level. Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score [your choice if more than one is drained]. It also eliminates any fatigue or exhaustion suffered by the target. Restoration does not restore levels or Constitution points lost due to death. Material Component: Diamond dust worth 100 gp that is sprinkled over the target. [**SR:**Yes (harmless); **DC:**19, Will negates (harmless)]

❑❑❑❑❑ **Resurgence, Mass** | **Abjuration** | 1 standard action | Instantaneous | Close (45 ft.) | SC:p.175

[V,S,DF] TARGET: One creature/level, no two of which can be more than 30 ft. apart; ***EFFECT:*** 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:**19, Will negates [harmless]]

❑❑❑❑❑ **Revenance** | **Conjuration (Healing)** | 1 standard action | 1 minute/level | Touch | SC:p.175

[V,S,DF] TARGET: Dead ally touched; ***EFFECT:*** 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. [**SR:**Yes [harmless]; **DC:**19, None; see text]

❑❑❑❑❑ **Ruinic Marker** | **Conjuration (Creation) [Earth]** | 10 minutes | Permanent | Close (45 ft.) | CV:55

[V,S,M] TARGET: One stone pillar; ***EFFECT:*** 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. [**SR:**No; **DC:**19, See text]

❑❑❑❑❑ ***Rusting Grasp** | **Transmutation [WuJenMetal]** | 1 standard action | See text | Touch | PH:p.273

[V, S, DF] TARGET: One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature; ***EFFECT:*** Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3-foot radius a 3-foot-radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell. You may employ rusting grasp in combat with a successful melee touch attack. Rusting grasp used in this way instantaneously destroys 1d6 points of Armor Class gained from metal armor [to the maximum amount of protection the armor offered] through corrosion. Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed. Note: Striking at an opponent's weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around. Against a ferrous creature, rusting grasp instantaneously deals 3d6 points of damage +1 per caster level [maximum +15] per successful attack. The spell lasts for 1 round per level, and you can make one melee touch attack per round. [**SR:**No]

❑❑❑❑❑ **Sacred Item** | **Transmutation** | 1 full round | Permanent until discharged | Touch | CC:p.126

[V, S, DF] TARGET: Object touched; ***EFFECT:*** 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]. [**SR:**Yes (object); **DC:**19, Will negates]

❑❑❑❑❑ **Seed of Life** | **Conjuration (Healing)** | 1 standard action | 10 rounds + 1 round/level [maximum 30 r | Touch | CC:p.127

[V, S] TARGET: Living creature touched; ***EFFECT:*** 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. [**SR:**Yes (harmless); **DC:**19, Will negates (harmless)]

❑❑❑❑❑ **Seed of Undeath** | **Necromancy** | 1 full round | 9 days [D] | Touch | CM:p.116

[V, S, M] TARGET: Living humanoid or animal touched; ***EFFECT:*** Subject that dies before spell expires rises as a zombie under your command. [**SR:**Yes; **DC:**19, Fortitude negates]

❑❑❑❑❑ **Sending** | **Evocation** | 10 minutes | 9 round; see text | See text | PH:p.275

[V, S, M/DF] TARGET: One creature; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑ **Shadowblast** | **Evocation [Light]** | 1 standard action | Insta | Long (760 ft.) | SC:p.186

[V,S,M] TARGET: 20-ft.-radius spread; ***EFFECT:*** 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. [**SR:**Yes; **DC:**19, Fort negates]

❑❑❑❑❑ **Shape Metal** | **Transmutation** | 1 standard action | Instantaneous | Touch | PG:null

[V, S, M/DF] TARGET: Metal or metal object, up to 10 cubic foot + 1 cubic foot/level.; ***EFFECT:*** As Stone Shape but affect metal instead of stone. [**SR:**Yes; **DC:**19, Fortitude negates]

❑❑❑❑❑ **Shield of Faith, Legion's** | **Abjuration** | Medium (190 ft.) | ECS:p.115

TARGET: Allied creatures in a 20-ft.-radius burst; ***EFFECT:*** This spell functions like shield of faith [see page 278 of the Player's Handbook], except that it affects multiple allies at a distance.

❑❑❑❑❑ **Shield of Faith, Mass** | **Abjuration** | 1 standard action | 1 minute/level | Close (45 ft.) | SC:p.188

[V,S,M] TARGET: One creature/level, no two of which are more than 30 ft. apart; ***EFFECT:*** This spell functions like shield of faith [PH 278], except that it affects multiple allies at a distance. [**SR:**Yes [harmless]; **DC:**19, Will negates [harmless]]

❑❑❑❑❑ **Sound Lance** | **Evocation [Sonic]** | 1 standard action | Instantaneous | Medium (190 ft.) | SC:p.196

[V,S] TARGET: One creature or object; ***EFFECT:*** 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:**19, Fortitude half]

❑❑❑❑❑ **Spark Shield** | **Evocation [Electricity]** | 1 action | 1 round/level [D] | Personal | DCS:p.111

[V, S, M, DF] TARGET: You; ***EFFECT:*** 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 leat 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 sheated 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. [**SR:**No]

❑❑❑❑❑ **Spell Immunity** | **Abjuration [Earth Shugenja]** | 1 standard action | 90 minutes | Touch | PH:p.282

[V, S, DF] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes (harmless); **DC:**19, Will negates (harmless)]

❑❑❑❑❑ **Spell Vulnerability** | **Transmutation** | 1 round | 1 minute/level | Close (45 ft.) | SC:p.200

[V,S] TARGET: One creature; ***EFFECT:*** 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. [**SR:**No; **DC:**19, Fortitude negates]

❑❑❑❑❑ ***Spike Stones** | **Transmutation [Earth, Earth Shugenja]** | 1 standard action | 9 hours [D] | Medium (190 ft.) | PH:p.283

[V, S, DF] TARGET: 9 20-ft. squares; ***EFFECT:*** Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed. In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area. Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a cure spell [which also restores lost hit points]. Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC. Spike stones is a magic trap that can't be disabled with the Disable Device skill. Note: Magic traps such as spike stones are hard to detect. A rogue [only] can use the Search skill to find spike stones. The DC is 25 + spell level, or DC 29 for spike stones. [**SR:**Yes; **DC:**19, Reflex partial]

❑❑❑❑❑ **Spiritual Advisor (CL:10)** | **Divination** | 1 standard action | 1 minute/level | Personal | CC:p.127

[V, S] TARGET: You; ***EFFECT:*** 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

* =Domain/Speciality Spell

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.

❑❑❑❑❑Stars of Arvandor | **Evocation [Force, Good]** | 1 standard action | 9 minutes [D] | Close (45 ft.) | CV:58

[V,S] TARGET: 9 stars; ***EFFECT:*** Create 9 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. [**SR:**Yes]

❑❑❑❑❑Stars of Mystra | **Evocation [Force, Good]** | 1 standard action | 9 minutes [D] | Close (45 ft.) | CV:59

[V,S] TARGET: 3 stars; ***EFFECT:*** 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. [**SR:**Yes; **DC:**19, Will negates]

❑❑❑❑❑Stars of Selune | **Evocation [Cold, Force]** | 1 standard action | 9 minutes [D] | Close (45 ft.) | CV:59

[V,S] TARGET: 3 stars; ***EFFECT:*** 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. [**SR:**Yes]

❑❑❑❑❑Stifle Spell | **Abjuration** | 1 immediate action | Instantaneous | Close (45 ft.) | PH2:p.126

[V] TARGET: One creature casting a spell; ***EFFECT:*** 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. [**SR:**Yes; **DC:**19, See text]

❑❑❑❑❑Stone Metamorphosis | **Transmutation [Earth]** | 1 standard action | Instantaneous | Touch | Und:p.61

[V,S,M/DF] TARGET: Stone object touched, up to 19 cu. ft.; ***EFFECT:*** [**SR:**No]

❑❑❑❑❑Summon Monster IV | **Conjuration (Summoning) [Conjuration Dor** | 1 round | 9 rounds [D] | Close (45 ft.) | PH:p.286

[V, S, F/DF] TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑Summon Pest Swarm | **Conjuration (Summoning)** | 1 round | 9 rounds [D] | Long (760 ft.) | Ci:p.67

[V,S,M] TARGET: One pest swarm; ***EFFECT:*** Summons swarm of urban animals and vermin. [**SR:**No]

❑❑❑❑❑Sunmantle | **Abjuration** | 1 standard action | 1 round/level | Touch | BE:p.108

[S, Sacrifice] TARGET: One creature touched; ***EFFECT:*** 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 tendril 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. [**SR:**Yes]

❑❑❑❑❑Sustain | **Transmutation** | 1 round | 6 hours/level | Touch | BE:p.108

[V, S, M] TARGET: Up to one living creature touched/two levels; ***EFFECT:*** 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. [**SR:**Yes (harmless)]

❑❑❑❑❑Sword of Conscience | **Enchantment (Compulsion) [Good, Mind-Af** | 1 standard action | Instantaneous; see text | Close (45 ft.) | BE:p.108

[V, DF] TARGET: One evil creature; ***EFFECT:*** 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. [**SR:**Yes; **DC:**19, Will negates]

❑❑❑❑❑Tongues (CL:10) | **Divination** | 1 standard action | 100 minutes | Touch | PH:p.294

[V, M/DF] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**No; **DC:**19, Will negates (harmless)]

❑❑❑❑❑Undead Bane Weapon | **Transmutation** | 1 standard action | 1 hour/level | Touch | SC:p.226

[V,S,DF] TARGET: Weapon touched or fifty projectiles [all of which must be touching at the time of casting]; ***EFFECT:*** 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. [**SR:**Yes [harmless,object]; **DC:**19, Will negates [harmless,object]]

❑❑❑❑❑Unshape Soulmeld | **Abjuration** | 1 standard action | Instantaneous | Medium (190 ft.) | MoI:p.105

[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 meldshaper 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]

❑❑❑❑❑Valiant Spirit (CL:10) | **Divination [Incarnum]** | 1 standard action | 10 hours or until discharged | Touch | MoI:p.106

[V, 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, damage 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:**19, Will negates (harmless)]

❑❑❑❑❑Wall of Chaos | **Abjuration [Chaotic]** | 1 standard action | 10 minutes/level | Close (45 ft.) | SC:p.233

[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:**19, See text]

❑❑❑❑❑ *Wall of Fire | **Evocation [Fire, WuJenFire, Fire Shugenja, F** | 1 standard action | Concentration + 9 rounds | Medium (190 ft.) | PH:p.298

[V, S, M/DF] TARGET: Opaque sheet of flame up to 180 ft. long or a ring of fire with a radius of up to 22 ft; either form 20 ft. high; ***EFFECT:*** An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level [maximum +20] to any creature passing through it. The wall deals double damage to undead creatures. If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. [Do not divide cold damage by 4, as normal for objects.] Wall of fire can be made permanent with a permanency spell. A permanent wall of fire that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength. Arcane Material Component: A small piece of phosphorus. [**SR:**Yes]

❑❑❑❑❑Wall of Good | **Abjuration [Good]** | 1 standard action | 10 minutes/level | Close (45 ft.) | SC:p.233

[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:**19, See text]

❑❑❑❑❑Wall of Law | **Abjuration [Law]** | 1 standard action | 10 minutes/level | Close (45 ft.) | SC:p.234

[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 above], except that chaotic creatures are blocked. [**SR:**Yes; **DC:**19, See text]

❑❑❑❑❑Wall of Salt | **Conjuration (Creation) [Earth]** | 1 standard action | Instantaneous | Medium (190 ft.) | Sa:p.127

[V,S,M/DF] TARGET: Wall of Salt Crystal whose area is up to 9 5-ft. square [S]; ***EFFECT:*** Creates a solid wall of salt crystal. [**SR:**No; **DC:**19, See text]

❑❑❑❑❑Wall of Sand | **Conjuration (Creation) [Earth]** | 1 standard action | Concentration +1 round/level | Medium (190 ft.) | SC:p.235

[V,S,M/DF] TARGET: A straight wall whose area is up to one 10-ft. square/level [S]; ***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]

❑❑❑❑❑Wall of Water | **Conjuration (Creation) [Water]** | 1 standard action | 9 rounds [D] | Close (45 ft.) | Sa:p.128

[V,S,M/DF] TARGET: Wall of water whose area is up to 9 10-ft. square [S]; ***EFFECT:*** Creates a vertical wall of swirling water. [**SR:**No]

❑❑❑❑❑Weapon of Energy | **Transmutation [See text]** | 1 standard action | 1 round/level | Touch | SC:p.236

[V,S] 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 a critical hit. The weapon can deal acid, cold, electricity, or fire damage, chosen by you at the time of casting. The weapon deals an extra 1d6 points of 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 ?3, add 2d10 points of energy damage instead, and if the multiplier is ?4, add 3d10 points of energy damage. This spell can be cast on a weapon that already deals energy damage, and if the weapon already creates the same type of damage as the spell, the effects stack. For example, if cast on a +1 flaming longsword to give it additional fire damage, the weapon now deals an extra 2d6 points of fire damage per hit. This spell has a descriptor 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. As claw of energy, except this power can be manifested on a touched weapon. This power's subtype is the same as the type of energy infused in the touched weapon. [**SR:**Yes [harmless,object]; **DC:**19, Fortitude negates [harmless,object]]

❑❑❑❑❑Weapon of the Deity | **Transmutation** | 1 standard action | 1 round/level | Touch | SC:p.237

[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 worshiping 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 Larethian: +1 keen longsword Ehlonna: +1 frost longsword Erythnul: +1 mighty cleaving morningstar Fharlanghn: +1 defending quarterstaff Garl Glittergold: +1 throwing battleaxe Gruumsh: +1 returning shortspear Heironeous: +1 shock longsword Hextor: +1 mighty cleaving heavy flail Kord: +1 mighty cleaving greatsword Kurtulmak: +1 shock shortspear Lolth: +1 keen whip Moradin: +1 throwing warhammer Nerull: +1 keen scythe Obad-Hai: +1 defending quarterstaff Olidammara: +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 battleaxe [**SR:**Yes [harmless,object]; **DC:**19, Fortitude negates [harmless,object]]

❑❑❑❑❑Weather Eye (CL:10) | **Divination** | 1 hour | Instantaneous | 11 miles | CD:p.189

[V,S,M,DF] TARGET: 11 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]

❑❑❑❑❑Winter's Embrace | **Evocation [Cold]** | 1 standard action | 9 rounds | Close (45 ft.) | Fr:p.106

[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:**19, Fort negates]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells
LEVEL 5 / Per Day:2+1 / Caster Level:9

Name	School	Time	Duration	Range	Source
❑❑❑❑❑ *Animal Growth	Transmutation	1 standard action	9 minutes	Medium (190 ft.)	PH:p.198

[V, S] TARGET: Up to 4 animals [Gargantuan or smaller], no two of which can be more than 30 ft. apart; ***EFFECT:*** A number of animals grow to twice their normal size and eight times their normal weight. This alteration changes each animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution [and thus an extra 2 hit points per HD], and imposes a -2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC and attack rolls and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change. The spell also grants each subject damage reduction 10/magic and a +4 resistance bonus on saving throws. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check [using its increased Strength] to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it- the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by an animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment. Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size. The spell gives no means of command or influence over the enlarged animals. Multiple magical effects that increase size do not stack. [**SR:**Yes; **DC:**20, Fortitude negates]

❑❑❑❑❑ Atonement	Abjuration [Water Shugenja]	1 hour	Instantaneous	Touch	PH:p.201

[V, S, M, F, DF, XP] TARGET: Living creature touched; ***EFFECT:*** 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 geas/quest] 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]

❑❑❑❑❑ Aura of Evasion	Abjuration	1 standard action	1 minute/level	10 ft.	SC:p.18

[V,S,M,DF] TARGET: 10-ft. radius emanation centered on you; ***EFFECT:*** 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]

❑❑❑❑❑ Bewildering Mischance	Enchantment (Compulsion)	1 standard action	1 round/level	Close (45 ft.)	CC:p.116

[V, S, DF] TARGET: One living creature; ***EFFECT:*** 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:**20, Will negates]

❑❑❑❑❑ Bleed	Necromancy	1 standard action	1 round/level [D]	Touch	CC:p.117

[V, S] TARGET: Living creature touched; ***EFFECT:*** 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:**20, Fortitude negates]

❑❑❑❑❑ Blistering Radiance	Evocation [Fire, Light]	1 standard action	1 round/level	Long (760 ft.)	SC:p.33

[V,S,M] TARGET: 50-ft.-radius spread; ***EFFECT:*** 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:**20, None and Fortitude partial; see text]

❑❑❑❑❑ Boreal Wind	Evocation [Cold]	1 standard action	5 rounds	Long (760 ft.)	Fr:p.89

[V,S,DF] TARGET: Gust of wind [20 ft. wide, 20 ft high] emanating out from you to the extreme of the range; ***EFFECT:*** Creates an artic wind that deals 9d4, see text. [**SR:**Yes; **DC:**20, Fort negates]

❑❑❑❑❑ Break Enchantment	Abjuration [Antimagic Domain]	1 minute	Instantaneous	Close (45 ft.)	PH:p.207

[V, S] TARGET: Up to 9 creatures, all within 30 ft. of each other; ***EFFECT:*** 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 frees the victim from the item's effects. [**SR:**No; **DC:**20, See text]

❑❑❑❑❑ Chaav's Laugh	Enchantment (Compulsion) [Good, Mind-Af	1 standard action	1 minute/level	40 ft.	BE:p.94

[V] TARGET: 40-ft.-radius spread centered on you; ***EFFECT:*** 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:**20, Will negates (see text)]

❑❑❑❑❑ Choking Sands	Necromancy	1 standard action	Instantaneous; see text	Touch	Sa:p.112

[V,S,M] TARGET: Living creature touched; ***EFFECT:*** Target can take full round action [Fort save] to expel dust, otherwise a Con check to avoid suffocation. [**SR:**Yes; **DC:**20, Fort Negates; see text]

❑❑❑❑❑ *Circle of Death	Necromancy [Death, Necromancy Domain]	1 standard action	Instantaneous	Medium (190 ft.)	PH:p.209

[V, S, M] TARGET: Several living creatures within a 40-ft.-radius burst; ***EFFECT:*** A circle of death snuffs out the life force of living creatures, killing them instantly. The spell slays 1d4 HD worth of living creatures per caster level [maximum 20d4]. Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and Hit Dice that are not sufficient to affect a creature are wasted. Material Component: The powder of a crushed black pearl with a minimum value of 500 gp. [**SR:**Yes; **DC:**20, Fortitude negates]

❑❑❑❑❑ Command, Greater	Enchantment (Compulsion) [Language-Dep	1 standard action	9 rounds	Close (45 ft.)	PH:p.211

[V] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; ***EFFECT:*** 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:**20, Will negates]

❑❑❑❑❑ Commune (CL:10)	Divination	10 minutes	10 rounds	Personal	PH:p.211

[V, S, M, DF, XP] TARGET: You; ***EFFECT:*** 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]

❑❑❑❑❑ Commune with Earth (CL:10)	Divination	10 minutes	Instantaneous	Personal	Rac:p.189

[V, S] TARGET: You; ***EFFECT:*** Learn about the ground, minerals, bodies of water, etc. [**SR:**No]

❑❑❑❑❑ Condemnation	Abjuration	1 standard action	1 round	Close (45 ft.)	PH2:p.107

[V] TARGET: One outsider; ***EFFECT:*** Stun target outsider for one round and reduce spell resistance by 10. [**SR:**Yes; **DC:**20, Will negates]

❑❑❑❑❑ Conjure Ice Beast V	Conjuration (Creation) [Cold]	1 round	9 rounds [D]	Close (45 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; ***EFFECT:*** Creates a creature to fight for you. [**SR:**No]

❑❑❑❑❑ *Control Winds	Transmutation [Air, Air Shugenja, Storm Do	1 standard action	90 minutes	40 ft./level	PH:p.214

[V, S] TARGET: 360 ft radius cylinder 40 ft. high; ***EFFECT:*** 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:**20, Fortitude negates]

❑❑❑❑❑ Convert Wand	Transmutation	1 standard action	9 minutes	Touch	CV:53

[V,S] TARGET: Wand touched; ***EFFECT:*** Temporarily changes any wand into a healing wand with the same number of charges. [**SR:**No]

❑❑❑❑❑ Crawling Darkness	Conjuration (Creation)	1 round	1 minute/level [D]	Personal	SC:p.55

[V,S,DF] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑ Cure Light Wounds, Mass	Conjuration (Healing) [Water Shugenja]	1 standard action	Instantaneous	Close (45 ft.)	PH:p.216

[V, S] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; ***EFFECT:*** 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]

❑❑❑❑❑ Curse of Ill Fortune, Mass	Necromancy	1 standard action	1 minute/level	Medium (190 ft.)	SC:p.56

[V,S,DF] TARGET: Enemies in a 20-ft.-radius burst; ***EFFECT:*** This spell functions like curse of ill fortune, except that it affects multiple enemies. [**SR:**Yes; **DC:**20, Will negates]

❑❑❑❑❑ Curse of Petty Failing, Legion's	Necromancy	1 standard action	9 minutes	Medium (190 ft.)	MH:p.35

[V,S,DF] TARGET: Enemies in a 20-ft.-radius burst; ***EFFECT:*** creatures affected; -2 penalty to attack and saving throws. [**SR:**Yes]

❑❑❑❑❑ Curtain of Light	Evocation [Light]	1 standard action	1 round/level [D]	Medium (190 ft.)	BE:p.96

[V, S, Sacrifice] TARGET: Curtain of light whose area is up to one 5-ft. square/level; ***EFFECT:*** 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:**20, See text]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑ Dancing Web | **Evocation [Good]** | 1 standard action | Instantaneous | Medium (190 ft.) | BE:p.96

[V, S, M/DF] TARGET: 20-ft.-radius burst; ***EFFECT:*** 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:**20, Reflex half; see text]

❑❑❑❑❑ Darts of Life | **Conjuration (Healing)** | 1 standard action | 1 minute/level | Close (45 ft.) | CC:p.118

[V, S] TARGET: One or more creatures per round; ***EFFECT:*** 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]

❑❑❑❑❑ Dawnshroud | **Evocation [Light]** | 1 standard action | 90 minutes [D] | Touch | CV:54

[V,S,DF] TARGET: Willing creature touched; ***EFFECT:*** 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+9 points of damage. [**SR:**Yes; **DC:**20, Will half; see text]

❑❑❑❑❑ Death Throes | **Necromancy [Force]** | 1 standard action | 1 hour/level or until you are killed | Personal | SC:p.60

[V,S] TARGET: You; ***EFFECT:*** 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]

❑❑❑❑❑ Dirge of Discord | **Enchantment (Compulsion) [Chaos, Sonic]** | 1 action | 2d4 rounds + 9 rounds | Close (45 ft.) | SA:p.5

[V S F] TARGET: 30-ft radius spread; ***EFFECT:*** 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:**20, Will negates]

❑❑❑❑❑ Dispel Cold | **Abjuration [Fire]** | 1 standard action | 9 rounds or discharged; see text | Touch | Fr:p.93

[V,S,DF] TARGET: See text; ***EFFECT:*** As dispel evil, but affects cold creatures; +4 bonus against attacks. [**SR:**See text; **DC:**20, See text]

❑❑❑❑❑ Dispel Evil | **Abjuration [Good]** | 1 standard action | 9 rounds or until discharged, whichever c | Touch | PH:p.222

[V, S, DF] TARGET: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object; ***EFFECT:*** 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:**20, See text]

❑❑❑❑❑ Dispel Fire | **Abjuration [Cold]** | 1 standard action | 9 rounds or discharged; see text | Touch | Fr:p.93

[V,S,DF] TARGET: See text; ***EFFECT:*** As dispel evil, but affects fire creatures; +4 bonus against attacks. [**SR:**See text; **DC:**20, See text]

❑❑❑❑❑ Dispel Law | **Abjuration [Chaotic]** | 1 standard action | 9 rounds or until discharged, whichever c | Touch | PH:p.223

[V, S, DF] TARGET: You and a touched lawful creature from another plane; or you and an enchantment or lawful spell on a touched creature or object; ***EFFECT:*** 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:**20, See text]

❑❑❑❑❑ Dispel Possession | **Abjuration [Ectomancy]** | 1 action | Instantaneous | Close (45 ft.) | GW:p.52

[V, S, M/DF] TARGET: One creature; ***EFFECT:*** 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]

❑❑❑❑❑ Dispel Water | **Abjuration** | 1 standard action | Instantaneous | Medium (190 ft.) | Sa:p.114

[V,S] TARGET: See text; ***EFFECT:*** You can counter & dismiss water creatures, spells, and effects; see text. [**SR:**See text; **DC:**20, See text]

❑❑❑❑❑ Disrupting Weapon | **Transmutation** | 1 standard action | 9 rounds | Touch | PH:p.223

[V, S] TARGET: One melee weapon; ***EFFECT:*** 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:**20, Will negates (harmless, object); see text]

❑❑❑❑❑ Divine Agility | **Transmutation** | 1 standard action | 1 round/level | Touch | SC:p.69

[V,S] TARGET: Living creature touched; ***EFFECT:*** You grant the subject a +10 enhancement bonus to Dexterity. [**SR:**No; **DC:**20, Will negates [harmless]]

❑❑❑❑❑ Divine Retribution | **Abjuration** | 1 standard action | 10 minutes/level or until discharged | Personal | CC:p.119

[V, S, DF] TARGET: You; ***EFFECT:*** 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:**20, Will partial]

❑❑❑❑❑ Doomtide | **Illusion (Pattern)** | 1 standard action | 1 round/level | 80 ft. | SC:p.70

[V,S,DF] TARGET: Eight 10-ft. cubes extending straight from you; ***EFFECT:*** 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:**20, Will negates]

❑❑❑❑❑ Door of Decay | **Conjuration (Teleportation)** | 1 standard action | Instantaneous | See text | CC:p.120

[V, S] TARGET: You; ***EFFECT:*** 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 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.

❑❑❑❑❑ Dragonbreath | **Evocation** | 1 standard action | 1 round/level | Personal | SC:p.72

[V,S,M/DF] TARGET: You; ***EFFECT:*** 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:**20, See text]

❑❑❑❑❑ Earth Hammer | **Transmutation** | Swift Action | 9 rounds | Touch | RS:p.162

[V] TARGET: Weapon touched; ***EFFECT:*** Weapon overcomes DR as if Adamantite and increases damage by one step, it deals bludgeoning damage regardless of type. [**SR:**Yes (harmless,object); **DC:**20, Will negates (harmless,object)]

❑❑❑❑❑ Earth Reaver | **Transmutation [Fire]** | 1 standard action | Instantaneous | Medium (190 ft.) | SC:p.75

[V,S] TARGET: 20-ft.-radius spread; ***EFFECT:*** 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:**20, 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; ***EFFECT:*** 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 a 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 (45 ft.) | PH2:p.113

[V,S] TARGET: One willing creature; ***EFFECT:*** Subject becomes ethereal until the end of it's next turn. [**SR:**Yes; **DC:**20, Will negates]

❑❑❑❑❑ *Evard's Black Tentacles | **Conjuration (Creation)** | 1 standard action | 9 rounds [D] | Medium (190 ft.) | PH:p.228

[V, S, M] TARGET: 20-ft.-radius spread; ***EFFECT:*** This spell conjures a field of rubbery black tentacles, each 10 feet long. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot-including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength. Every creature within the area of the spell must make a grapple check, opposed by the grapple check of the tentacles. Treat the tentacles attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19. Thus, its grapple check modifier is equal to your caster level +8. The tentacles are immune to all types of damage. Once the tentacles grapple an opponent, they may make a grapple check each round on your turn to deal 1d6+4 points of bludgeoning damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes. Any creature that enters the area of the spell is immediately attacked by the tentacles. Even creatures who aren't grappling with the tentacles may move through the area at only half normal speed. Material Component: A piece of tentacle from a giant octopus or a giant squid. [**SR:**No]

❑❑❑❑❑ False Sending | **Illusion (Glamer)** | 10 minutes | 1 round | See text | BV:BoVD

[V, S, M/DF] TARGET: One creature; ***EFFECT:*** As Sending, except caster imitates someone else. [**SR:**Yes; **DC:**20, Will negates]

❑❑❑❑❑ Fire in the Blood | **Transmutation** | 1 standard action | 9 minutes | Personal | HH:p.129

[V, S, M] TARGET: You; ***EFFECT:*** This unsettling spell enables you to make deadly weapons 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]

❑❑❑❑❑ *Fire Shield | **Evocation [Fire or Cold, WuJenFire, Fire Shu** | 1 standard action | 9 rounds [D] | Personal | PH:p.230

[V, S, M/DF] TARGET: You; ***EFFECT:*** This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks [your choice]. Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point per caster level [maximum +15]. This damage is either cold damage [if the shield protects against fire-based attacks] or fire damage [if the shield protects against cold-based attacks]. If the attacker has spell resistance, it applies to this effect. Creatures wielding weapons with exceptional reach are not subject to this damage if they attack you. When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch [10 feet]. The color of the flames is determined

* =Domain/Speciality Spell

randomly [50% chance of either color]-blue or green if the chill shield is cast, violet or blue if the warm shield is employed. The special powers of each version are as follows. Warm Shield: The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save. Chill Shield: The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save. Arcane Material Component: A bit of phosphorus for the warm shield; a live firefly or glowworm or the tail portions of four dead ones for the chill shield. [**SR:**No]

❑❑❑❑❑Fireward | **Transmutation** | Standard Action | 9 hours | Medium (190 ft.) | PG:p.100

[V, S, DF] TARGET: 9 20-ft. cubes [S] or one fire-based magic item; ***EFFECT:*** As quench; suppresses all magical fire spells [**SR:**No or Yes (object); **DC:**20, None or Will negates (object)]

❑❑❑❑❑Flame Strike | **Evocation [Fire, Fire Shugenja]** | 1 standard action | Instantaneous | Medium (190 ft.) | PH:p.231

[V, S, DF] TARGET: Cylinder 10; ***EFFECT:*** 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:**20, Reflex half]

❑❑❑❑❑Flaywind Burst | **Evocation [Air, Earth]** | 1 round | Instantaneous | 60 ft. | Sa:p.115

[V,S,M] TARGET: Cone-shaped burst; ***EFFECT:*** Read text. [**SR:**No; **DC:**20, See text]

❑❑❑❑❑Frostbite | **Creation (Creation) [Cold]** | 1 standard action | Instantaneous | Close (45 ft.) | Fr:p.95

[V,S,DF] TARGET: 4 creatures, no two of which can be more than 30 ft. apart; ***EFFECT:*** Deals 6d6 cold damage and 2d6 Dex. [**SR:**Yes; **DC:**20, 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; ***EFFECT:*** 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, bane, 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:**20, See text]

❑❑❑❑❑Haunt Shift | **Necromancy** | 1 standard action | Instantaneous | Medium (190 ft.) | Lm:p.66-67

[V,S,M] TARGET: Undead creatures within a 40-ft.-radius burst; ***EFFECT:*** See text for details. [**SR:**Yes; **DC:**20, Will negates]

❑❑❑❑❑Healing Circle | **Conjuration (Healing)** | 1 standard action | 1 minute/level or until discharged | Personal | CC:p.122

[V, S] TARGET: You; ***EFFECT:*** 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 | Fr:p.97

[V,S,Frostfell] TARGET: You; ***EFFECT:*** Cure 90 damage by absorbing all snow and slush within 10 ft. [**SR:**Yes (harmless); **DC:**20, Fort half (harmless)]

❑❑❑❑❑Hibernate | **Necromancy** | 1 standard action | 9 weeks [D] | Touch | Fr:p.97

[V,S,DF] TARGET: One living creature; ***EFFECT:*** Places target in suspended animation. [**SR:**Yes; **DC:**20, Will negates]

❑❑❑❑❑ *Ice Storm | **Evocation [Cold, WuJenWater, Storm Domai** | 1 standard action | 1 full round | Long (760 ft.) | PH:p.243

[V, S, M/DF] TARGET: Cylinder 20; ***EFFECT:*** 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]

❑❑❑❑❑Improved Blindsight | SS:p.67

TARGET: ; ***EFFECT:*** As blindsight, except as noted above and that the blindsight granted by the spell has a 60-foot range.

❑❑❑❑❑Incarnum Weapon | **Conjuration (Creation) [Incarnum]** | 1 standard action | 9 rounds [D] | Medium (190 ft.) | MoI:p.102

[V, S (E)] TARGET: Large weapon of incarnum; ***EFFECT:*** An oversized weapon made of pure incarnum springs into existence and attacks opponents at a distance, as you direct it, dealing 2d6 points of damage per hit. In addition, any living creature struck by the incarnum weapon takes 1 point of Wisdom drain [a successful Will save negates the Wisdom drain]. The weapon takes a form based on your alignment: battleaxe [chaotic], flail [evil], warhammer [good], or longsword [law]. Casters can choose any weapon whose alignment is not opposed to theirs [neutral casters can choose any of the four weapons]. Regardless of the weapon's form, it threatens a critical only on a 20 and deals double damage on a critical hit. The incarnum weapon 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; for example, it can damage creatures that have damage reduction. 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, it 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. An incarnum weapon cannot be harmed by physical attacks, but it can be affected by any effect that would affect a spell or a soulmeld. An incarnum weapon's Armor Class against touch attacks is 11 10. Essentia: Every point of essentia you invest in the incarnum weapon adds a +1 insight bonus on the weapon's attack rolls and damage rolls and expands the weapon's critical threat range by 1. For example, an incarnum weapon spell with 2 points of essentia invested would have a +2 insight bonus on attack rolls and damage rolls and would have a critical threat range of 18-20. [**SR:**No; **DC:**20, Will partial]

❑❑❑❑❑Incorporeal Nova | **Necromancy [Death]** | 1 standard action | Instantaneous | Medium (190 ft.) | SC:p.121

[V,S] TARGET: 50-ft.-radius burst; ***EFFECT:*** The spell destroys 1d4 HD worth of creatures per caster level [maximum 20d4] in the area. Usually, creatures such as shadows, wraiths, spectres, ghosts, and similar creatures are destroyed, though vampires and living creatures in gaseous form are also affected, as are other incorporeal creatures. Creatures with the fewest HD are affected first; among creatures with equal HD, those that are closest to the point of origin of the burst are affected first. No creature with 9 or more HD is affected, and HD that are not sufficient to affect a creature are wasted. [**SR:**Yes; **DC:**20, Will negates]

❑❑❑❑❑Inflict Light Wounds, Mass | **Necromancy** | 1 standard action | Instantaneous | Close (45 ft.) | PH:p.244

[V, S] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; ***EFFECT:*** Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level [maximum +25] to nearby living enemies. Like other inflict spells, mass inflict light wounds cures undead in its area rather than damaging them. A cleric capable of spontaneously casting inflict spells can also spontaneously cast mass inflict spells. [**SR:**Yes; **DC:**20, Will half]

❑❑❑❑❑Inquisition | **Enchantment (Compulsion) [Mind-Affecting** | 1 standard action | See text | Close (45 ft.) | BE:p.101

[Sacrifice] TARGET: One creature with an Intelligence of 6 or more; ***EFFECT:*** With this spell, the caster compels the target creature to divulge information it may be hiding. If the target fails its save, it is forced to reply to the caster's questions [one question per three caster levels], speak truthfully, and not respond in such a way that the answers provided may be misleading. The questions posed may be answered with a simple yes or no, or they may require a more detailed response. This spell cannot be used to force the target to divulge information it doesn't know, and the target creature is unable to fabricate lies of any kind while under the spell's hold. Sacrifice: 1d4 points of Constitution damage. [**SR:**Yes; **DC:**20, Will negates]

❑❑❑❑❑ **Insect Plague | **Conjuration (Summoning)** | 1 round | 9 minutes | Long (760 ft.) | PH:p.244

[V, S, DF] TARGET: 3 swarms of locust, each of which must be adjacent to at least one other swarm; ***EFFECT:*** You summon a number of swarms of locusts [one per three levels, to a maximum of six swarms at 18th level]. The swarms must be summoned so that each one is adjacent to at least one other swarm [that is, the swarms must fill one contiguous area]. You may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee. [**SR:**No]

❑❑❑❑❑Insect Plague | **Conjuration (Summoning)** | 1 round | 9 minutes | Long (760 ft.) | PH:p.244

[V, S, DF] TARGET: 3 swarms of locust, each of which must be adjacent to at least one other swarm; ***EFFECT:*** You summon a number of swarms of locusts [one per three levels, to a maximum of six swarms at 18th level]. The swarms must be summoned so that each one is adjacent to at least one other swarm [that is, the swarms must fill one contiguous area]. You may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee. [**SR:**No]

❑❑❑❑❑Invest Heavy Protection | **Conjuration (Healing)** | 1 standard action | Instantaneous; see text | Touch | PH2:p.115

[V,S] TARGET: Creature touched; ***EFFECT:*** Living creature healed 5d4 +1 per two caster levels [max +12] and gains DR:5/evil for 1 minute. On failed save undead take an extra 5 points of damage from a weapon that overcomes DR/good. [**SR:**Yes (harmless); see text; **DC:**20, Will half (harmless); see text]

❑❑❑❑❑Life's Grace | **Abjuration** | 1 standard action | 1 minute/level | Touch | SC:p.131

[V,S,DF] TARGET: Living creature touched; ***EFFECT:*** The living creature touched becomes immune to all death spells, magical death effects, energy drain, and any negative energy effects. In addition, the subject is immune to undead special attacks that deal ability damage, ability drain, and magical disease [such as mummy rot], even if these attacks do not have a magical source. [For example, the spell prevents poison damage from the poisonous bite of an undead creature.] This spell does not prevent such attacks from undead originating from spells, magic items, or class abilities; only the special attacks from the undead's base nature are affected. In addition, the subject's armor 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:**20, Will negates [harmless]]

❑❑❑❑❑Magic Convalescence | **Conjuration (Healing)** | 1 standard action | 1 round/level | 20 ft. | PH2:p.118

[V,S,M] TARGET: 20-ft.-radius emanation centered on you; ***EFFECT:*** 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]

❑❑❑❑❑Mana Flux | **Abjuration** | 1 standard action | 1 round/level | Medium (190 ft.) | PH2:p.119

[V,S] TARGET: 20-ft.-radius emanation centered on a point in space; ***EFFECT:*** 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]

❑❑❑❑❑Mark of Justice | **Necromancy** | 10 minutes | Permanent;see text | Touch | PH:p.252

[V, S, DF] TARGET: Creature touched; ***EFFECT:*** 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]

❑❑❑❑❑Mark of Sin | **Enchantment** | 1 full round | 1 round/level or permanent; see text | Touch | CC:p.124

[V, S, DF] TARGET: Creature touched; ***EFFECT:*** 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:**20, Will partial]

❑❑❑❑❑Mass Contagion | **Necromancy** | 1 action | Instantaneous | Close (45 ft.) | Rac:p.190

[V, S] TARGET: One or more creatures, no two of whom can be more than 30 ft. apart; ***EFFECT:*** Infects subjects with chosen disease. [**SR:**Yes; **DC:**20, Fortitude negates]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑ **Meteoric Strike**	**Transmutation [Fire]**	1 swift action	1 round or until dischared	0 ft.	PH2:p.120

[V,S] TARGET: Your melee weapon; ***EFFECT:*** 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:**20, None or Reflex half; see text]

❑❑❑❑❑ **Monstrous Regeneration**	**Conjuration (Healing)**	1 standard action	1 round/2 levels	Touch	Mag:p.109

[V, S] TARGET: Living creature touched; ***EFFECT:*** 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)]

❑❑❑❑❑ ***Moon Path**	**Evocation [Force]**	1 standard action	1 minute/level [D]	Medium (190 ft.)	SC:p.143

[V,S,M/DF] TARGET: .; ***EFFECT:*** Moon path allows you to create a stair or bridge from one spot to another. The effect is a railless ribbon of glowing white translucent force like a glass strip. The strip can be from 3 to 20 feet wide as you decide. [You can vary the width over the ribbon's length if you want.] It sticks to its endpoints unshakably, even if these endpoints are in midair. At the time of casting, you designate up to one creature per caster level to receive extra protection while standing on or moving along the moon path. Protected creatures gain the benefit of a sanctuary effect. This functions like the 1st-level spell sanctuary except that the save DC is 15 + your Wis modifier, and any subject of the spell who attacks breaks the sanctuary effect for all subjects. Protected creatures also stick to the top of the moon path as though they have received spider climb spells. A creature loses both benefits immediately when it leaves the path. Unlike a wall of force, a moon path can be dispelled. It is otherwise similar to a wall of force in that it needs no supports and it is immune to damage of all kinds. A disintegrate spell blasts a hole in the path 10 feet square, leaving the rest of the path intact. [If the moon path is 10 feet wide or less, this merely creates a 10-foot gap.] A hit from a rod of cancellation, a sphere of annihilation, or Mordenkainen's disjunction destroys a moon path. Spells and breath weapons cannot pass through a moon path, although dimension door, teleport, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material creatures. Gaze attacks cannot operate through a moon path. A moon path must be straight, continuous, and unbroken when formed. If its surface would be interrupted by any object or creature, the spell fails. The bridge version of the spell must be created flat. The stair version cannot rise or descend any more sharply than 45 degrees. Arcane Material Component: A white handkerchief. [**SR:**No; **DC:**20, None; see text]

❑❑❑❑❑ **Necrotic Skull Bomb**	**Necromancy**	1 swift action	Instantaneous	Close (45 ft.)	CR:32

[V,S,M] TARGET: 20-ft.-radius spread; ***EFFECT:*** Exploding skull releases negative energy; lving targets each gain 1d4 negative levels which last 9 hours. Undead in the area gain 1d4x5 temporary hp for 1 hour. [**SR:**Yes; **DC:**20, Fortitude negates]

❑❑❑❑❑ **Oath of Blood**	**Necromancy**	1 minute	See below	Close (45 ft.)	HH:p.131

[V, S, M, DF] TARGET: One living creature; ***EFFECT:*** 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]

❑❑❑❑❑ **Parboil**	**Evocation [Fire]**	1 standard action	Instantaneous	Close (45 ft.)	Sa:p.118

[V,S,M/DF] TARGET: 20-ft.-radius spread; ***EFFECT:*** Deal 6d6 fire damage and 2d4 intelligence damage. Save takes half damage and no intelligence loss. [**SR:**Yes; **DC:**20, Fort partial; See text]

❑❑❑❑❑ **Pass through Ice**	**Transmutation**	1 standard action	9 rounds [D]	Touch	Fr:p.103

[V,S,DF] TARGET: Creature touched; ***EFFECT:*** Pass through ice 15 feet/round and can rise/sink 5 ft/round. [**SR:**Yes (harmless); **DC:**20, Yes (harmless)]

❑❑❑❑❑ **Plague Carrier**	**Necromancy**	1 action	See text	Touch	Rac:p.190

[V, S] TARGET: Living creature touched; ***EFFECT:*** Infects subject with chosen disease which has an incubation period where victim is contagious without showing signes. [**SR:**Yes; **DC:**20, Fortitude negates]

❑❑❑❑❑ **Plane Shift**	**Conjuration (Teleportation)**	1 standard action	Instantaneous	Touch	PH:p.262

[V, S, F] TARGET: Creature touched, or up to eight willing creatures joining hands; ***EFFECT:*** 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]

❑❑❑❑❑ **Psychic Turmoil**	**Abjuration**	1 standard action	9 rounds	Close (45 ft.)	XPH:PsionicSpells.rtf

[V, S, M] TARGET: 40-ft-radius emanation centered on point in space; ***EFFECT:*** 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:**20, Will partial; see text]

❑❑❑❑❑ **Radiance**	**Evocation [Good, Light]**	1 standard action	1 round/level [D]; see text	60 ft.	PH2:p.122

[V,S,DF] TARGET: 60-ft.-radius emanation centered on you; ***EFFECT:*** 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]

❑❑❑❑❑ **Raise Dead**	**Conjuration (Healing) [Ectomancy]**	1 minute	Instantaneous	Touch	PH:p.268

[V, S, M, DF] TARGET: Dead creature touched; ***EFFECT:*** 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]

❑❑❑❑❑ **Revitalize Legacy, Lesser**	**Transmutation**	1 standard action	1 hour/level or until expended	Touch	WL:p.17

[V, S, F] TARGET: Your legacy item; see text; ***EFFECT:*** This spell functions like least revitalize legacy, except that you regain one daily use of a chosen lesser ability. [**SR:**No]

❑❑❑❑❑ **Revivify**	**Conjuration (Healing)**	1 standard action	Instantaneous	Touch	SC:p.176

[V,S,M] TARGET: Dead creature touched; ***EFFECT:*** 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]

❑❑❑❑❑ **Righteous Might**	**Transmutation [Water Shugenja]**	1 standard action	9 rounds [D]	Personal	PH:p.273

[V, S, DF] TARGET: You; ***EFFECT:*** 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]

❑❑❑❑❑ **Righteous Wrath of the Faithful**	**Enchantment (Compulsion) [Mind-Affecting**	1 standard action	1 round/level	30 ft.	SC:p.177

[V,S,DF] TARGET: All allies within 30-ft.-radius burst centered on you; ***EFFECT:*** 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]

❑❑❑❑❑ **Sanctuary, Mass**	**Abjuration**	1 standard action	1 round/level	Close (45 ft.)	SC:p.179

[V,S,DF] TARGET: One creature/level, no two of which are more than 30 ft. apart; ***EFFECT:*** 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:**20, Will negates [harmless]]

❑❑❑❑❑ **Scrying (CL:10)**	**Divination (Scrying) [WuJenEarth, WuJenFir**	1 hour	10 minutes	See text	PH:p.274

[V, S, M/DF, F] TARGET: Magical sensor; ***EFFECT:*** 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] |+5 Firsthand [you have met the subject] |+0 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:**20, Will negates]

❑❑❑❑❑ **Sicken Evil**	**Necromancy [Good]**	1 standard action	1 minute/level [D]	Personal	BE:p.107

[V, S, Sacrifice] TARGET: 20-ft.-radius emanation; ***EFFECT:*** You emanate a powerful aura that sickens evil creatures within the specified area. Sacrifice: 1d4 points of Strength damage. [**SR:**Yes]

❑❑❑❑❑ ****Slay Living**	**Necromancy [Death, Ectomancy]**	1 standard action	Instantaneous	Touch	PH:p.280

[V, S] TARGET: Living creature touched; ***EFFECT:*** 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:**20, Fortitude partial]

❑❑❑❑❑ **Slay Living**	**Necromancy [Death, Ectomancy]**	1 standard action	Instantaneous	Touch	PH:p.280

[V, S] TARGET: Living creature touched; ***EFFECT:*** 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:**20, Fortitude partial]

❑❑❑❑❑ **Soul Scour**	**Necromancy**	1 standard action	Instantaneous [see text]	Touch	UE:p.52

[V, S, M] TARGET: Living creature touched; ***EFFECT:*** Deals 2d6 temp Charisma and 1d6 temp Wisdom damage immediately and 1d6 temp Charisma damage 1 minute later. [**SR:**Yes; **DC:**20, Will negates (see text)]

❑❑❑❑❑ **Spell Resistance**	**Abjuration [Earth Shugenja]**	1 standard action	9 minutes	Touch	PH:p.282

[V, S, DF] TARGET: Creature touched; ***EFFECT:*** The creature gains spell resistance equal to 12 + your caster level. [**SR:**Yes (harmless); **DC:**20, Will negates (harmless)]

❑❑❑❑❑ **Stalwart Pact**	**Evocation**	10 minutes	Permanent until triggered, then 1 round/Touch		SC:p.204

[V,S,DF] TARGET: Willing living creature touched; ***EFFECT:*** 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. [**SR:**Yes [harmless]; **DC:**20, Will negates [harmless]]

❑❑❑❑❑ **Stone Shape, Greater**	**Transmutation [Earth]**	1 standard action	Instantaneous	Touch	SC:p.208

[V,S,M/DF] TARGET: Stone or stone object touched, up to 10 cu. ft. + 10 cu. ft./level; ***EFFECT:*** This spell functions like stone shape [PH 284], except that it affects a much larger quantity of stone. [**SR:**No]

❑❑❑❑❑ **Streamers**	**Evocation**	1 standard action	9 rounds	Medium (190 ft.)	ShS:p.50

[V,S,M] TARGET: One of more streamers; ***EFFECT:*** [**SR:**YES]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑Subvert Planar Essence | **Transmutation** | 1 standard action | 1 round/level | Medium (190 ft.) | SC:p.211

[V,S,M/DF] TARGET: 20-ft.-radius emanation centered on a point in space; ***EFFECT:*** 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]

❑❑❑❑❑Summon Blood Elemental | **Conjuration (Summoning)** | 1 full round | 9 rounds | Close (45 ft.) | SA:p.17

[V S M DF] TARGET: One summoned Medium-sized blood elemental; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑Summon Bralani Eladrin | **Conjuration (Summoning) [Chaotic, Good]** | 1 round | Concentration, up to 1 round/level + 1 rou | Close (45 ft.) | SC:p.213

[V,S,DF] TARGET: One summoned bralani eladrin; ***EFFECT:*** This spell summons a 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. [**SR:**No]

❑❑❑❑❑Summon Monster V | **Conjuration (Summoning)** | 1 round | 9 rounds [D] | Close (45 ft.) | PH:p.286

[V, S, F/DF] TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; ***EFFECT:*** 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. [**SR:**No]

❑❑❑❑❑Superior Resistance | **Abjuration** | 1 action | 1 hour/level | Touch | SS:p.71

[V, S, M/DF] TARGET: Creature touched; ***EFFECT:*** 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. [**SR:**Yes (harmless); **DC:**20, Will negates (harmless)]

❑❑❑❑❑Surge of Fortune | **Transmutation** | 1 standard action | 1 round/level or until discharged | Personal | CC:p.128

[V, S, DF] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑Symbol of Sleep | **Enchantment (Compulsion) [Mind-Affecting** | 10 minutes | See text | 0 ft.; see text | PH:p.291

[V, S, M] TARGET: One symbol; ***EFFECT:*** 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. [**SR:**Yes; **DC:**20, Will negates]

❑❑❑❑❑Symbol of Spell Loss | **Universal** | 10 minutes | See text | 0 ft.; see text | SC:p.218

[V,S] TARGET: One symbol; ***EFFECT:*** 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. [**SR:**No; **DC:**20, Will negates]

❑❑❑❑❑Telepathy Block | **Abjuration** | 1 standard action | 1 round/level [D] | Close (45 ft.) | BE:p.108

[V, S] TARGET: 80-ft.-radius emanation centered on a creature, object, or point in space; ***EFFECT:*** 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 deity2 1 2-4 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. [**SR:**No]

❑❑❑❑❑Triadspell | **Transmutation** | 1 standard action | Instantaneous | Personal | SC:p.224

[V,S] TARGET: You; ***EFFECT:*** 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.

❑❑❑❑❑ **True Seeing (CL:10) | **Divination [Water Shugenja, Divination Dor** | 1 standard action | 10 minutes | Touch | PH:p.296

[V, S, M] TARGET: Creature touched; ***EFFECT:*** 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 into extradimensional spaces]. The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance. Material Component: An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron, and fat. [**SR:**Yes (harmless); **DC:**20, Will negates (harmless)]

❑❑❑❑❑True Seeing (CL:10) | **Divination [Water Shugenja, Divination Dor** | 1 standard action | 10 minutes | Touch | PH:p.296

[V, S, M] TARGET: Creature touched; ***EFFECT:*** 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 into extradimensional spaces]. The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance. Material Component: An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron, and fat. [**SR:**Yes (harmless); **DC:**20, Will negates (harmless)]

❑❑❑❑❑Vigor, Greater | **Conjuration (Healing)** | 1 standard action | 10 rounds + 1 round/level [max 35] | Touch | SC:p.229

[V,S] TARGET: Living creature touched; ***EFFECT:*** This spell functions like lesser vigor, except as noted here and that it grants fast healing 4. [**SR:**Yes [harmless]; **DC:**20, Will negates [harmless]]

❑❑❑❑❑Vulnerability | **Transmutation** | 1 standard action | 1 round/level | Touch | SC:p.232

[V,S] TARGET: Creature touched; ***EFFECT:*** This spell lowers the subject's damage reduction by 5 [to a minimum of 5]. For instance, if you successfully cast vulnerability on a dragon with damage reduction 10/magic, its damage reduction becomes 5/magic. For every four caster levels beyond 9th, the subject's damage reduction lowers by an additional 5: a reduction of 10 at caster level 15th and a reduction of 15 at caster level 19th. [**SR:**Yes; **DC:**20, Will negates]

❑❑❑❑❑Wall of Dispel Magic | **Abjuration** | 1 standard action | 1 minute/level | Close (45 ft.) | SC:p.233

[V,S,DF] TARGET: A straight wall whose area is up to one 10-ft square/level; ***EFFECT:*** This spell creates a transparent, permeable barrier. Anyone passing through it becomes the target of a dispel magic effect [PH 223] at your caster level. A summoned creature targeted in this way can be dispelled by the effect. A wall of dispel magic cannot be seen or felt by ordinary means, or even with a see invisibility spell. Detect magic indicates the presence of the effect, and true seeing reveals its presence. [**SR:**No]

❑❑❑❑❑ *Wall of Ice | **Evocation [Cold, WuJenWater, Water Shuge** | 1 standard action | 9 minutes | Medium (190 ft.) | PH:p.299

[V, S, M] TARGET: Anchored plane of ice, up to 9 10-ft. squares, or hemisphere of ice with a radius of up to 12 ft; ***EFFECT:*** This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a wall of ice, and it deals full damage to the wall [instead of the normal half damage taken by objects]. Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes. Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level [so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or some other combination of length and height that does not exceed 1,000 square feet]. The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides. Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level. Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it [including the one who broke through the wall] takes 1d6 points of cold damage +1 point per caster level [no save]. Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach. Material Component: A small piece of quartz or similar rock crystal. [**SR:**Yes; **DC:**20, Reflex negates; see text]

❑❑❑❑❑Wall of Limbs | **Evocation** | 1 round | 1 round/level [D] | Medium (190 ft.) | SC:p.234

[V,S] TARGET: A wall of whirling limbs up to 20 ft. long/level, or ring with radius up to 5-ft./2 levels; ***EFFECT:*** An immobile, vertical curtain of whirling limbs springs into existence. The limbs resemble your own forelimbs. A creature attempting to move through the wall takes 5d6 points of damage and must succeed on a DC 18 Strength check or become stuck within the wall and unable to move [a charging creature gains a +2 bonus on the Strength check]. The creature takes 5d6 points of damage each round at the beginning of your turn until freed. A creature can free itself with a DC 18 Strength check, or by dealing 30 points of damage to a 5-foot section of wall. A creature that starts its turn next to a wall of limbs must succeed on a DC 18 Strength check or be grabbed by the flailing arms and become stuck, as above. If you evoke the wall 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 wall of limbs provides cover against attacks made through it. [**SR:**Yes; **DC:**20, Reflex negates; see text]

❑❑❑❑❑Wall of Magma | **Conjuration (Creation) [Earth, Fire]** | 1 standard action | 9 minutes | Medium (190 ft.) | Sa:p.126

[V,S,M/DF] TARGET: Wall of molten stone whose area is up to 9 5-ft. square [S]; ***EFFECT:*** Create a wall of thick magma. [**SR:**Yes; **DC:**20, See text]

❑❑❑❑❑Wall of Ooze | **Conjuration (Creation)** | 1 standard action | Concentration + 1 round/level | Medium (190 ft.) | BV:BoVD

[V, S, M/DF] TARGET: a wall whose area is up to 5-ft square/level [see text]; ***EFFECT:*** Creates barrier that has 50 hp/4 levels that paralyzes and deals 2d6 damage to all that touch it. [**SR:**No; **DC:**20, Fortitude partial (see text)]

❑❑❑❑❑ **Wall of Stone | **Conjuration (Creation) [Earth, WuJenEarth,** | 1 standard action | Instantaneous | Medium (190 ft.) | PH:p.299

[V, S, M/DF] TARGET: Stone wall whose area is up to 9 5-ft. squares [S]; ***EFFECT:*** This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object. Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area. Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness. It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves. Arcane Material Component: A small block of granite. [**SR:**No; **DC:**20, See text]

* =Domain/Speciality Spell

Cleric (Cloistered Cleric) Spells

❑❑❑❑❑ **Wall of Stone**	**Conjuration (Creation) [Earth, WuJenEarth,**	1 standard action	Instantaneous	Medium (190 ft.)	PH:p.299

[V, S, M/DF] TARGET: Stone wall whose area is up to 9 5-ft. squares [S]; ***EFFECT:*** This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object. Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area. Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness. It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves. Arcane Material Component: A small block of granite. [**SR:**No; **DC:**20, See text]

❑❑❑❑❑ ***Wall of Thorns**	**Conjuration (Creation)**	1 standard action	90 minutes [D]	Medium (190 ft.)	PH:p.300

[V, S] TARGET: Wall of thorny brush, up to 9 10-ft. cubes [S]; ***EFFECT:*** A wall of thorns spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a wall of thorns takes slashing damage per round of movement equal to 25 minus the creature's AC. Dexterity and dodge bonuses to AC do not count for this calculation. [Creatures with an Armor Class of 25 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall.] You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier. Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet [up to a maximum distance equal to its normal land speed]. Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage. Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a wall of thorns at normal speed without taking damage. A wall of thorns can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes. Despite its appearance, a wall of thorns is not actually a living plant, and thus is unaffected by spells that affect plants. [**SR:**No]

❑❑❑❑❑ **Warding Gems**	**Conjuration (Healing)**	1 standard action	1 hour/level	Close (45 ft.)	BE:p.111

[V, S, M] TARGET: 1 gem/3 caster levels; ***EFFECT:*** 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 ioun 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. [**SR:**No]

❑❑❑❑❑ **Zone of Peacebond**	**Transmutation**	1 minute	90 minutes [D]	0	Ci:p.68

[V,S,F] TARGET: 90-ft. emanation, centered on you; ***EFFECT:*** As peacebond, but affects all weapons in area. [**SR:**Yes (o); **DC:**20, Will negates (o)]

❑❑❑❑❑ **Zone of Respite**	**Abjuration**	2 rounds	1 minute/level	20 ft.	SC:p.244

[V,S,M] TARGET: 20-ft.-radius emanation centered on you; ***EFFECT:*** 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 inrusion. 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. [**SR:**Yes]

❑❑❑❑❑ **Zone of Revelation (CL:10)**	**Divination**	1 standard action	1 minute/level	Close (50 ft.)	SC:p.244

[V,S,M/DF] TARGET: 5-ft.-radius/level emanation centered on a point in space; ***EFFECT:*** 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, etherealness, 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. [**SR:**Yes]

* =Domain/Speciality Spell

Dom Ein

Human (Psionic)

RACE

0

AGE

Male

GENDER

Darkvision (60 ft.), Low-Light Vision

VISION

Chaotic Good

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Custom Campaign

REGION

None

DEITY

Fey

Race Type

Race Sub Type

Description:

Biography: