

**Aid** 2

Enchantment (Compulsion) [Mind-Affecting]  
 Level: Adp 2, Clr 2, Good 2, Luck 2  
 Components: V, S, DF  
 Casting Time: 1 standard action  
 Range: Touch

Target: Living creature touched  
 Duration: 1 min./level  
 Saving Throw: None  
 Spell Resistance: Yes (harmless)

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).

**Air Walk** 4 4

Transmutation [Air]  
 Level: Air 4, Clr 4, Drd 4  
 Components: V, S, DF  
 Casting Time: 1 standard action  
 Range: Touch

Target: Creature (Gargantuan or smaller) touched  
 Duration: 10 min./level  
 Saving Throw: None  
 Spell Resistance: Yes (harmless)

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.

**Align Weapon** DC: 2

Transmutation  
 Level: Clr 2  
 Components: V, S, DF  
 Casting Time: 1 standard action  
 Range: Touch

Target: Weapon touched or fifty projectiles (all of which must be in contact with each other at the time of casting)  
 Duration: 1 min./level  
 Saving Throw: Will negates (harmless, object)  
 Spell Resistance: Yes (harmless, object)

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.

**Animate Dead** 3 4

Necromancy [Evil]  
 Level: Adp 3, Clr 3, Death 3, Sor/Wiz 4  
 Components: V, S, M  
 Casting Time: 1 standard action  
 Range: Touch

Target: One or more corpses touched  
 Duration: Instantaneous  
 Saving Throw: None  
 Spell Resistance: No

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 Components: 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.

**Animate Objects** 6 6

Transmutation  
 Level: Brd 6, Chaos 6, Clr 6  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Medium (100 ft. + 10 ft./level)

Target: One Small object per caster level; see text  
 Duration: 1 round/level  
 Saving Throw: None  
 Spell Resistance: No

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate. An animated object can be of any nonmagical material. You may animate one Small or smaller object or an equivalent number of larger objects per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. You can change the designated target or targets as a move action, as if directing an active spell. This spell cannot animate objects carried or worn by a creature. Animate objects can be made permanent with a permanency spell.

**Antilife Shell** 6 6

Abjuration  
 Level: Animal 6, Clr 6, Drd 6  
 Components: V, S, DF  
 Casting Time: 1 round  
 Range: 10 ft.  
 Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)  
 Saving Throw: None  
 Spell Resistance: Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures. The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead. This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

## Antimagick Field

Abjuration

Level: Clr 8, Magic 6, Protection 6, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft. -radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: See text



An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines. An antimagic field suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an antimagic field counts against the suppressed spell's duration. Summoned creatures of any type and incorporeal undead wink out if they enter an antimagic field. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast antimagic field in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out. (The effects of instantaneous conjurations are not affected by an antimagic field because the conjuration itself is no longer in effect, only its result.) A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that).

## Astral Projection

Necromancy

Level: Clr 9, Sor/Wiz 9, Travel 9

Components: V, S, M

Casting Time: 30 minutes

Range: Touch

Target: You plus one additional willing creature touched per two caster levels

Duration: See text

Saving Throw: None

Spell Resistance: Yes



By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them. You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter. While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral

## Atonement

Abjuration

Level: Clr 5, Drd 5

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

Casting Time: 1 hour

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes



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

Antimagick Field (continued)

The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field. Dispel magic does not remove the field. Two or more antimagic fields sharing any of the same space have no effect on each other. Certain spells, such as wall of force, prismatic sphere, and prismatic wall, remain unaffected by antimagic field (see the individual spell descriptions). Artifacts and deities are unaffected by mortal magic such as this. Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Astral Projection (continued)

Plane; a physical body must be materialized on other planes. You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as dispel magic cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

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

Atonement (continued)

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.

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.

Material Components: Burning incense.

## Augury

Divination  
Level: Clr 2  
Components: V, S, M, F  
Casting Time: 1 minute  
Range: Personal

Target: You  
Duration: Instantaneous



An augury can tell you whether a particular action will bring good or bad results for you in the immediate future. 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.

## Banishment

Abjuration  
Level: Clr 6, Sor/Wiz 7  
Components: V, S, F  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)

Target: One or more extraplanar creatures, no two of which can be more than 30 ft. apart  
Duration: Instantaneous  
Saving Throw: Will negates  
Spell Resistance: Yes



A banishment spell is a more powerful version of the dismissal spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished. You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's spell resistance (if any), the saving throw DC increases by 2. Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4).

## Bear's Endurance, Mass

Transmutation  
Level: Clr 6, Drd 6, Sor/Wiz 6  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart  
Duration: 1 min./level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes



This spell functions like bear's endurance, except that it affects multiple creatures.

## Bane

Enchantment (Compulsion) [Fear, Mind-Affecting]  
Level: Clr 1  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: 50 ft.  
Area: All enemies within 50 ft.

Duration: 1 min./level  
Saving Throw: Will negates  
Spell Resistance: Yes



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.

## Bear's Endurance

Transmutation  
Level: Adp 2, Clr 2, Drd 2, Rgr 2, Sor/Wiz 2  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Touch

Target: Creature touched  
Duration: 1 min./level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes



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.

## Bestow Curse

Necromancy  
Level: Adp 3, Clr 3, Sor/Wiz 4  
Components: V, S  
Casting Time: 1 standard action  
Range: Touch

Target: Creature touched  
Duration: Permanent  
Saving Throw: Will negates  
Spell Resistance: Yes



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.

## Blade Barrier

DC:       

Evocation [Force]  
 Level: Clr 6, Good 6, War 6  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form 20 ft. high  
 Duration: 1 min./level (D)  
 Saving Throw: Reflex half or Reflex negates; see text  
 Spell Resistance: Yes

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage. If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save. A blade barrier provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

## Blasphemy

DC:       

Evocation [Evil, Sonic]  
 Level: Clr 7, Evil 7  
 Components: V  
 Casting Time: 1 standard action  
 Range: 30 ft.  
 Area: Nonevil creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous  
 Saving Throw: None or Will negates; see text  
 Spell Resistance: Yes

Any nonevil creature within the area of a blasphemy spell suffers the following ill effects.

HD	Effect
Equal to caster level	Dazed
Up to caster level -1	Weakened, dazed
Up to caster level -5	Paralyzed, weakened, dazed
Up to caster level -10	Killed, paralyzed, weakened, dazed

The effects are cumulative and concurrent. No saving throw is allowed against these effects.  
 Dazed: The creature can take no actions for 1 round, though it defends itself normally.  
 Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds.  
 Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the blasphemy. The banishment effect allows a Will save (at a -4 penalty) to negate. Creatures whose Hit Dice exceed your caster level are unaffected by blasphemy.

## Bless

      

Enchantment (Compulsion) [Mind-Affecting]  
 Level: Adp 1, Clr 1, Pal 1  
 Components: V, S, DF  
 Casting Time: 1 standard action  
 Range: 50 ft.  
 Area: The caster and all allies within a 50-ft. burst, centered on the caster

Duration: 1 min./level  
 Saving Throw: None  
 Spell Resistance: Yes (harmless)

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.

## Bless Water

DC:       

Transmutation [Good]  
 Level: Clr 1, Pal 1  
 Components: V, S, M  
 Casting Time: 1 minute  
 Range: Touch

Target: Flask of water touched  
 Duration: Instantaneous  
 Saving Throw: Will negates (object)  
 Spell Resistance: Yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water.  
 Material Components: 5 pounds of powdered silver (worth 25 gp).

## Blindness/Deafness

DC:       

Necromancy  
 Level: Brd 2, Clr 3, Sor/Wiz 2  
 Components: V  
 Casting Time: 1 standard action  
 Range: Medium (100 ft. + 10 ft./level)

Target: One living creature  
 Duration: Permanent (D)  
 Saving Throw: Fortitude negates  
 Spell Resistance: Yes

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

## Break Enchantment

DC:       

Abjuration  
 Level: Adp 5, Brd 4, Clr 5, Luck 5, Pal 4, Sor/Wiz 5  
 Components: V, S  
 Casting Time: 1 minute  
 Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to one creature per level, all within 30 ft. of each other  
 Duration: Instantaneous  
 Saving Throw: See text  
 Spell Resistance: No

This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25. If the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower. If the effect comes from some permanent magic item break enchantment does not remove the curse from the item, but it does free the victim from the item's effects.

## Bull's Strength

DC:        

Transmutation  
Level: Adp 2, Blk 2, Clr 2, Drd 2, Pal 2, Sor/Wiz 2,  
Strength 2  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Touch

Target: Creature touched  
Duration: 1 min./level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

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 Components: A few hairs, or a pinch of dung, from a bull.

## Bull's Strength, Mass

DC:        

Transmutation  
Level: Clr 6, Drd 6, Sor/Wiz 6  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart  
Duration: 1 min./level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

This spell functions like bull's strength, except that it affects multiple creatures.

## Calm Emotions

DC:       

Enchantment (Compulsion) [Mind-Affecting]  
Level: Brd 2, Clr 2, Law 2  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Area: Creatures in a 20-ft. -radius spread

Duration: Concentration, up to 1 round/level (D)  
Saving Throw: Will negates  
Spell Resistance: Yes

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.

## Cause Fear

DC:        

Necromancy [Fear, Mind-Affecting]  
Level: Adp 1, Blk 1, Brd 1, Clr 1, Death 1, Sor/Wiz 1  
Components: V, S  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 5 or fewer HD  
Duration: 1d4 rounds or 1 round; see text  
Saving Throw: Will partial  
Spell Resistance: Yes

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.

## Cloak of Chaos

DC:        

Abjuration [Chaotic]  
Level: Chaos 8, Clr 8  
Components: V, S, F  
Casting Time: 1 standard action  
Range: 20 ft.

Target: One creature/level in a 20-ft. -radius burst centered on you  
Duration: 1 round/level (D)  
Saving Throw: See text  
Spell Resistance: Yes (harmless)

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful creatures that strike the subjects to become confused. This abjuration has four effects. First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from law, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures. Second, each warded creature gains spell resistance 25 against lawful spells and spells cast by lawful creatures. Third, the abjuration blocks possession and mental influence, just as protection from law does. Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is confused for 1 round (Will save negates, as with the confusion spell, but against the save DC of cloak of chaos).

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

## Command

DC:        

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]  
Level: Adp 1, Clr 1  
Components: V  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature  
Duration: 1 round  
Saving Throw: Will negates  
Spell Resistance: Yes

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.

## Command, Greater

DC:    5    

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]  
 Level: Clr 5  
 Components: V  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart  
 Duration: 1 round/level  
 Saving Throw: Will negates  
 Spell Resistance: Yes

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.

## Comprehend Languages

1 1    1

Divination  
 Level: Adp 1, Brd 1, Clr 1, Sor/Wiz 1  
 Components: V, S, M/DF  
 Casting Time: 1 standard action  
 Range: Personal

Target: You  
 Duration: 10 min./level

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

## Contagion

DC:    3  3    4

Necromancy [Evil]  
 Level: Adp 3, Blk 3, Clr 3, Destruction 3, Drd 3, Sor/Wiz 4  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Touch

Target: Living creature touched  
 Duration: Instantaneous  
 Saving Throw: Fortitude negates  
 Spell Resistance: Yes

The subject contracts a disease selected from the table below, which strikes immediately (no incubation period). The DC noted is for the subsequent saves (use contagion's normal save DC for the initial saving throw).

Disease	DC	Damage
Blinding sickness	16	1d4 Str[1]
Cackle fever	16	1d6 Wis
Filth fever	12	1d3 Dex and 1d3 Con
Mindfire	12	1d4 Int
Red ache	15	1d6 Str
Shakes	13	1d8 Dex
Slimy doom	14	1d4 Con

[1] Each time a victim takes 2 or more points of Strength damage from blinding sickness, he or she must make another Fortitude save (using the disease's save DC) or be permanently blinded.

## Commune

  5    

Divination  
 Level: Adp 5, Clr 5  
 Components: V, S, M, DF, XP  
 Casting Time: 10 minutes  
 Range: Personal

Target: You  
 Duration: 1 round/level

You contact your deity-or agents thereof -and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, 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 Components: Holy (or unholy) water and incense.

## Consecrate

  2    

Evocation [Good]  
 Level: Clr 2  
 Components: V, S, M, DF  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)  
 Area: 20-ft. -radius emanation

Duration: 2 hours/level  
 Saving Throw: None  
 Spell Resistance: No

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 Components: A vial of holy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

## Continual Flame

  3     2

Evocation [Light]  
 Level: Adp 3, Clr 3, Sor/Wiz 2  
 Components: V, S, M  
 Casting Time: 1 standard action  
 Range: Touch

Target: Object touched  
 Effect: Magical, heatless flame  
 Duration: Permanent  
 Saving Throw: None  
 Spell Resistance: No

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

## Control Water

Transmutation [Water]

Level: Clr 4, Drd 4, Sor/Wiz 6, Water 4

Components: V, S, M/DF

Casting Time: 1 standard action

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

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

Duration: 10 min./level (D)

Saving Throw: None; see text

Spell Resistance: No

Depending on the version you choose, the control water spell raises or lowers water.

**Lower Water:** This causes water or similar liquid to 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.

4 4 6

## Control Weather

Transmutation

Level: Air 7, Clr 7, Drd 7, Sor/Wiz 7

Components: V, S

Casting Time: 10 minutes; see text

Range: 2 miles

Area: 2-mile-radius circle, centered on you; see text

Duration: 4d12 hours; see text

Saving Throw: None

Spell Resistance: No

7 7 7

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use

a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously. Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them. A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

## Create Food and Water

Conjuration (Creation)

Level: Clr 3

Components: V, S

Casting Time: 10 minutes

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

Effect: Food and water to sustain three humans or one horse/level for 24 hours

Duration: 24 hours; see text

Saving Throw: None

Spell Resistance: No

3

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.

## Create Greater Undead

Necromancy [Evil]

Level: Clr 8, Death 8, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 hour

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

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

8 8

This spell functions like create undead, except that you can create more powerful and intelligent sorts of undead: shadows, wraiths, spectres, and devourers. The type or types of undead you can create is based on your caster level, as shown on the table below.

Caster Level	Undead Created
15th or lower	Shadow
16th-17th	Wraith
18th-19th	Spectre
20th or higher	Devourer

## Create Undead

Necromancy [Evil]

Level: Clr 6, Death 6, Evil 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 hour

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

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

6 6

A much more potent spell than animate dead, this evil spell allows you to create more powerful sorts of undead: ghouls, ghaists, mummies, and mohrgs. The type or types of undead you can create is based on your caster level, as shown on the table below.

Caster Level	Undead Created
11th or lower	Ghoul
12th-14th	Ghast
15th-17th	Mummy
18th or higher	Mohrg

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

Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms. This spell must be cast at night.

## Create Water

Conjuration (Creation) [Water]

Level: Adp 0, Clr 0, Drd 0, Pal 1

Components: V, S

Casting Time: 1 standard action

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

Effect: Up to 2 gallons of water/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

0 0 1

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.





## Death Knell DC:

Necromancy [Death, Evil]  
Level: Blk 2, Clr 2, Death 2  
Components: V, S  
Casting Time: 1 standard action  
Range: Touch

Target: Living creature touched  
Duration: Instantaneous/10 minutes per HD of subject; see text  
Saving Throw: Will negates  
Spell Resistance: Yes

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.

## Death Ward DC:

Necromancy  
Level: Clr 4, Death 4, Drd 5, Pal 4  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Touch

Target: Living creature touched  
Duration: 1 min./level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

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.

## Deathwatch

Necromancy [Evil]  
Level: Clr 1  
Components: V, S  
Casting Time: 1 standard action  
Range: 30 ft.  
Area: Cone-shaped emanation

Duration: 10 min./level  
Saving Throw: None  
Spell Resistance: No

Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct). Deathwatch sees through any spell or ability that allows creatures to feign death.

## Deeper Darkness

Evocation [Darkness]  
Level: Adp 3, Asn 3, Blk 3, Clr 3  
Components: V, M/DF  
Casting Time: 1 standard action  
Range: Touch

Target: Object touched  
Duration: One day/level (D)  
Saving Throw: None  
Spell Resistance: No

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.

## Delay Poison DC:

Conjuration (Healing)  
Level: Adp 2, Brd 2, Clr 2, Drd 2, Pal 2, Rgr 1  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Touch

Target: Creature touched  
Duration: 1 hour/level  
Saving Throw: Fortitude negates (harmless)  
Spell Resistance: Yes (harmless)

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.

## Desecrate

Evocation [Evil]  
Level: Clr 2, Evil 2  
Components: V, S, M, DF  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Area: 20-ft.-radius emanation

Duration: 2 hours/level  
Saving Throw: None  
Spell Resistance: Yes

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 Components: A vial of unholy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

## Destruction DC:

Necromancy [Death]  
Level: Clr 7, Death 7  
Components: V, S, F  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature  
Duration: Instantaneous  
Saving Throw: Fortitude partial  
Spell Resistance: Yes

This spell instantly slays the subject and consumes its remains (but not its equipment and possessions) utterly. If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell is to use true resurrection, a carefully worded wish spell followed by resurrection, or miracle.

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

## Detect Evil

Divination  
Level: Adp 1, Clr 1  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: 60 ft.  
Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./ level (D)  
Saving Throw: None  
Spell Resistance: No

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

Creature/Object	Faint	Moderate	Strong	Overwhelming
Evil creature[1] (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

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.

## Detect Good

Divination  
Level: Adp 1, Clr 1  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: 60 ft.  
Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./ level (D)  
Saving Throw: None  
Spell Resistance: No

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.

## Detect Chaos

Divination  
Level: Adp 1, Clr 1  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: 60 ft.  
Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./ level (D)  
Saving Throw: None  
Spell Resistance: No

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.

## Detect Evil (continued)

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.

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.

[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.

## Detect Law

Divination  
Level: Adp 1, Clr 1  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: 60 ft.  
Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./ level (D)  
Saving Throw: None  
Spell Resistance: No

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.

## Detect Magic



Divination  
 Level: Adp 0, Brd 0, Clr 0, Drd 0, Sor/Wiz 0  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: 60 ft.  
 Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)  
 Saving Throw: None  
 Spell Resistance: No

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.

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)

Detect Magic (continued)

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.

## Detect Poison



Divination  
 Level: Asn 1, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)  
 Area: One creature, one object, or a 5-ft. cube

Target: One creature, one object, or a 5-ft. cube  
 Duration: Instantaneous  
 Saving Throw: None  
 Spell Resistance: No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a 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.

## Detect Undead



Divination  
 Level: Clr 1, Pal 1, Sor/Wiz 1  
 Components: V, S, M/DF  
 Casting Time: 1 standard action  
 Range: 60 ft.  
 Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/ level (D)  
 Saving Throw: None  
 Spell Resistance: No

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	Faint
2-4	Moderate
5-10	Strong
11+	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. 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.

## Dictum

DC:

Evocation [Lawful, Sonic]  
 Level: Clr 7, Law 7  
 Components: V  
 Casting Time: 1 standard action  
 Range: 40 ft.  
 Area: Nonlawful creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous  
 Saving Throw: None or Will negates; see text  
 Spell Resistance: Yes

Any nonlawful creature within the area of a dictum spell suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Slowed, deafened
Up to caster level -5	Paralyzed, slowed, deafened
Up to caster level -10	Killed, paralyzed, slowed, deafened

The effects are cumulative and concurrent. No saving throw is allowed against these effects.  
 Deafened: The creature is deafened for 1d4 rounds.  
 Slowed: The creature is slowed, as by the slow spell, for 2d4 rounds.  
 Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed. Furthermore, if you are on your home plane when you cast this spell, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the dictum. The banishment effect allows a Will save (at a -4 penalty) to negate. Creatures whose HD exceed your caster level are unaffected by dictum.

## Dimensional Anchor



Abjuration  
 Level: Clr 4, Sor/Wiz 4  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Medium (100 ft. + 10 ft./level)

Effect: Ray  
 Duration: 1 min./level  
 Saving Throw: None  
 Spell Resistance: Yes (object)

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.

## Dimensional Lock

Abjuration  
Level: Clr 8, Sor/Wiz 8  
Components: V, S  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Area: 20-ft. -radius emanation centered on a point in space

Duration: One day/level  
Saving Throw: None  
Spell Resistance: Yes

8

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like or psionic abilities. Once dimensional lock is in place, extradimensional travel into or out of the area is not possible. A dimensional lock 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, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

## Discern Lies

Divination  
Level: Clr 4, Pal 3  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)

DC:  4 3  
Target: One creature/level, no two of which can be more than 30 ft. apart  
Duration: Concentration, up to 1 round/level  
Saving Throw: Will negates  
Spell Resistance: No

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.

## Discern Location

Divination  
Level: Clr 8, Knowledge 8, Sor/Wiz 8  
Components: V, S, DF  
Casting Time: 10 minutes  
Range: Unlimited

Target: One creature or object  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: No

8

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of a mind blank spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies. To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

## Dismissal

Abjuration  
Level: Clr 4, Sor/Wiz 5  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)

Target: One extraplanar creature  
Duration: Instantaneous  
Saving Throw: Will negates; see text  
Spell Resistance: Yes

DC:  4 5

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.

## Dispel Chaos

Abjuration [Lawful]  
Level: Clr 5, Law 5, Pal 4  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Touch

Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object  
Duration: 1 round/level or until discharged, whichever comes first  
Saving Throw: See text  
Spell Resistance: See text

DC:  5 4

This spell functions like dispel evil, except that you are surrounded by constant, blue, lawful energy, and the spell affects chaotic creatures and spells rather than evil ones.

## Dispel Evil

Abjuration [Good]  
Level: Clr 5, Good 5, Pal 4  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Touch

Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object  
Duration: 1 round/level or until discharged, whichever comes first  
Saving Throw: See text  
Spell Resistance: See text

DC:  5 4

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.

## Dispel Good

DC:       

Abjuration [Evil]  
 Level: Clr 5, Evil 5  
 Components: V, S, DF  
 Casting Time: 1 standard action  
 Range: Touch

Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object  
 Duration: 1 round/level or until discharged, whichever comes first  
 Saving Throw: See text  
 Spell Resistance: See text

This spell functions like dispel evil, except that you are surrounded by dark, wavering, unholy energy, and the spell affects good creatures and spells rather than evil ones.

## Dispel Law

DC:       

Abjuration [Chaotic]  
 Level: Chaos 5, Clr 5  
 Components: V, S, DF  
 Casting Time: 1 standard action  
 Range: Touch

Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object  
 Duration: 1 round/level or until discharged, whichever comes first  
 Saving Throw: See text  
 Spell Resistance: See text

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.

## Dispel Magic

     

Abjuration  
 Level: Brd 3, Clr 3, Drd 4, Magic 3, Pal 3, Sor/Wiz 3  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Medium (100 ft. + 10 ft./level)  
 Area: One spellcaster, creature, or object; or 20-ft.-radius burst

Target: One spellcaster, creature, or object; or 20-ft.-radius burst  
 Duration: Instantaneous  
 Saving Throw: None  
 Spell Resistance: No

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

Dispel Magic (continued)

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 30-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.

## Dispel Magic, Greater

     

Abjuration  
 Level: Brd 5, Clr 6, Drd 6, Sor/Wiz 6  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Medium (100 ft. + 10 ft./level)  
 Area: One spellcaster, creature, or object; or 20-ft.-radius burst

Target: One spellcaster, creature, or object; or 20-ft.-radius burst  
 Duration: Instantaneous  
 Saving Throw: None  
 Spell Resistance: No

This spell functions like dispel magic, except that the maximum caster level on your dispel check is +20 instead of +10. Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect.

## Disrupting Weapon

DC:       

Transmutation  
 Level: Clr 5  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Touch

Target: One melee weapon  
 Duration: 1 round/level  
 Saving Throw: Will negates (harmless, object); see text  
 Spell Resistance: Yes (harmless, object)

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.

## Divination

Divination  
Level: Clr 4, Knowledge 4  
Components: V, S, M  
Casting Time: 10 minutes  
Range: Personal

Target: You  
Duration: Instantaneous



Similar to augury but more powerful, a divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 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 Components: Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp.

## Divine Favor

Evocation  
Level: Clr 1, Pal 1  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Personal

Target: You  
Duration: 1 minute



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 +6). The bonus doesn't apply to spell damage.

## Divine Power

Evocation  
Level: Clr 4, War 4  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Personal

Target: You  
Duration: 1 round/level



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.

## Doom

Necromancy [Fear, Mind-Affecting]  
Level: Blk 1, Clr 1  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)

Target: One living creature  
Duration: 1 min./level  
Saving Throw: Will negates  
Spell Resistance: Yes



This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

## Eagle's Splendor

Transmutation  
Level: Blk 2, Brd 2, Clr 2, Pal 2, Sor/Wiz 2  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Touch

Target: Creature touched  
Duration: 1 min./level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes



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 Components: A few feathers or a pinch of droppings from an eagle.

## Eagle's Splendor, Mass

Transmutation  
Level: Brd 6, Clr 6, Sor/Wiz 6  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart  
Duration: 1 min./level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes



This spell functions like eagle's splendor, except that it affects multiple creatures.

## Earthquake DC: 8 8

Evocation [Earth]  
Level: Clr 8, Destruction 8, Drd 8, Earth 7  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Long (400 ft. + 40 ft./level)  
Area: 80-ft. -radius spread (S)

Duration: 1 round  
Saving Throw: See text  
Spell Resistance: No

When you cast earthquake, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast. Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 15 half ) and pinning that creature beneath the rubble (see below). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris. Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half ) and is pinned beneath the rubble (see below).

## Endure Elements DC: 1 1 1 1 1

Abjuration  
Level: Adp 1, Clr 1, Drd 1, Pal 1, Rgr 1, Sor/Wiz 1, Sun 1  
Components: V, S  
Casting Time: 1 standard action  
Range: Touch

Target: Creature touched  
Duration: 24 hours  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

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.

## Enthrall DC: 2 2

Enchantment (Charm)  
Level: Brd 2, Clr 2  
Components: V, S  
Casting Time: 1 round  
Range: Medium (100 ft. + 10 ft./level)

Target: Any number of creatures  
Duration: 1 hour or less  
Saving Throw: Will negates; see text  
Spell Resistance: Yes

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.

Earthquake (continued)  
Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within. Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half ) and is pinned beneath the rubble (see below). River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud. Pinned beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

## Energy Drain DC: 9 9

Necromancy  
Level: Clr 9, Sor/Wiz 9  
Components: V, S  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray of negative energy  
Duration: Instantaneous  
Saving Throw: Fortitude partial; see text for enervation  
Spell Resistance: Yes

This spell functions like enervation, except that the creature struck gains 2d4 negative levels, and the negative levels last longer. There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining them, the subject must make a Fortitude saving throw (DC = energy drain spell's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, the negative level also goes away, but one of the subject's character levels is permanently drained. An undead creature struck by the ray gains 2d4x5 temporary hit points for 1 hour.

## Enthrall (continued)

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 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.

## Entropic Shield

Abjuration  
Level: Clr 1, Luck 1  
Components: V, S  
Casting Time: 1 standard action  
Range: Personal

Target: You  
Duration: 1 min./level (D)



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.

## Ethereal Jaunt

Transmutation  
Level: Clr 7, Sor/Wiz 7  
Components: V, S  
Casting Time: 1 standard action  
Range: Personal

Target: You  
Duration: 1 round/level (D)



You become ethereal, along with your equipment. For the duration of the spell, you are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the spell expires, you return to material existence. An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet. Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as if they were material. If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

## Etherealness

Transmutation  
Level: Clr 9, Sor/Wiz 9  
Components: V, S  
Casting Time: 1 standard action  
Range: Touch; see text

Target: You and one other touched creature per three levels  
Duration: 1 min./level (D)  
Spell Resistance: Yes



This spell functions like ethereal jaunt, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together. When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

## Find the Path

Divination  
Level: Brd 6, Clr 6, Drd 6, Knowledge 6, Travel 6  
Components: V, S, F  
Casting Time: 3 rounds  
Range: Personal or touch

Target: You or creature touched  
Duration: 10 min./level  
Saving Throw: None or Will negates (harmless)  
Spell Resistance: No or Yes (harmless)



The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a maze spell. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a glyph of warding. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round. This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).  
Focus: A set of divination counters of the sort you favor.

## Find Traps

Divination  
Level: Clr 2  
Components: V, S  
Casting Time: 1 standard action  
Range: Personal

Target: You  
Duration: 1 min./level



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.

## Fire Storm

Evocation [Fire]  
Level: Clr 8, Drd 7, Fire 7  
Components: V, S  
Casting Time: 1 round  
Range: Medium (100 ft. + 10 ft./level)  
Area: Two 10-ft. cubes per level (S)

Duration: Instantaneous  
Saving Throw: Reflex half  
Spell Resistance: Yes



When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6).

## Flame Strike DC:

Evocation [Fire]  
Level: Clr 5, Drd 4, Sun 5, War 5  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Area: Cylinder (10-ft. radius, 40 ft. high)

Duration: Instantaneous  
Saving Throw: Reflex half  
Spell Resistance: Yes

A flame strike 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.

## Freedom of Movement DC:

Abjuration  
Level: Asn 4, Blk 4, Brd 4, Clr 4, Drd 4, Luck 4, Rgr 4  
Components: V, S, M, DF  
Casting Time: 1 standard action  
Range: Personal or touch

Target: You or creature touched  
Duration: 10 min./level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

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

Gate (continued)  
id (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the gate to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This use of the spell creates a gate that remains open just long enough to transport the called creatures. This use of the spell has an XP cost (see below). If you choose to call a kind of creature instead of a known individual you may call either a single creature (of any HD) or several creatures. You can call and control several creatures as long as their HD total does not exceed your caster level. In the case of a single creature, you can control it if its HD do not exceed twice your caster level. A single creature with more HD than twice your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time. A controlled creature can be commanded to perform a service for you. Such services fall into two categories: immediate tasks and contractual service. Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; you need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell. If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the lesser planar ally spell for appropriate rewards. (Some creatures may want their payment in "livestock" rather than in coin, which could involve complications.) Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane. Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may a

## Forbiddance DC:

Abjuration  
Level: Clr 6  
Components: V, S, M, DF  
Casting Time: 6 rounds  
Range: Medium (100 ft. + 10 ft./level)  
Area: 60-ft. cube/level (S)

Duration: Permanent  
Saving Throw: See text  
Spell Resistance: Yes

Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells, plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically. In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours. A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal. Alignments identical: No effect. The creature may enter the area freely (although not by planar travel). Alignments different with respect to either law/chaos or good/evil: The creature takes 6d6 points of damage. A successful Will save halves the damage, and spell resistance applies. Alignments different with respect to both law/chaos and good/evil: The creature takes 12d6 points of damage. A successful Will save halves the damage, and spell resistance applies. The abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting. Dispel magic does not dispel a forbiddance effect unless the dispeller's level is at least as high as your caster level. You can't have multiple overlapping forbiddance effects. The more recent effect stops at the boundary of the older effect.  
Material Components: Sprinkle of holy water and 1500gp of rare incenses + 1,500 gp/60ft cube. If a password is desired, add 1,000 gp + 1,000 gp/60ft. cube.

## Gate

Conjuration  
Level: Clr 9, Sor/Wiz 9  
Components: V, S, XP; see text  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)

Effect: See text  
Duration: Instantaneous or concentration (up to 1 round/level); see text  
Saving Throw: None  
Spell Resistance: No

Casting a gate spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction. Second, you may then call a particular individual or kind of being through the gate. The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side. A gate has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not. Planar Travel: As a mode of planar travel, a gate spell functions much like a plane shift spell, except that the gate opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you—anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel. You may hold the gate open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed. Calling Creatures: The second effect of the gate spell is to call an extraplanar creature to your a

Gate (continued)  
ttack you. Note: When you use a calling spell such as gate to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

## Geas/Quest

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 6, Clr 6, Sor/Wiz 6

Components: V

Casting Time: 10 minutes

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

Target: One living creature

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

Saving Throw: None

Spell Resistance: Yes

This spell functions similarly to lesser geas, except that it affects a creature of any HD and allows no saving throw. Instead of taking penalties to ability scores (as with lesser geas), the subject takes 3d6 points of damage each day it does not attempt to follow the geas/quest. Additionally, each day it must make a Fortitude saving throw or become sickened. These effects end 24 hours after the creature attempts to resume the geas/ quest. A remove curse spell ends a geas/quest spell only if its caster level is at least two higher than your caster level. Break enchantment does not end a geas/quest, but limited wish, miracle, and wish do. Bards, sorcerers, and wizards usually refer to this spell as geas, while clerics call the same spell quest.

## Giant Vermin

Transmutation

Level: Clr 4, Drd 4

Components: V, S, DF

Casting Time: 1 standard action

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

Target: Up to three vermin, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

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

Glyph of Warding (continued)

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

## Gentle Repose

Necromancy

Level: Clr 2, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Corpse touched

Duration: One day/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

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 Components: A pinch of salt, and a copper piece for each eye the corpse has (or had).

## Glyph of Warding

Abjuration

Level: Clr 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

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

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

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: No (object) and Yes; see text

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

## Glyph of Warding, Greater

Abjuration

Level: Clr 6

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

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

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

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: No (object) and Yes; see text

This spell functions like glyph of warding, except that a greater blast glyph deals up to 10d8 points of damage, and a greater spell glyph can store a spell of 6th level or lower.

Material Components: You trace the glyph with incense, which must first be sprinkled with powdered diamond worth at least 400 gp.

**Guidance** DC:        

Divination  
 Level: Adp 0, Clr 0, Drd 0  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Touch

Target: Creature touched  
 Duration: 1 minute or until discharged  
 Saving Throw: Will negates (harmless)  
 Spell Resistance: Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

**Hallow** DC:       

Evocation [Good]  
 Level: Clr 5, Drd 5  
 Components: V, S, M, DF  
 Casting Time: 24 hours  
 Range: Touch  
 Area: 40-ft. radius emanating from the touched point

Duration: Instantaneous  
 Saving Throw: See text  
 Spell Resistance: See text

Hallow makes a particular site, building, or structure a holy site. This has 4 effects. 1st, the site or structure is guarded by a magic circle against evil effect. 2nd, 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.) 3rd, any dead body interred in a hallowed site cannot be turned into an undead creature. 4th, 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 Components: Herbs, oils, incense worth 1,000gp + 1,000gp/level of the spell to be included in the area.

**Harm** DC:       

Necromancy  
 Level: Clr 6, Destruction 6  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Touch

Target: Creature touched  
 Duration: Instantaneous  
 Saving Throw: Will half; see text  
 Spell Resistance: Yes

Harm charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, harm deals half this amount, but it cannot reduce the target's hit points to less than 1. If used on an undead creature, harm acts like heal.

**Heal** DC:       

Conjuration (Healing)  
 Level: Adp 5, Clr 6, Drd 7, Healing 6  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Touch

Target: Creature touched  
 Duration: Instantaneous  
 Saving Throw: Will negates (harmless)  
 Spell Resistance: Yes (harmless)

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the Target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level. Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points. If used against an undead creature, heal instead acts like harm.

**Heal, Mass** DC:       

Conjuration (Healing)  
 Level: Clr 9, Healing 9  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One or more creatures, no two of which can be more than 30 ft. apart  
 Duration: Instantaneous  
 Saving Throw: Will negates (harmless)  
 Spell Resistance: Yes (harmless)

This spell functions like heal, except as noted above. The maximum number of hit points restored to each creature is 250.

**Helping Hand**      

Evocation  
 Level: Clr 3  
 Components: V, S, DF  
 Casting Time: 1 standard action  
 Range: 5 miles

Effect: Ghostly hand  
 Duration: 1 hour/level  
 Saving Throw: None  
 Spell Resistance: No

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

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.

### Helping Hand (continued)

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.

### Hide from Undead

DC:

Abjuration  
Level: Clr 1  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Touch

Target: One touched creature/level  
Duration: 10 min./level (D)  
Saving Throw: Will negates (harmless); see text  
Spell Resistance: Yes

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.

### Holy Aura

DC:

Abjuration [Good]  
Level: Clr 8, Good 8  
Components: V, S, F  
Casting Time: 1 standard action  
Range: 20 ft.

Target: One creature/level in a 20-ft.-radius burst centered on you  
Duration: 1 round/level (D)  
Saving Throw: See text  
Spell Resistance: Yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects. First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from evil, this benefit applies against all attacks, not just against attacks by evil creatures. Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures. Third, the abjuration blocks possession and mental influence, just as protection from evil does. Finally, if an evil creature succeeds on a melee attack against a warded creature, the offending attacker is blinded (Fortitude save negates, as blindness/deafness, but against holy aura's save DC).

Focus: A tiny reliquary containing some sacred relic. The reliquary costs at least 500 gp.

### Heroes' Feast

Conjuration [Creation]  
Level: Brd 6, Clr 6  
Components: V, S, DF  
Casting Time: 10 minutes  
Range: Close (25 ft. + 5 ft./2 levels)

Effect: Feast for one creature/level  
Duration: 1 hour plus 12 hours; see text  
Saving Throw: None  
Spell Resistance: No

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8 temporary hit points +1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

### Hold Person

DC:

Enchantment (Compulsion) [Mind-Affecting]  
Level: Brd 2, Clr 2, Sor/Wiz 3  
Components: V, S, F/DF  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid creature  
Duration: 1 round/level (D); see text  
Saving Throw: Will negates; see text  
Spell Resistance: Yes

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.

### Holy Word

DC:

Evocation [Good, Sonic]  
Level: Clr 7, Good 7  
Components: V  
Casting Time: 1 standard action  
Range: 40 ft.  
Area: Nongood creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous  
Saving Throw: None or Will negates; see text  
Spell Resistance: Yes

Any nongood creature within the area that hears the holy word suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Blinded, deafened
Up to caster level -5	Paralyzed, blinded, deafened
Up to caster level -10	Killed, paralyzed, blinded, deafened

The effects are cumulative and concurrent. No saving throw is allowed against these effects.  
Deafened: The creature is deafened for 1d4 rounds.  
Blinded: The creature is blinded for 2d4 rounds.  
Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the holy word. The banishment effect allows a Will save (at a -4 penalty) to negate. Creatures whose HD exceed your caster level are unaffected by holy word.

**Imbue with Spell Ability**DC:        

Evocation  
 Level: Clr 4, Magic 4  
 Components: V, S, DF  
 Casting Time: 10 minutes  
 Range: Touch

Target: Creature touched; see text  
 Duration: Permanent until discharged (D)  
 Saving Throw: Will negates (harmless)  
 Spell Resistance: Yes (harmless)

HD of Recipient	Spells Imbued	
2 or lower	One 1st-level spell	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
3-4	One or two 1st-level spells	
5 or higher	One or two 1st-level spells and one 2nd-level spell	

(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. 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.

**Inflct Critical Wounds**DC:        

Necromancy  
 Level: Blk 4, Clr 4, Destruction 4  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Touch

Target: Creature touched  
 Duration: Instantaneous  
 Saving Throw: Will half  
 Spell Resistance: Yes

This spell functions like inflict light wounds, except that you deal 4d8 points of damage +1 point per caster level (maximum +20).

**Inflct Light Wounds**DC:        

Necromancy  
 Level: Blk 1, Clr 1, Destruction 1  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Touch

Target: Creature touched  
 Duration: Instantaneous  
 Saving Throw: Will half  
 Spell Resistance: Yes

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.

**Implosion**DC:        

Evocation  
 Level: Clr 9, Destruction 9  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One corporeal creature/round  
 Duration: Concentration (up to 4 rounds)  
 Saving Throw: Fortitude negates  
 Spell Resistance: Yes

You create a destructive resonance in a corporeal creature's body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.) You can target a particular creature only once with each casting of the spell. Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

**Inflct Critical Wounds, Mass**DC:        

Necromancy  
 Level: Clr 8  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart  
 Duration: Instantaneous  
 Saving Throw: Will half  
 Spell Resistance: Yes

This spell functions like mass inflict light wounds, except that it deals 4d8 points of damage +1 point per caster level (maximum +40).

**Inflct Light Wounds, Mass**DC:        

Necromancy  
 Level: Clr 5, Destruction 5  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart  
 Duration: Instantaneous  
 Saving Throw: Will half  
 Spell Resistance: Yes

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.



## Invisibility Purge

Evocation  
Level: Clr 3  
Components: V, S  
Casting Time: 1 standard action  
Range: Personal

Target: You  
Duration: 1 min./level (D)

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.

## Light

Evocation [Light]  
Level: Adp 0, Brd 0, Clr 0, Drd 0, Sor/Wiz 0  
Components: V, M/DF  
Casting Time: 1 standard action  
Range: Touch

Target: Object touched  
Duration: 10 min./level (D)  
Saving Throw: None  
Spell Resistance: No

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 Components: A firefly or a piece of phosphorescent moss.

## Locate Object

Divination  
Level: Brd 2, Clr 3, Sor/Wiz 2, Travel 2  
Components: V, S, F/DF  
Casting Time: 1 standard action  
Range: Long (400 ft. + 40 ft./level)  
Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration: 1 min./level  
Saving Throw: None  
Spell Resistance: No

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.

## Magic Circle against Chaos

Abjuration [Lawful]  
Level: Clr 3, Law 3, Pal 3, Sor/Wiz 3  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Touch  
Area: 10-ft. -radius emanation from touched creature

Duration: 10 min./level  
Saving Throw: Will negates (harmless)  
Spell Resistance: No; see text

This spell functions like magic circle against evil, except that it is similar to protection from chaos instead of protection from evil, and it can imprison a nonlawful called creature.

## Magic Circle against Evil

Abjuration [Good]  
Level: Clr 3, Good 3, Pal 3, Sor/Wiz 3  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Touch  
Area: 10-ft. -radius emanation from touched creature

Duration: 10 min./level  
Saving Throw: Will negates (harmless)  
Spell Resistance: No; see text

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.

## Magic Circle against Evil (continued)

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.



## Make Whole DC:

Transmutation  
Level: Clr 2  
Components: V, S  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)

Target: One object of up to 10 cu. ft./level  
Duration: Instantaneous  
Saving Throw: Will negates (harmless, object)  
Spell Resistance: Yes (harmless, object)

This spell functions like mending, except that make whole completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staves, or wands. The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized, nor does it affect creatures (including constructs).

## Mark of Justice DC:

Necromancy  
Level: Clr 5, Pal 4  
Components: V, S, DF  
Casting Time: 10 minutes  
Range: Touch

Target: Creature touched  
Duration: Permanent; see text  
Saving Throw: None  
Spell Resistance: Yes

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.

## Meld into Stone DC:

Transmutation [Earth]  
Level: Clr 3, Drd 3  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Personal

Target: You  
Duration: 10 min./level

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.

## Mending DC:

Transmutation  
Level: Adp 0, Brd 0, Clr 0, Drd 0, Sor/Wiz 0  
Components: V, S  
Casting Time: 1 standard action  
Range: 10 ft.

Target: One object of up to 1 lb.  
Duration: Instantaneous  
Saving Throw: Will negates (harmless, object)  
Spell Resistance: Yes (harmless, object)

Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a warp wood spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by mending. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staves, or wands, nor does it affect creatures (including constructs).

## Miracle DC:

Evocation  
Level: Clr 9, Luck 9  
Components: V, S, XP; see text  
Casting Time: 1 standard action  
Range: See text  
Area: See text

Target: See text  
Effect: See text  
Duration: See text  
Saving Throw: See text  
Spell Resistance: Yes

You don't so much cast a miracle as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede. A miracle can do any of the following things.

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

If the miracle has any of the above effects, casting it has no experience point cost. Alternatively, a cleric can make a very powerful request. Casting such a miracle costs the cleric 5,000 XP because of the powerful divine energies involved. Examples of especially powerful miracles of this sort could include the following.

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

## Miracle (continued)

In any event, a request that is out of line with the deity's (or alignment's) nature is refused. A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell. When a miracle duplicates a spell that has an XP cost, you must pay that cost. When a miracle spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.







## Purify Food and Drink

DC:        

Transmutation  
Level: Adp 0, Clr 0, Drd 0  
Components: V, S  
Casting Time: 1 standard action  
Range: 10 ft.

Target: 1 cu. ft./level of contaminated food and water  
Duration: Instantaneous  
Saving Throw: Will negates (object)  
Spell Resistance: Yes (object)

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magic potions. Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

## Raise Dead

DC:      

Conjuration (Healing)  
Level: Adp 5, Clr 5  
Components: V, S, M, DF  
Casting Time: 1 minute  
Range: Touch

Target: Dead creature touched  
Duration: Instantaneous  
Saving Throw: None; see text  
Spell Resistance: Yes (harmless)

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.

### Raise Dead (continued)

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.

## Read Magic

DC:      

Divination  
Level: Adp 0, Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0  
Components: V, S, F  
Casting Time: 1 standard action  
Range: Personal

Target: You  
Duration: 10 min./level

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.

## Refuge

DC:      

Conjuration (Teleportation)  
Level: Clr 7, Sor/Wiz 9  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Touch

Target: Object touched  
Duration: Permanent until discharged  
Saving Throw: None  
Spell Resistance: No

You create powerful magic in some specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is transmuted, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it reads or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar that is touching the subject). You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the refuge spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

Material Components: The specially prepared object, whose construction requires gems worth 1,500 gp.

## Regenerate

DC:      

Conjuration (Healing)  
Level: Clr 7, Drd 9, Healing 7  
Components: V, S, DF  
Casting Time: 3 full rounds  
Range: Touch

Target: Living creature touched  
Duration: Instantaneous  
Saving Throw: Fortitude negates (harmless)  
Spell Resistance: Yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. Regenerate also cures 4d8 points of damage +1 point per caster level (maximum +35), rids the subject of exhaustion and/or fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

**Remove Blindness/Deafness**DC:        

Conjuration (Healing)  
 Level: Clr 3, Pal 3  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Touch

Target: Creature touched  
 Duration: Instantaneous  
 Saving Throw: Fortitude negates (harmless)  
 Spell Resistance: Yes (harmless)

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.

**Remove Curse**DC:        

Abjuration  
 Level: Adp 3, Brd 3, Clr 3, Pal 3, Sor/Wiz 4  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Touch

Target: Creature or item touched  
 Duration: Instantaneous  
 Saving Throw: Will negates (harmless)  
 Spell Resistance: Yes (harmless)

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.

**Remove Disease**DC:        

Conjuration (Healing)  
 Level: Adp 3, Clr 3, Drd 3, Rgr 3  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Touch

Target: Creature touched  
 Duration: Instantaneous  
 Saving Throw: Fortitude negates (harmless)  
 Spell Resistance: Yes (harmless)

Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime 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.

**Remove Fear**DC:        

Abjuration  
 Level: Brd 1, Clr 1  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart  
 Duration: 10 minutes; see text  
 Saving Throw: Will negates (harmless)  
 Spell Resistance: Yes (harmless)

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.

**Remove Paralysis**DC:        

Conjuration (Healing)  
 Level: Clr 2, Pal 2  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to four creatures, no two of which can be more than 30 ft. apart  
 Duration: Instantaneous  
 Saving Throw: Will negates (harmless)  
 Spell Resistance: Yes (harmless)

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.

**Repel Vermin**DC:        

Abjuration  
 Level: Brd 4, Clr 4, Drd 4, Rgr 3  
 Components: V, S, DF  
 Casting Time: 1 standard action  
 Range: 10 ft.  
 Area: 10-ft.-radius emanation centered on you

Duration: 10 min./level (D)  
 Saving Throw: None or Will negates; see text  
 Spell Resistance: Yes

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.



## Resurrection 7

Conjuration (Healing)  
 Level: Clr 7  
 Components: V, S, M, DF  
 Casting Time: 10 minutes  
 Range: Touch

Target: Dead creature touched  
 Duration: Instantaneous  
 Saving Throw: None; see text  
 Spell Resistance: Yes (harmless)

This spell functions like raise dead, except that you are able to restore life and complete strength to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a disintegrate spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level. Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses one level, or 2 points of Constitution if the subject was 1st level. (If this reduction would bring its Con to 0 or lower, it can't be resurrected.) This level loss or Constitution loss cannot be repaired by any means. You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

Material Components: A sprinkle of holy water and diamonds worth a total of at least 10,000 gp.

## Righteous Might 5

Transmutation  
 Level: Clr 5, Strength 5  
 Components: V, S, DF  
 Casting Time: 1 standard action  
 Range: Personal

Target: You  
 Duration: 1 round/level (D)

Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one, and you gain a +8 size bonus to Strength and a +4 size bonus to Constitution. You gain a +4 enhancement bonus to your natural armor. You gain damage reduction 5/evil (if you normally channel positive energy) or damage reduction 5/good (if you normally channel negative energy). At 12th level this damage reduction becomes 10/evil or 10/good, and at 15th level it becomes 15/evil or 15/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category. This spell doesn't change your speed. Determine space and reach as appropriate to your new size. If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you- the spell cannot crush you by increasing your size. All equipment you wear or carry is similarly enlarged by the spell. Melee and projectile weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple magical effects that increase size do not stack.

## Sanctuary DC: 1

Abjuration  
 Level: Clr 1, Protection 1  
 Components: V, S, DF  
 Casting Time: 1 standard action  
 Range: Touch

Target: Creature touched  
 Duration: 1 round/level  
 Saving Throw: Will negates  
 Spell Resistance: No

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by 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.

## Scrying DC: 3 5 4 4

Divination (Scrying)  
 Level: Brd 3, Clr 5, Drd 4, Sor/Wiz 4  
 Components: V, S, M/DF, F  
 Casting Time: 1 hour  
 Range: See text

Effect: Magical sensor  
 Duration: 1 min./level  
 Saving Throw: Will negates  
 Spell Resistance: Yes

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
None <sup>[1]</sup>	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

If the save fails, you can see (but not 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. 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.

Scrying (continued)

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

<sup>[1]</sup> You must have some sort of connection to a creature you have no knowledge of.

## Scrying, Greater DC: 6 7 7 7

Divination (Scrying)  
 Level: Brd 6, Clr 7, Drd 7, Sor/Wiz 7  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: See text

Duration: 1 hour/level  
 Saving Throw: Will negates  
 Spell Resistance: Yes

This spell functions like scrying, except as noted above. Additionally, all of the following spells function reliably through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, and tongues.

## Searing Light

Evocation  
Level: Clr 3, Sun 3  
Components: V, S  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)

Effect: Ray  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: Yes

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).

## Sending

Evocation  
Level: Clr 4, Sor/Wiz 5  
Components: V, S, M/DF  
Casting Time: 10 minutes  
Range: See text

Target: One creature  
Duration: 1 round; see text  
Saving Throw: None  
Spell Resistance: No

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 Components: A short piece of fine copper wire.

## Shatter

Evocation [Sonic]  
Level: Blk 2, Brd 2, Chaos 2, Clr 2, Destruction 2, Sor/Wiz 2  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Area: 5-ft. -radius spread; or one solid object or one crystalline creature

Target: 5-ft. -radius spread; or one solid object or one crystalline creature  
Duration: Instantaneous  
Saving Throw: Will negates (object); Will negates (object) or Fortitude half; see text  
Spell Resistance: Yes (object)

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 Components: A chip of mica.

## Shield of Faith

Abjuration  
Level: Clr 1  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Touch

Target: Creature touched  
Duration: 1 min./level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).  
Material Components: A small parchment with a bit of holy text written upon it.

## Shield of Law

Abjuration [Lawful]  
Level: Clr 8, Law 8  
Components: V, S, F  
Casting Time: 1 standard action  
Range: 20 ft.

Target: One creature/level in a 20-ft. -radius burst centered on you  
Duration: 1 round/level (D)  
Saving Throw: See text  
Spell Resistance: Yes (harmless)

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and slowing chaotic creatures when they strike the subjects. This abjuration has four effects. First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from chaos, this benefit applies against all attacks, not just against attacks by chaotic creatures. Second, a warded creature gains spell resistance 25 against chaotic spells and spells cast by chaotic creatures. Third, the abjuration blocks possession and mental influence, just as protection from chaos does. Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the attacker is slowed (Will save negates, as the slow spell, but against shield of law's save DC).  
Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a lawful text. The reliquary costs at least 500 gp.

## Shield Other

Abjuration  
Level: Clr 2, Pal 2, Protection 2  
Components: V, S, F  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature  
Duration: 1 hour/level (D)  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of 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.

**Silence** DC:        

Illusion (Glamer)  
 Level: Brd 2, Clr 2  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Long (400 ft. + 40 ft./level)  
 Area: 20-ft. -radius emanation centered on a creature, object, or point in space

Duration: 1 min./level (D)  
 Saving Throw: Will negates; see text or none (object)  
 Spell Resistance: Yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use 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.

**Slay Living** DC:        

Necromancy [Death]  
 Level: Clr 5, Death 5  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Touch

Target: Living creature touched  
 Duration: Instantaneous  
 Saving Throw: Fortitude partial  
 Spell Resistance: Yes

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.

**Soul Bind** DC:       

Necromancy  
 Level: Clr 9, Sor/Wiz 9  
 Components: V, S, F  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)

Target: Corpse  
 Duration: Permanent  
 Saving Throw: Will negates  
 Spell Resistance: No

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through clone, raise dead, reincarnation, resurrection, true resurrection, or even a miracle or a wish. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).  
 Focus: A black sapphire of at least 1,000 gp value for every Hit Die possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or Hit Dice as such,

**Sound Burst** DC:       

Evocation [Sonic]  
 Level: Brd 2, Clr 2  
 Components: V, S, F/DF  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)  
 Area: 10-ft. -radius spread

Duration: Instantaneous  
 Saving Throw: Fortitude partial  
 Spell Resistance: Yes

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.

**Speak with Dead** DC:       

Necromancy [Language-Dependent]  
 Level: Clr 3  
 Components: V, S, DF  
 Casting Time: 10 minutes  
 Range: 10 ft.

Target: One dead creature  
 Duration: 1 min./level  
 Saving Throw: Will negates; see text  
 Spell Resistance: No

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

**Spell Immunity** DC:       

Abjuration  
 Level: Clr 4, Protection 4, Strength 4  
 Components: V, S, DF  
 Casting Time: 1 standard action  
 Range: Touch

Target: Creature touched  
 Duration: 10 min./level  
 Saving Throw: Will negates (harmless)  
 Spell Resistance: Yes (harmless)

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable 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.

## Spell Immunity, Greater

DC:        

Abjuration  
Level: Clr 8  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Touch

Target: Creature touched  
Duration: 10 min./level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

This spell functions like spell immunity, except the immunity applies to spells of 8th level or lower. A creature can have only one spell immunity or greater spell immunity spell in effect on it at a time.

## Spell Resistance

DC:        

Abjuration  
Level: Clr 5, Magic 5, Protection 5  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Touch

Target: Creature touched  
Duration: 1 min./level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

The creature gains spell resistance equal to 12 + your caster level.

## Spiritual Weapon

     

Evocation [Force]  
Level: Clr 2, War 2  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)

Effect: Magic weapon of force  
Duration: 1 round/level (D)  
Saving Throw: None  
Spell Resistance: Yes

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.

Spiritual Weapon (continued)

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,

## Status

DC:        

Divination  
Level: Clr 2  
Components: V, S  
Casting Time: 1 standard action  
Range: Touch

Target: One living creature touched per three levels  
Duration: 1 hour/level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

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.

## Stone Shape

      

Transmutation [Earth]  
Level: Clr 3, Drd 3, Earth 3, Sor/Wiz 5  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Touch

Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: No

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 Components: 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.

## Storm of Vengeance

DC:        

Conjuration (Summoning)  
Level: Drd 9, Clr 9  
Components: V, S  
Casting Time: 1 round  
Range: Long (400 ft. + 40 ft./level)

Effect: 360-ft.-radius storm cloud  
Duration: Concentration (maximum 10 rounds) (D)  
Saving Throw: See text  
Spell Resistance: Yes

This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 1d4x10 minutes. If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn. 2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save). 3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage. 4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save). 5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain 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). Speed is reduced by three-quarters. Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the storm of vengeance's save DC + the level of the spell the caster is trying to cast.

## Summon Monster I

1 1    

Conjuration (Summoning)  
Level: Blk 1, Brd 1, Clr 1, Sor/Wiz 1  
Components: V, S, F/DF  
Casting Time: 1 round  
Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature  
Duration: 1 round/level (D)  
Saving Throw: None  
Spell Resistance: No

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.

## Summon Monster II

2 2    

Conjuration (Summoning)  
Level: Blk 2, Brd 2, Clr 2, Sor/Wiz 2  
Components: V, S, F/DF  
Casting Time: 1 round  
Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart  
Duration: 1 round/level (D)  
Saving Throw: None  
Spell Resistance: No

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.

## Summon Monster III

3 3    

Conjuration (Summoning)  
Level: Blk 3, Brd 3, Clr 3, Sor/Wiz 3  
Components: V, S, F/DF  
Casting Time: 1 round  
Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart  
Duration: 1 round/level (D)  
Saving Throw: None  
Spell Resistance: No

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.

## Summon Monster IV

4 4    

Conjuration (Summoning)  
Level: Blk 4, Brd 4, Clr 4, Sor/Wiz 4  
Components: V, S, F/DF  
Casting Time: 1 round  
Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart  
Duration: 1 round/level (D)  
Saving Throw: None  
Spell Resistance: No

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.

## Summon Monster V

5 5    

Conjuration (Summoning)  
Level: Brd 5, Clr 5, Sor/Wiz 5  
Components: V, S, F/DF  
Casting Time: 1 round  
Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart  
Duration: 1 round/level (D)  
Saving Throw: None  
Spell Resistance: No

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.

## Summon Monster VI

Conjuration (Summoning)  
 Level: Brd 6, Clr 6, Sor/Wiz 6  
 Components: V, S, F/DF  
 Casting Time: 1 round  
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart  
 Duration: 1 round/level (D)  
 Saving Throw: None  
 Spell Resistance: No

This spell functions like summon monster I, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

## Summon Monster VII

Conjuration (Summoning)  
 Level: Clr 7, Sor/Wiz 7  
 Components: V, S, F/DF  
 Casting Time: 1 round  
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature  
 Duration: 1 round/level (D)  
 Saving Throw: None  
 Spell Resistance: No

This spell functions like summon monster I, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

## Summon Monster VIII

Conjuration (Summoning)  
 Level: Clr 8, Sor/Wiz 8  
 Components: V, S, F/DF  
 Casting Time: 1 round  
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature  
 Duration: 1 round/level (D)  
 Saving Throw: None  
 Spell Resistance: No

This spell functions like summon monster I, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

## Summon Monster IX

Conjuration (Summoning)  
 Level: Chaos 9, Clr 9, Evil 9, Good 9, Law 9, Sor/Wiz 9  
 Components: V, S, F/DF  
 Casting Time: 1 round  
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature  
 Duration: 1 round/level (D)  
 Saving Throw: None  
 Spell Resistance: No

This spell functions like summon monster I, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

## Summon Monster Table

1st Level		2nd Level	
Celestial dog	LG	Celestial giant bee	LG
Celestial owl	LG	Celestial giant bombardier beetle	NG
Celestial giant fire beetle	NG	Celestial riding dog	NG
Celestial porpoise[1]	NG	Celestial eagle	CG
Celestial badger	CG	Lemure (devil)	LE
Celestial monkey	CG	Fiendish squid[1]	LE
Fiendish dire rat	LE	Fiendish wolf	LE
Fiendish raven	LE	Fiendish monstrous centipede, Large	NE
Fiendish monstrous centipede, Medium	NE	Fiendish monstrous scorpion, Medium	NE
Fiendish monstrous scorpion, Small	NE	Fiendish shark, Medium[1]	NE
Fiendish hawk	CE	Fiendish monstrous spider, Medium	CE
Fiendish monstrous spider, Small	CE	Fiendish snake, Medium viper	CE
Fiendish octopus[1]	CE		
Fiendish snake, Small viper	CE		

## Summon Monster Table

3rd Level		4th Level	
Celestial black bear	LG	Archon, lantern	LG
Celestial bison	NG	Celestial giant owl	LG
Celestial dire badger	CG	Celestial giant eagle	CG
Celestial hippogriff	CG	Celestial lion	CG
Elemental, Small (any)	N	Mephit (any)	N
Fiendish ape	LE	Fiendish dire wolf	LE
Fiendish dire weasel	LE	Fiendish giant wasp	LE
Hell hound	LE	Fiendish giant praying mantis	NE
Fiendish snake, constrictor	LE	Fiendish shark, Large[1]	NE
Fiendish boar	NE	Yeth hound	NE
Fiendish dire bat	NE	Fiendish monstrous spider, Large	CE
Fiendish monstrous centipede, Huge	NE	Fiendish snake, Huge viper	CE
Fiendish crocodile	CE	Howler	CE
Dretch (demon)	CE		
Fiendish snake, Large viper	CE		
Fiendish wolverine	CE		







## Unhallow DC:

Evocation [Evil]  
Level: Clr 5, Drd 5  
Components: V, S, M  
Casting Time: 24 hours  
Range: Touch  
Area: 40-ft. radius emanating from the touched point

Duration: Instantaneous  
Saving Throw: See text  
Spell Resistance: See text

Unhallow makes a particular site, building, or structure an unholy site. This has three major effects. First, the site or structure is guarded by a magic circle against good effect. Second, all turning checks made to turn undead take a -4 penalty, and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect. (This provision does not apply to the druid version of the spell.) Finally, you may choose to fix a single spell effect to the unhallowed site. The spell effect lasts for one year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that 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 unhallow again. Spell effects that may be tied to an unhallowed site include aid, bane, bless, cause fear, darkness, daylight, death ward, deeper darkness, detect magic, detect good, 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 unhallow spell (and its associated spell effect) at a time. Unhallow counters but does not dispel hallow.  
Material Components: Herbs, oils, incense worth 1,000gp + 1,000gp/level of the spell to be tied to the area.

## Unholy Aura DC:

Abjuration [Evil]  
Level: Clr 8, Evil 8  
Components: V, S, F  
Casting Time: 1 standard action  
Range: 20 ft.

Target: One creature/level in a 20-ft. -radius burst centered on you  
Duration: 1 round/level (D)  
Saving Throw: See text  
Spell Resistance: Yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects. First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike the effect of protection from good, this benefit applies against all attacks, not just against attacks by good creatures. Second, a warded creature gains spell resistance 25 against good spells and spells cast by good creatures. Third, the abjuration blocks possession and mental influence, just as protection from good does. Finally, if a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of temporary Strength damage (Fortitude negates).  
Focus: A tiny reliquary containing some sacred relic, such as a piece of parchment from an unholy text. The reliquary costs at least 500 gp.

## Virtue DC:

Transmutation  
Level: Clr 0, Drd 0, Pal 1  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Touch

Target: Creature touched  
Duration: 1 min.  
Saving Throw: Fortitude negates (harmless)  
Spell Resistance: Yes (harmless)

The subject gains 1 temporary hit point.

## Wall of Stone DC:

Conjuration (Creation) [Earth]  
Level: Adp 5, Clr 5, Drd 6, Earth 5, Sor/Wiz 5  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)

Effect: Stone wall whose area is up to one 5-ft. square/level (S)  
Duration: Instantaneous  
Saving Throw: See text  
Spell Resistance: No

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 Components: A small block of granite.

## Water Breathing DC:

Transmutation  
Level: Clr 3, Drd 3, Sor/Wiz 3, Water 3  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Touch

Target: Living creatures touched  
Duration: 2 hours/level; see text  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.  
Arcane Material Components: A short reed or piece of straw.

## Water Walk DC:

Transmutation [Water]  
Level: Clr 3, Rgr 3  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Touch

Target: One touched creature/level  
Duration: 10 min./level (D)  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the 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.

## Wind Walk DC:

Transmutation [Air]  
Level: Clr 6, Drd 7  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Touch

Target: You and one touched creature per three levels  
Duration: 1 hour/level (D); see text  
Saving Throw: No and Will negates (harmless)  
Spell Resistance: No and Yes (harmless)

You alter the substance of your body to a cloudlike vapor (as the gaseous form spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently. Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (60 mph) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like. A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others. For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

## Word of Chaos DC:

Evocation [Chaotic, Sonic]  
Level: Chaos 7, Clr 7  
Components: V  
Casting Time: 1 standard action  
Range: 40 ft.  
Area: Nonchaotic creatures in a 40-ft. - radius spread centered on you

Duration: Instantaneous  
Saving Throw: None or Will negates; see text  
Spell Resistance: Yes

Any nonchaotic creature within the area who hears the word of chaos suffers the following ill effects. The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Deafened: The creature is deafened for 1d4 rounds. Stunned: The creature is stunned for 1 round. Confused: The creature is confused, as by the confusion spell, for 1d10 minutes. This is a mind-affecting enchantment effect. Killed: Living creatures die. Undead creatures are destroyed.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Stunned, deafened
Up to caster level -5	Confused, stunned, deafened
Up to caster level -10	Killed, confused, stunned, deafened

Furthermore, if you are on your home plane when you cast this spell, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the word of chaos. The banishment effect allows a Will save (at a -4 penalty) to negate. Creatures whose HD exceed your caster

level are unaffected by word of chaos.

## Zone of Truth DC:

Enchantment (Compulsion) [Mind-Affecting]  
Level: Clr 2, Pal 2  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Area: 20-ft. -radius emanation

Duration: 1 min./level  
Saving Throw: Will negates  
Spell Resistance: Yes

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.

## Wind Wall DC:

Evocation [Air]  
Level: Air 2, Clr 3, Drd 3, Rgr 2, Sor/Wiz 3  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)

Effect: Wall up to 10 ft./level long and 5 ft./level high (S)  
Duration: 1 round/level  
Saving Throw: None; see text  
Spell Resistance: Yes

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 Components: A tiny fan and a feather of exotic origin.

## Word of Recall DC:

Conjuration (Teleportation)  
Level: Clr 6, Drd 8  
Components: V  
Casting Time: 1 standard action  
Range: Unlimited

Target: You and touched objects or other willing creatures  
Duration: Instantaneous  
Saving Throw: None or Will negates (harmless, object)  
Spell Resistance: No or Yes (harmless, object)

Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail. An unwilling creature can't be teleported by word of recall. Likewise, a creature's Will save (or spell resistance) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

