

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.

Burning Hands

DC:

Evocation [Fire]
 Level: Adp 1, Fire 1, Sor/Wiz 1
 Components: V, S
 Casting Time: 1 standard action
 Range: 15 ft.
 Area: Cone-shaped burst

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

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Call Lightning

DC:

Evocation [Electricity]
 Level: Drd 3
 Components: V, S
 Casting Time: 1 round
 Range: Medium (100 ft. + 10 ft./level)

Effect: One or more 30-ft. -long vertical lines of lightning
 Duration: 1 min./level
 Saving Throw: Reflex half
 Spell Resistance: Yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected. You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts). If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—each bolt deals 3d10 points of electricity damage instead of 3d6. This spell functions indoors or underground but not underwater.

Call Lightning Storm

DC:

Evocation [Electricity]
 Level: Drd 5
 Components: V, S
 Casting Time: 1 round
 Range: Long (400 ft. + 40 ft./level)

Effect: One or more 30-ft. -long vertical lines of lightning
 Duration: 1 min./level
 Saving Throw: Reflex half
 Spell Resistance: Yes

This spell functions like call lightning, except that each bolt deals 5d6 points of electricity damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

Chain Lightning

DC:

Evocation [Electricity]
 Level: Air 6, Sor/Wiz 6
 Components: V, S, F
 Casting Time: 1 standard action
 Range: Long (400 ft. + 40 ft./level)

Target: One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)
 Duration: Instantaneous
 Saving Throw: Reflex half
 Spell Resistance: Yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike lightning bolt, chain lightning strikes one object or creature initially, then arcs to other targets. The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down). Each target can attempt a Reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Focus: A bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin for each of your caster levels.

Crushing Hand

Evocation [Force]
 Level: Sor/Wiz 9, Strength 9
 Components: V, S, M, F/DF
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. hand
 Duration: 1 round/level (D)
 Saving Throw: None
 Spell Resistance: Yes



This spell functions like interposing hand, except that the hand can interpose itself, push, or crush one opponent that you select. The crushing hand can grapple an opponent like grasping hand does. Its grapple bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +12 for the hand's Strength score (35), +4 for being Large. The hand deals 2d6+12 points of damage (lethal, not nonlethal) on each successful grapple check against an opponent. The crushing hand can also interpose itself as interposing hand does, or it can bull rush an opponent as forceful hand does, but at a +18 bonus. Directing the spell to a new target is a move action. Clerics who cast this spell name it for their deities.
 Arcane Material Components: The shell of an egg.

Dancing Lights

Evocation [Light]
 Level: Brd 0, Sor/Wiz 0
 Components: V, S
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)

Effect: Up to four lights, all within a 10-ft. -radius area
 Duration: 1 minute (D)
 Saving Throw: None
 Spell Resistance: No



Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisp), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. Dancing lights can be made permanent with a permanency spell.

Darkness

Evocation [Darkness]
 Level: Adp 2, Asn 2, Blk 2, Brd 2, Clr 2, Sor/Wiz 2
 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 radiate shadowy illumination out to a 20-foot radius. All creatures in the area gain concealment (20% miss chance). Even creatures that can normally see in such conditions (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical darkness. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. Darkness counters or dispels any light spell of equal or lower spell level.

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

Daylight

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

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



The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light. If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

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.

Delayed Blast Fireball

Evocation [Fire]
 Level: Sor/Wiz 7
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Long (400 ft. + 40 ft./level)
 Area: 20-ft. -radius spread

Duration: 5 rounds or less; see text
 Saving Throw: Reflex half
 Spell Resistance: Yes



This spell functions like fireball, except that it is more powerful and can detonate up to 5 rounds after the spell is cast. The burst of flame deals 1d6 points of fire damage per caster level (maximum 20d6). The glowing bead created by delayed blast fireball can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead (see below). If you choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

Desecrate DC:

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.

Divine Favor DC:

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.

Earthquake DC:

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).

Dictum DC:

Evocation [Lawful, Sonic]
Level: Clr 7, Law 7
Components: V
Casting Time: 1 standard action
Range: 40 ft.

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

Area: Nonlawful creatures in a 40-ft. -radius spread centered on you

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

HD	Effect	
Equal to caster level	Deafened	The effects are cumulative and concurrent. No saving throw is allowed against these effects.
Up to caster level -1	Slowed, deafened	Deafened: The creature is deafened for 1d4 rounds.
Up to caster level -5	Paralyzed, slowed, deafened	Slowed: The creature is slowed, as by the slow spell, for 2d4 rounds.
Up to caster level -10	Killed, paralyzed, slowed, deafened	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.

Divine Power DC:

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.

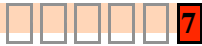
Earthquake (continued)

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.

Grasping Hand

Evocation [Force]
 Level: Sor/Wiz 7, Strength 7
 Components: V, S, F/DF
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. hand
 Duration: 1 round/level (D)
 Saving Throw: None
 Spell Resistance: Yes



This spell functions like interposing hand, except the hand can also grapple one opponent that you select. The grasping hand gets one grapple attack per round. Its attack bonus to make contact equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for wizards, clerics, and sorcerers, respectively), +10 for the hand's Strength score (31), -1 for being Large. Its grapple bonus is this same figure, except with a +4 modifier for being Large instead of -1. The hand holds but does not harm creatures it grapples. Directing the spell to a new target is a move action. The grasping hand can also bull rush an opponent as forceful hand does, but at a +16 bonus on the Strength check (+10 for Strength 35, +4 for being Large, and a +2 bonus for charging, which it always gets), or interpose itself as interposing hand does. Clerics who cast this spell name it for their deities.

Hallow

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.

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.

Gust of Wind

Evocation [Air]
 Level: Drd 2, Sor/Wiz 2
 Components: V, S
 Casting Time: 1 standard action
 Range: 60 ft.

Effect: Line-shaped gust of severe wind emanating out from you to the extreme of the range
 Duration: 1 round
 Saving Throw: Fortitude negates
 Spell Resistance: Yes



This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. A Tiny or smaller creature on the ground is knocked down and rolled 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6x10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting. Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6x10 feet. Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6x5 feet. Large or larger creatures may move normally within a gust of wind effect. A gust of wind can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a -4 penalty on ranged attacks and Listen checks in the area of a gust of wind. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights. In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range. Gust of wind can be made permanent with a permanency spell.

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.

Holy Smite

Evocation [Good]
 Level: Good 4
 Components: V, S
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)
 Area: 20-ft. -radius burst

Duration: Instantaneous (1 round); see text
 Saving Throw: Will partial; see text
 Spell Resistance: Yes



You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected. The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect. The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

Holy Sword

Evocation [Good]
 Level: Pal 4
 Components: V, S
 Casting Time: 1 standard action
 Range: Touch

Target: Melee weapon touched
 Duration: 1 round/level
 Saving Throw: None
 Spell Resistance: No

This spell allows you to channel holy power into your sword, or any other melee weapon you choose. The weapon acts as a +5 holy weapon (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against evil opponents). It also emits a magic circle against evil effect (as the spell). If the magic circle ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one holy sword at a time. If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with bless weapon or any other spell that might modify the weapon in any way. This spell does not work on artifacts. Note: A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Holy Word

Evocation [Good, Sonic]
 Level: Clr 7, Good 7
 Components: V
 Casting Time: 1 standard action
 Range: 40 ft.

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

Area: Nongood creatures in a 40-ft. -radius spread centered on you

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.

Ice Storm

Evocation [Cold]
 Level: Drd 4, Sor/Wiz 4, Water 5
 Components: V, S, M/DF
 Casting Time: 1 standard action
 Range: Long (400 ft. + 40 ft./level)
 Area: Cylinder (20-ft. radius, 40 ft. high)

Duration: 1 full round
 Saving Throw: None
 Spell Resistance: Yes

Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. A -4 penalty applies to each Listen check made within the ice storm's effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

Arcane Material Components: A pinch of dust and a few drops of water.

Imbue with Spell Ability

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
3-4	One or two 1st-level spells
5 or higher	One or two 1st-level spells and one 2nd-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

(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.

Implosion

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.

Interposing Hand

Evocation [Force]
 Level: Sor/Wiz 5
 Components: V, S, F
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. hand
 Duration: 1 round/level (D)
 Saving Throw: None
 Spell Resistance: Yes

Interposing hand creates a Large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand-it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however. An interposing hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. The hand never provokes attacks of opportunity from opponents. It cannot push through a wall of force or enter an antimagic field, but it suffers the full effect of a prismatic wall or prismatic sphere. The hand makes saving throws as its caster. Disintegrate or a successful dispel magic destroys it. Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks. Directing the spell to a new target is a move action.

Focus: A soft glove.

Invisibility Purge

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

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

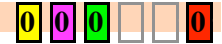


You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility. Anything invisible becomes visible while in the area.

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.

Lightning Bolt

Evocation [Electricity]
Level: Adp 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: 120 ft.
Area: 120-ft. line

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

DC:

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.
Material Components: A bit of fur and an amber, crystal, or glass rod.

Mage's Sword

Evocation [Force]
Level: Sor/Wiz 7
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Effect: One sword
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes



This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level + your Int bonus or your Cha bonus (for wizards or sorcerers, respectively) with an additional +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of force damage, with a threat range of 19-20 and a critical multiplier of x2. The sword always strikes from your direction. It does not get a bonus for flanking or help a combatant get one. If the sword goes beyond the spell range from you, if it goes out of your sight, or if you are not directing it, the sword returns to you and hovers. Each round after the first, you can use a standard action to switch the sword to a new target. If you do not, the sword continues to attack the previous round's target. The sword cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. The sword's AC is 13 (10, +0 size bonus for Medium object, +3 deflection bonus). If an attacked creature has spell resistance, the resistance is checked the first time Mage's sword strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell.

Focus: A miniature platinum sword with a grip and pommel of copper and zinc. It costs 250 gp to construct.

Magic Missile

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

Target: Up to five creatures, no two of which can be more than 15 ft. apart
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes



A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Meteor Swarm

Evocation [Fire]
Level: Sor/Wiz 9
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Four 40-ft.-radius spreads; see text

Duration: Instantaneous
Saving Throw: None or Reflex half; see text
Spell Resistance: Yes

DC:

Meteor swarm is a very powerful and spectacular spell that is similar to fireball in many aspects. When you cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks. If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by one of these spheres takes 2d6 points of bludgeoning damage (no save) and receives no saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one meteor at the same target. Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. (Fire resistance applies to each sphere's damage individually.)

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 feblemind 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.

Order's Wrath DC:

Evocation [Lawful]
Level: Law 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Nonlawful creatures within a burst that fills a 30-ft. cube

Duration: Instantaneous (1 round); see text
Saving Throw: Will partial; see text
Spell Resistance: Yes

You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell. The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to chaotic creatures (or 1d6 points of damage per caster level, maximum 10d6, to chaotic outsiders) and causes them to be dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect. The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Will save.

Prismatic Spray DC:

Evocation
Level: Sor/Wiz 7
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped burst

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

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

1d8	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 points of Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as insanity spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8	-	Struck by two rays; roll twice more, ignoring any "8" results.

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.

Polar Ray

Evocation [Cold]
Level: Sor/Wiz 8
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

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

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per caster level (maximum 25d6).
Focus: A small, white ceramic cone or prism.

Produce Flame

Evocation [Fire]
Level: Drd 1, Fire 2
Components: V, S
Casting Time: 1 standard action
Range: 0 ft.

Effect: Flame in your palm
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: Yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 +1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves. This spell does not function underwater.

Ray of Frost

Evocation [Cold]
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

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



A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Resilient Sphere

Evocation [Force]
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft. -diameter/level sphere, centered around a creature
Duration: 1 min./level (D)
Saving Throw: Reflex negates
Spell Resistance: Yes



A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a rod of cancellation, a rod of negation, a disintegrate spell, or a targeted dispel magic spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

Material Components: A hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic.

Scorching Ray

Evocation [Fire]
Level: Adp 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more rays
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes



You blast your enemies with fiery rays. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously.

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; sunder a single solid, nonmagical object; or damages a crystalline creature. Used as an area attack, shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain. 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.

Shocking Grasp

Evocation [Electricity]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or the like).



Shout

Evocation [Sonic]

Level: Brd 4, Sor/Wiz 4

Components: V

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude partial or Reflex negates (object); see text

Spell Resistance: Yes (object)



You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save. A shout spell cannot penetrate a silence spell.

Shout, Greater

Evocation [Sonic]

Level: Brd 6, Sor/Wiz 8

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude partial or Reflex negates (object);

see text

Spell Resistance: Yes (object)

This spell functions like shout, except that the cone deals 10d6 points of sonic damage (or 1d6 points of sonic damage per caster level, maximum 20d6, against exposed brittle or crystalline objects or crystalline creatures). It also causes creatures to be stunned for 1 round and deafened for 4d6 rounds. A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects.



Sound Burst

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.

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,

Sunbeam DC:

Evocation [Light]
Level: Drd 7, Sun 7
Components: V, S, DF
Casting Time: 1 standard action
Range: 60 ft.
Area: Line from your hand

Duration: 1 round/level or until all beams are exhausted
Saving Throw: Reflex negates and Reflex half; see text
Spell Resistance: Yes

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted. Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half. An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sympathetic Vibration

Evocation [Sonic]
Level: Brd 6
Components: V, S, F
Casting Time: 10 minutes
Range: Touch

Target: One freestanding structure
Duration: Up to 1 round/level
Saving Throw: None; see text
Spell Resistance: Yes

By attuning yourself to a freestanding structure such you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure. (Hardness has no effect on the spell's damage.) You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 round/level. If the spell is cast upon a target that is not freestanding the surrounding stone dissipates the effect and no damage occurs. Sympathetic vibration cannot affect creatures (including constructs). Since a structure is an unattended object, it gets no saving throw to resist the effect.
Focus: A tuning fork.

Tiny Hut

Evocation [Force]
Level: Brd 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: 20 ft.

Effect: 20-ft. -radius sphere centered on your location
Duration: 2 hours/level (D)
Saving Throw: None
Spell Resistance: No

You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends. The temperature inside the hut is 70 degrees F if the exterior temperature is between 0 degrees and 100 degrees F. An exterior temperature below 0 degrees or above 100 degrees; lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it. The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).
Material Components: A small crystal bead that shatters when the spell duration expires or the hut is dispelled.

Sunburst DC:

Evocation [Light]
Level: Drd 8, Sor/Wiz 8, Sun 8
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 80-ft. -radius burst

Duration: Instantaneous
Saving Throw: Reflex partial; see text
Spell Resistance: Yes

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half. An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures. Sunburst dispels any darkness spells of lower than 9th level within its area.
Arcane Material Components: A piece of sunstone and a naked flame.

Telekinetic Sphere DC:

Evocation [Force]
Level: Sor/Wiz 8
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft. -diameter/level sphere, centered around creatures or objects
Duration: 1 min./level (D)
Saving Throw: Reflex negates (object)
Spell Resistance: Yes (object)

This spell functions like resilient sphere, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within an telekinetic sphere weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents. You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the spell's duration expires, or you begin concentrating again. If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the spell's duration. The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere. You can move the sphere telekinetically even if you are in it.
Material Components: A hemispherical piece of clear crystal, a matching hemispherical piece of gum arabic, and a pair of small bar magnets.

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.

