

D&D 3.5 – CLERIC SPELL LIST

This is a list of the spells available to clerics, taken from Chapter 11 (*Spells*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding list in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in [blue](#) text. The symbol '–' in the left-hand margin signifies a spell that has changed in some way; '*' signifies a spell that is new in D&D 3.5. '+ ' signifies a spell that existed in 3.0, but was not on the cleric spell list there. Finally, a number in the left-hand margin signifies that a spell had a different level in 3.0 (for example, *mass heal* was moved from level 8 to level 9). If there is no symbol in the left-hand margin for a spell, then it has not changed at all in the revision (except for the page number in the PHB where it is described). Greyed-out spells are those that have been either renamed, moved to a different level or removed from the cleric spell list entirely.

General Notes

- Calling and summoning spells:* When you use a calling or summoning spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.
- Illusion spells:* If "Disbelief" appears in the Save(s) column then a character studying the illusion or interacting with it in some fashion is entitled to a Will saving throw. If successful, the character realises the illusion is false. Figments and phantasms revealed to be false still remain as a translucent outline. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a Will saving throw with a +4 bonus.
- (D) *Detection spells:* Each round, you can turn to detect things in a new area. These spells can penetrate barriers, but are blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
- (H) *Healing (cure) spells:* These spells deal damage to undead rather than curing them. Undead can attempt a Will save to take half damage.
- (I) *Inflct wounds spells:* These spells heal undead rather than damaging them.
- (T) *Magical traps:* A Rogue (only) can use the Search skill to find these traps and Disable Device to thwart them. The DC in each case is 25 + spell level.
- (M) Refer to more detailed information in the description for this spell in the PHB.

LEVEL 0

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
–	conj. (creation)	Create Water [water]	Creates wholesome, drinkable water	V,S	1 action	Close	Up to 2 gallons/lvl of water	Instant			215
	conj. (healing)	Cure Minor Wounds (H)	Cure 1 hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
–	divination	Detect Magic (D)	Detect presence and strength of magical auras	V,S	1 action	60 ft	Cone emanation	Conc., up to 1 min/lvl (D)			219
	divination	Detect Poison (D)	Detect presence of poison in a creature, object or area • Wisdom or Craft (Alchemy) check (DC 20) to identify specific poison.	V,S	1 action	Close	1 creature/object, or a 5-ft. cube	Instant			219
–	divination	Guidance	Subject gains +1 competence bonus on a single attack roll, saving throw, or skill check	V,S	1 action	Touch	1 creature	1 min (or until discharged)	Will negs (h)	Yes	238
–	necro.	Inflct Minor Wounds (I)	Inflct 1 hp damage	V,S	1 action	Touch	1 creature	Instant	Will negs	Yes	244
–	evocation	Light [light]	Touched object glows like a torch • Bright light for 20-ft. radius; dim light for additional 20-ft. radius.	V,DF	1 action	Touch	1 object	10 min/lvl (D)			248
	trans.	Mending	Repair a small break or tear in an object • Cannot restore a broken magic item's powers.	V,S	1 action	10 ft.	1 object (up to 1 lb.)	Instant	Will negs (h,obj)	Yes (h,obj)	253
–	trans.	Purify Food and Drink	Makes contaminated food or water fit for eating and drinking	V,S	1 action	10 ft.	Food and water (up to 1 cu.ft./lvl)	Instant	Will negs (obj)	Yes (obj)	267
–	divination	Read Magic	Read magical writing (one page per minute) • Can identify a <i>glyph of warding</i> (DC 13), <i>greater glyph of warding</i> (DC 16) or any <i>symbol</i> (DC 10 + spell level) with Spellcraft.	V,S,F	1 action	Personal	You	10 min/lvl			269
	abjur.	Resistance	Subject gains +1 resistance bonus on saving throws	V,S,DF	1 action	Touch	1 creature	1 min	Will negs (h)	Yes (h)	272
–	trans.	Virtue	Subject gains 1 temporary hit point	V,S,DF	1 action	Touch	1 creature	1 minute	Fort negs (h)	Yes (h)	298

LEVEL 1

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
–	ench. (compulsion)	Bane [fear, mind-affecting]	Enemies suffer –1 morale penalty to attacks and saving throws vs. fear • Counters and dispels <i>bless</i> .	V,S,DF	1 action	50 ft	Enemies in range	1 min/lvl	Will negs	Yes	203
	ench. (compulsion)	Bless [mind-affecting]	Allies gain +1 morale bonus to attacks and saving throws vs. fear • Counters and dispels <i>bane</i> .	V,S,DF	1 action	50 ft	You + allies in range	1 min/lvl		Yes (h)	205
	trans.	Bless Water [good]	Turns 1 pint of water into holy water	V,S, M (25)	1 min	Touch	1 flask of water	Instant	Will negs (obj)	Yes (obj)	205
–	necro.	Cause Fear [fear, mind-affecting]	Target becomes frightened • If the Will save succeeds, the target is merely shaken for 1 round. • Counters and dispels <i>remove fear</i> .	V,S	1 action	Close	1 living creature (max. 5 HD)	1d4 rnds	Will part	Yes	208
–	ench. (compulsion)	Command [language-dependent, mind-affecting]	Subject obeys a single command (choose from the options below) to the best of its ability and at its earliest opportunity • <i>Approach</i> : On its turn, subject moves toward you as quickly and directly as possible for 1 round (provoking attacks of opportunity as normal). It may do nothing but move during its turn. • <i>Drop</i> : On its turn, subject drops whatever it is holding. It can't pick up any dropped item until its next turn. • <i>Fall</i> : On its turn, subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes appropriate penalties. • <i>Flee</i> : On its turn, subject moves away from you as quickly as possible for 1 round (provoking attacks of opportunity as normal). It may do nothing but move during its turn. • <i>Halt</i> : 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 the command on its next turn, the spell fails.	V	1 action	Close	1 living creature	1 round	Will negs	Yes	211
	divination	Comprehend Languages	Understand any spoken or written language • You must touch the creature or the writing. Written material can be read at the rate of 1 page (250 words) per minute.	V,S,DF	1 action	Personal	You	10 min/lvl			212
	conj. (healing)	Cure Light Wounds (H)	Cure 1d8+1/lvl (max. +5) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
–	necro.	Curse Water [evil]	Turns 1 pint of water into unholy water	V,S, M (25)	1 min	Touch	1 flask of water	Instant	Will negs (obj)	Yes (obj)	216
–	necro.	Deathwatch [evil]	Determine the condition of creatures near death	V,S	1 action	30 ft.	Cone emanation	10 min/lvl			217
–	divination	Detect Chaos (D) Detect Evil (D) Detect Good (D) Detect Law (D)	Detect presence of creatures, objects or spells of the specified alignment	V,S,DF	1 action	60 ft.	Cone emanation	Conc., up to 10 min/lvl (D)			218 218 219 219
–	divination	Detect Undead (D)	Detect presence and strength of undead auras	V,S,DF	1 action	60 ft.	Cone emanation	Conc., up to 1 min/lvl (D)			220
–	evocation	Divine Favor	You gain a +1 luck bonus per 3 lvls (at least +1, max. +3) to attack and weapon damage rolls	V,S,DF	1 action	Personal	You	1 min			224
	ench. (compulsion)	Doom [fear, mind-affecting]	Target becomes shaken	V,S,DF	1 action	Medium	1 living creature	1 min/lvl	Will negs	Yes	225
–	abjur.	Endure Elements	Subject avoids harm from hot or cold environments • Does not protect against fire or cold damage.	V,S	1 action	Touch	1 creature	24 hours	Will negs (h)	Yes (h)	226
–	abjur.	Entropic Shield	Ranged attacks at caster have 20% miss chance	V,S	1 action	Personal	You	1 min/lvl (D)			227
–	abjur.	Hide from Undead (invisibility to undead)	Undead cannot perceive warded creatures • If a warded creature attempts to turn/rebuke undead, touches an undead or attacks any creature, the spell ends for all recipients. • Nonintelligent undead get no saving throw. An intelligent undead gets one saving throw against the entire spell.	V,S,DF	1 action	Touch	1 creature/lvl	10 min/lvl (D)	Will negs (h)	Yes	241
	necro.	Inflict Light Wounds (I)	Inflict 1d8+1/lvl (max. +5) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half	Yes	244
Invisibility to Undead ► hide from undead											

	trans.	Magic Stone	Stones become +1 projectiles, dealing 1d6+1 damage • Against undead, the stones do double damage.	V,S,DF	1 action	Touch	Up to 3 pebbles	30 min (or until discharged)	Will negs (h,obj)	Yes (h,obj)	251
–	trans.	Magic Weapon	Weapon gains +1 enhancement bonus to attacks and damage • If caster or caster's deity is of good alignment, the weapon is considered blessed.	V,S,DF	1 action	Touch	1 weapon	1 min/lvl	Will negs (h,obj)	Yes (h,obj)	251
–	conj. (creation)	Obscuring Mist	Misty vapor obscures all sight beyond 5 ft. • A creature 5 ft. away has concealment (20% miss chance).	V,S	1 action	20 ft.	Spread, 20 ft. high	1 min/lvl			258
–	abjur.	Prot. from Chaos [lawful] Prot. from Evil [good] Prot. from Good [evil] Prot. from Law [chaotic]	Magical barrier surrounds and moves with the subject: • Against attacks from creatures of the targeted alignment, the subject gains +2 deflection bonus to AC and +2 resistance bonus on saving throws. • Attempts to possess or exercise mental control over the subject are blocked. • Summoned or conjured creatures not of the spell's alignment cannot touch the subject (subject to SR); this effect ends if the subject attacks or tries to force the barrier against a blocked creature.	V,S,DF	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes (h)	266
Random Action											
–	abjur.	Remove Fear	Subject gains +4 morale bonus against fear effects • If already suffering a fear effect, that effect is suppressed. • Counters and dispels <i>cause fear</i> .	V,S	1 action	Close	1 creature + 1 additional per 4 lvls (max. 30 ft. apart)	10 min	Will negs (h)	Yes (h)	271
	abjur.	Sanctuary	Opponents cannot directly attack subject • Subject cannot attack without breaking the spell.	V,S,DF	1 action	Touch	1 creature	1 rnd/lvl	Will negs		274
	abjur.	Shield of Faith	Subject gains +2 deflection bonus to AC • Additional +1 bonus per 6 levels (to a maximum total of +5).	V,S,M	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	278
–	conj. (summoning)	Summon Monster I	Summon an extraplanar creature to act as directed • The creature 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. • A summoned creature 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.	V,S,DF	1 round	Close	1 summoned creature	1 rnd/lvl (D)			285

LEVEL 2

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
–	ench. (compulsion)	Aid [mind-affecting]	Subject gains +1 morale bonus to attacks and saves vs. fear, plus 1d8+1/lvl (max. +10) temporary hp	V,S,DF	1 action	Touch	1 living creature	1 min/lvl		Yes (h)	196
* trans.		Align Weapon [good/evil/lawful/chaotic]	Weapon takes on specified alignment • Has no effect on a weapon that already has an alignment. • Can't be cast on a natural weapon (e.g. unarmed strike).	V,S,DF	1 action	Touch	1 weapon or 50 projectiles (in contact)	1 min/lvl	Will negs (h,obj)	Yes (h,obj)	197
Animal Messenger											
–	divination	Augury	Learn whether a particular action will be good or bad • Base chance for receiving a meaningful reply is 70% + 1%/lvl (max. 90%).	V,S, M (25+), F (25+)	1 action	Personal	You	Instant			202
–	trans.	Bear's Endurance (endurance)	Subject gains +4 enhancement bonus to Constitution	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	203
–	trans.	Bull's Strength	Subject gains +4 enhancement bonus to Strength	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	207
–	ench. (compulsion)	Calm Emotions [mind-affecting]	Calm agitated creatures • Mind-affecting spells and effects are suppressed. • Any aggressive action or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.	V,S,DF	1 action	Medium	20-ft. spread	Conc. up to 1 rnd/lvl (D)	Will negs	Yes	207
–	evocation	Consecrate [good]	Imbues area with positive energy, weakening undead: • Charisma checks to turn undead receive +3 sacred bonus. • Undead in area suffer –1 sacred penalty on attacks, damage, saves. • Undead cannot be created in or summoned into affected area. • If area contains an altar/shrine to caster's deity, above modifiers are doubled. • If area contains an altar/shrine to any other deity, the spell instead curses the area, cutting off the connection with the associated deity, and does not grant the above bonuses/penalties relating to undead. • Counters and dispels <i>desecrate</i> .	V,S, M (25), DF	1 action	Close	20-ft radius emanation	2 hr/lvl			212
	conj. (healing)	Cure Moderate Wounds (H)	Cure 2d8+1/lvl (max. +10) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
–	evocation	Darkness [darkness]	Object radiates shadowy illumination in 20-ft radius • All creatures in area gain concealment (20% miss chance), even those with darkvision, low-light vision etc. • Normal lights are incapable of brightening the area, as are light spells of lower level. Higher-level light spells are not affected. • If the object is placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. • Counters and dispels any light spell of equal or lower level.	V,DF	1 action	Touch	1 object	10 min/lvl (D)			216
	necro.	Death Knell [death, evil]	Kills a dying creature; caster gains 1d8 temporary hp, +2 STR and +1 effective caster level	V,S	1 action	Touch	1 living creature (with –1 hp or lower)	10 min. per HD of target	Will negs	Yes	217
	conj. (healing)	Delay Poison	Subject becomes temporarily immune to poison • Does not cure any damage already inflicted by poison.	V,S,DF	1 action	Touch	1 creature	1 hr/lvl	Fort negs (h)	Yes (h)	217
–	evocation	Desecrate [evil]	Imbues area with negative energy, strengthening undead: • Charisma checks to turn undead receive –3 profane penalty. • Undead in area gain +1 profane bonus on attacks, damage, saves. • Undead created in or summoned into area gain +1 hit point per HD. • If area contains an altar/shrine to caster's deity, above modifiers are doubled. • If area contains an altar/shrine to any other deity, the spell instead curses the area, cutting off the connection with the associated deity, and does not grant the above bonuses/penalties relating to undead. • Counters and dispels <i>consecrate</i> .	V,S, M (25), DF	1 action	Close	20-ft radius emanation	2 hr/lvl		Yes	218
* trans.		Eagle's Splendor	Subject gains +4 enhancement bonus to Charisma • CHA-based spellcasters do not gain any additional bonus spells.	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	225
Endurance ► bear's endurance											
	ench. (charm)	Enthrall [sonic, language-dependent, mind-affecting]	Captivates all in affected area while caster continues to speak or sing	V,S	1 round	Medium	All creatures in range	Up to 1 hour	Will negs (E)	Yes	227

–	divination	Find Traps	Use Search skill to find traps as a Rogue can • You gain +1 per 2 lvls (max. +10) insight bonus on Search checks for traps.	V,S	1 action	Personal	You	1 min/lvl			230
	necro.	Gentle Repose	Protects remains of a dead creature from decay	V,S,DF	1 action	Touch	1 corpse	1 day/lvl	Will negs (obj)	Yes (obj)	235
–	ench. (compulsion)	Hold Person [mind-affecting]	Target freezes, paralyzed; can take no actions • Each round on its turn, the target may attempt a new saving throw to end the effect (full-round action, no attack of opportunity).	V,S,DF	1 action	Medium	1 humanoid	1 rnd/lvl (D)	Will negs	Yes	241
	necro.	Inflict Moderate Wounds (I)	Inflict 2d8+1/lvl (max. +10) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half	Yes	244
–	conj. (healing)	Lesser Restoration	Dispels magical effects reducing one ability score, or cure 1d4 points of temporary damage to one ability • Also eliminates fatigue, and improves exhaustion to fatigue.	V,S	3 rounds	Touch	1 creature	Instant	Will negs (h)	Yes (h)	272
	trans.	Make Whole	As <i>mending</i> , but repairs any number of breaks • Cannot restore a broken magic item's powers.	V,S	1 action	Close	1 object (up to 10 cu.ft./lvl)	Instant	Will negs (h,obj)	Yes (h,obj)	252
*	trans.	Owl's Wisdom	Subject gains +4 enhancement bonus to Wisdom • WIS-based spellcasters do not gain any additional bonus spells.	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	259
	conj. (healing)	Remove Paralysis	Free target(s) from temporary paralysis or <i>slow</i> effects • 1 creature – paralysis is negated; • 2 creatures – each receives another save with +4 resistance bonus; • 3 or 4 creatures – each receives another save with +2 resistance bonus.	V,S	1 action	Close	Up to 4 creatures (max. 30 ft. apart)	Instant	Will negs (h)	Yes (h)	271
–	abjur.	Resist Energy (resist elements)	Subject gains energy resistance 10 against specified energy type (acid, cold, electricity, fire or sonic) • Resistance increases to 20 at caster level 7, and 30 at caster level 11. • Does not stack with <i>protection from energy</i> .	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Fort negs (h)	Yes (h)	272
–	evocation	Shatter [sonic]	Destroy all nonmagical brittle objects in affected area • Objects weighing more than 1 lb/lvl are not affected. Destroy single solid object (regardless of composition) Deal 1d6/lvl sonic damage (max. 10d6) to a crystalline creature	V,S,DF	1 action	Close	5-ft radius spread 1 object (up to 10 lb./lvl) 1 crystalline creature	Instant	Will negs (obj) Fort half	Yes (obj)	278
	abjur.	Shield Other	Subject gains +1 deflection bonus to AC,+1 resistance bonus to saves; half of any hit point damage suffered by subject is transferred to caster	V,S,F (100)	1 action	Close	1 creature	1 hr/lvl (D)	Will negs (h)	Yes (h)	278
–	illusion (glamer)	Silence	Suppresses all sound in affected area • The effect is immobile unless cast on a mobile creature or object.	V,S	1 action	Long	20-ft radius emanation	1 min/lvl (D)	Will negs (obj)	Yes (obj)	279
–	evocation	Sound Burst [sonic]	Deal 1d8 sonic damage and stun creatures for 1 rnd • Successful save negates stunning but does not affect damage.	V,S,DF	1 action	Close	10-ft radius spread	Instant	Fort part	Yes	281
Speak with Animals											
–	evocation	Spiritual Weapon [force]	Melee weapon attacks foes as caster directs • Attack bonus is caster's BAB + WIS modifier; deals 1d8 + 1 per 3 lvls (max. +5) hp force damage (critical as weapon type). • Weapon can be switched to a new target each round (move action).	V,S,DF	1 action	Medium	Magic weapon of force (appropriate to caster's deity)	1 rnd/lvl (D)		Yes	283
4	divination	Status	Caster can mentally monitor the position and general condition of subjects	V,S	1 action	Touch	1 creature per 3 lvls	1 hr/lvl	Will negs (h)	Yes (h)	284
	conj. (summoning)	Summon Monster II	Summon extraplanar creature(s) to act as directed • Can summon 1 level-2 creature, or 1d3 level-1 creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
	abjur.	Undetectable Alignment	Conceals subject's alignment from all forms of divination	V,S	1 action	Close	1 creature or object	24 hours	Will negs (obj)	Yes (obj)	297
–	ench. (compulsion)	Zone of Truth [mind-affecting]	Affected creatures in area cannot speak deliberate and intentional lies • Affected creatures are aware of the enchantment.	V,S,DF	1 action	Close	20-ft. radius emanation	1 min/lvl	Will negs	Yes	303

LEVEL 3

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
– necro.	Animate Dead [evil]	Creates up to 2 HD/lvl of skeletons and zombies • Can control up to 4 HD/lvl of undead created via this spell.	V,S,M (25+)	1 action	Touch	1 or more corpses	Instant			198
– necro.	Bestow Curse	Place a curse on the target creature • Example curses: –6 effective decrease to an ability score (to a minimum of 1); –4 penalty on attacks, saves, and checks; or 50% chance each turn of losing its action. • Counters <i>remove curse</i> .	V,S	1 action	Touch	1 creature	Permanent	Will negs	Yes	203
– necro.	Blindness/Deafness	Target becomes blinded or deafened (caster's choice)	V	1 action	Medium	1 living creature	Permanent (D)	Fort negs	Yes	206
– necro.	Contagion [evil]	Infects target with chosen disease (📖)	V,S	1 action	Touch	1 living creature	Instant	Fort negs	Yes	213
evocation	Continual Flame [light]	Object becomes a permanent, heatless torch • Can be covered and hidden, but not smothered or quenched.	V,S,M (50)	1 action	Touch	1 object	Permanent			213
conj. (creation)	Create Food and Water	Sustains three humans or one horse per level for 1 day	V,S	10 min	Close	Food and water for 1 day	24 hr			215
conj. (healing)	Cure Serious Wounds (H)	Cure 3d8+1/lvl (max. +15) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
– evocation	Daylight [light]	Object sheds light as bright as full daylight in 60-ft radius, and dim light for additional 60 ft. beyond • Creatures that take penalties in bright light also take them while within the radius of this magical light. However, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light (e.g. vampires). • Counters and dispels any darkness spell of equal or lower level.	V,S	1 action	Touch	1 object	10 min/lvl (D)			216
– evocation	Deeper Darkness [darkness]	As darkness, but object sheds shadowy illumination out to 60-ft. radius • Daylight temporarily negates deeper darkness (and vice versa). • Counters and dispels any light spell of equal or lower level.	V,DF	1 action	Touch	1 object	1 day/lvl (D)			217
– abjur.	Dispel Magic These spells cannot be dispelled by <i>dispel magic</i> : • any Instantaneous-duration spell • <i>antimagic field</i> • curses from <i>bestow curse</i> • <i>forbiddance</i> (unless dispeller's lvl is at least as high as caster's) • <i>forcecage</i> • <i>geas</i> (or lesser <i>geas</i>) • <i>globe</i> (or lesser <i>globe</i>) of invulnerability* • <i>mark of justice</i> • <i>Otiluke's resilient sphere</i> * • <i>Otiluke's telekinetic sphere</i> * • <i>prismatic sphere/wall</i> • <i>wall of force</i> * unless a targeted dispel is used	<u>Targeted dispel</u> : Cancel spells on one object or creature • Make a successful dispel check (1d20 + caster level, max. +10) against each ongoing spell currently in effect on the target (DC 11 + spell's caster level) to cancel it. • Against a magic item, make a successful dispel check against the item's caster level to suppress all of the item's magical properties for 1d4 mds. • For an object or creature that is the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it. <u>Area dispel</u> : Cancel up to 1 spell on each object/creature in area • For each creature or object that is the target of ongoing spells, make a dispel check against the spell with the highest caster level. If that fails, make dispel checks against progressively weaker spells until one is dispelled or all checks fail. Magic items are not affected. • For each ongoing area or effect spell centered within the area, make a dispel check to cancel the spell. • For each ongoing area or effect spell overlapping the area, make a dispel check to end the effect, but only within the area of the <i>dispel magic</i> . • For objects or creatures that are the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it, in addition to attempting to dispel spells targeting the creature or object. <u>Counterspell</u> : Disrupt spell being cast • Make a dispel check to counter the other spellcaster's spell.	V,S	1 action	Medium	1 object or creature 20-ft. radius burst 1 spellcaster	Instant			223
abjur.	Glyph of Warding (T)	<u>Blast</u> : Deals 1d8 per 2 lvls energy damage (max. 5d8) • Damage is dealt to intruder and to all within 5 ft. of intruder. <u>Spell</u> : Discharges a chosen spell (3rd level or lower) • Spell is targeted or centered on the intruder.	V,S,M (200+)	10 min	Touch	1 object, or up to 5 sq.ft/lvl	Until discharged	Ref half (as for spell discharged)	Yes (obj)	236
evocation	Helping Hand	Ghostly image of a hand leads someone to you (📖)	V,S,DF	1 action	5 miles	Ghostly hand	1 hr/lvl			239
necro.	Inflict Serious Wounds (I)	Inflict 3d8+1/lvl (max. +15) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half	Yes	244

	evocation	Invisibility Purge	Negate all forms of invisibility within 5 ft./lvl of caster	V,S	1 action	Personal	You	1 min/lvl (D)			245
	divination	Locate Object	Indicates direction to object (specific or generic) <ul style="list-style-type: none"> To find a specific object, it must have been observed first-hand. Lead blocks the spell. Creatures cannot be found using this spell. 	V,S,DF	1 action	Long	Circle centered on caster	1 min/lvl			249
-	abjur.	Magic Circle against Chaos [law]	As <i>protection from chaos/evil/good/law</i> , but encompasses a larger area and lasts longer. <ul style="list-style-type: none"> Can be focused inward rather than outward to imprison a called creature not of the spell's alignment. 	V,S,DF	1 action	Touch	10-ft. emanation (from touched creature)	10 min/lvl	Will negs (h)	Yes (h)	249
		Magic Circle against Evil [good]									
		Magic Circle against Good [evil]									
		Magic Circle against Law [chaotic]									
-	trans.	Magic Vestment	Armor/shield gains +1 enhancement per 4 lvls (max. +5) <ul style="list-style-type: none"> Regular clothing can be enchanted (counts as having armor bonus 0). 	V,S,DF	1 action	Touch	1 armor or shield	1 hr/lvl	Will negs (h,obj)	Yes (h,obj)	251
-	trans.	Meld into Stone [earth]	Caster and equipment meld into single block of stone <ul style="list-style-type: none"> Stone must be large enough to accommodate caster and equipment, and equipment must weigh no more than 100 lb. 	V,S,DF	1 action	Personal	You	Up to 10 min/lvl			252
Negative Energy Protection ► <i>death ward</i> (level 4)											
-	abjur.	Obscure Object	Mask object against divination and scrying	V,S,DF	1 action	Touch	1 object (up to 100 lb./lvl)	8 hours (D)	Will negs (obj)	Yes (obj)	258
-	ench. (compulsion)	Prayer [mind-affecting]	Caster and allies gain +1 luck bonus on attacks, weapon damage, saves and checks; foes suffer –1 penalty on same	V,S,DF	1 action	40 ft.	All allies and enemies within range	1 rnd/lvl		Yes	264
-	abjur.	Protection from Energy (prot. from elements)	Subject gains temporary immunity to specified energy type (acid, cold, electricity, fire, sonic) <ul style="list-style-type: none"> Spell is discharged after absorbing 12/lvl (max. 120) hp damage. Takes precedence over <i>resist energy</i>. 	V,S,DF	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Fort negs (h)	Yes (h)	266
	conj. (healing)	Remove Blindness/Deafness	Cure normal or magical blindness or deafness (caster's choice) <ul style="list-style-type: none"> Counters and dispels <i>blindness/deafness</i>. 	V,S	1 action	Touch	1 creature	Instant	Fort negs (h)	Yes (h)	270
	abjur.	Remove Curse	Free object or creature from curses <ul style="list-style-type: none"> For a cursed shield, weapon or suit of armor, the spell does not remove the curse from the item but merely frees the victim from the item's effects. Counters and dispels <i>bestow curse</i>. 	V,S	1 action	Touch	1 creature or item	Instant	Will negs (h)	Yes (h)	270
	conj. (healing)	Remove Disease	Cure all diseases afflicting subject <ul style="list-style-type: none"> Also kills parasites such as green slime. 	V,S	1 action	Touch	1 creature	Instant	Fort negs (h)	Yes (h)	271
	evocation	Searing Light	Ranged touch attack deals 1d8 per 2 lvls (max. 5d8) dmg <ul style="list-style-type: none"> Undead take 1d6/lvl damage (max. 10d6); undead vulnerable to sunlight (e.g. vampires) take 1d8/lvl damage (max. 10d8). Constructs/inanimate objects take 1d6 per 2 lvls damage (max. 5d6). 	V,S	1 action	Medium	Ray	Instant		Yes	275
	necro.	Speak with Dead [language-dependent]	Corpse answers up to 1 question per 2 lvls <ul style="list-style-type: none"> Does not get a Will save if creature's alignment was same as caster's. Cannot be cast on the same corpse more than once per week. 	V,S,DF	10 min	10 ft.	1 corpse	1 min/lvl	Will negs		281
Speak with Plants											
-	trans.	Stone Shape [earth]	Sculpt stone into any desired shape <ul style="list-style-type: none"> 30% chance that any shape including moving parts doesn't work. 	V,S,DF	1 action	Touch	Stone/stone object, (up to 10 + 1/lvl cu. ft.)	Instant			284
	conj. (summoning)	Summon Monster III	Summon extraplanar creature(s) to act as directed <ul style="list-style-type: none"> Can summon 1 level-3 creature, or 1d3 level-2 creatures, or 1d4+1 level-1 creatures. Summoned creatures act as described for <i>summon monster I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
	trans.	Water Breathing	Subjects can breathe water freely <ul style="list-style-type: none"> Divide the duration evenly between all affected creatures. 	V,S,DF	1 action	Touch	Living creature(s)	2 hr/lvl	Will negs (h)	Yes (h)	300
-	trans.	Water Walk [water]	Subjects can tread on any liquid as if solid <ul style="list-style-type: none"> If submerged, subjects are borne toward the surface at 60 ft./rnd. 	V,S,DF	1 action	Touch	1 creature/lvl	10 min/lvl (D)	Will negs (h)	Yes (h)	300
-	evocation	Wind Wall [air]	Vertical curtain of wind deflects arrows, small flying creatures, and gases <ul style="list-style-type: none"> Arrows and bolts automatically miss; other normal ranged weapons have 30% miss chance. 	V,S,DF	1 action	Medium	Wall (up to 10 ft./lvl long and 5 ft./lvl high) (S)	1 rnd/lvl		Yes	302

LEVEL 4

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
–	trans.	Air Walk [air]	Subject can tread on air as if solid • Maximum upward or downward angle is 45 degrees, at half-speed.	V,S,DF	1 action	Touch	1 creature (Gargantuan or smaller)	10 min/lvl		Yes (h)	196
–	trans.	Control Water [water]	Raises or lowers an area of water (☞)	V,S,DF	1 action	Long	Water (up to 10 ft./lvl x 10 ft./lvl x 2 ft./lvl) (S)	10 min/lvl (D)			214
	conj. (healing)	Cure Critical Wounds (H)	Cure 4d8+1/lvl (max. +20) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
–	necro.	Death Ward	Subject gains immunity to death spells and effects, and to energy drain and other negative energy effects • Negative levels the subject has already gained are not affected.	V,S,DF	1 action	Touch	1 living creature	1 min/lvl	Will negs (h)	Yes (h)	217
	abjur.	Dimensional Anchor	Block target from extradimensional travel	V,S	1 action	Medium	Ray	1 min/lvl		Yes (obj)	221
	divination	Discern Lies	Know when subject deliberately lies • Each round, you may concentrate on a different subject.	V,S,DF	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Conc., up to 1 rnd/lvl	Will negs		221
	abjur.	Dismissal	Banish an extraplanar creature • Save DC = spell's DC – creature's HD + caster's level.	V,S,DF	1 action	Close	1 extraplanar creature	Instant	Will negs	Yes	222
	divination	Divination	Provides advice for specific proposed actions • Base chance for receiving a meaningful reply is 70% + 1%/lvl (max. 90%).	V,S,M (25+)	10 min	Personal	You	Instant			224
–	evocation	Divine Power	Caster gains a fighter's base attack bonus, +6 enhancement bonus to STR, and 1 temporary hp/lvl	V,S,DF	1 action	Personal	You	1 rnd/lvl			224
–	abjur.	Freedom of Movement	Subject ignores magical impediments to movement • Can move and attack normally while underwater. • Automatically succeeds at resisting grapples and escaping pins.	V,S,M, DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	233
–	trans.	Giant Vermin	Turn normal vermin into giants • Can be cast on three centipedes, two spiders, or one scorpion. New size of vermin depends on caster level (☞).	V,S,DF	1 action	Close	Up to 3 vermin (max. 30 ft. apart)	1 min/lvl		Yes	235
–	trans.	Greater Magic Weapon	As <i>magic weapon</i> , but +1 enhancement bonus per 4 lvls (max. +5)	V,S,DF	1 action	Close	1 weapon or 50 projectiles (in contact)	1 hr/lvl	Will negs (h,obj)	Yes (h,obj)	251
–	evocation	Imbue with Spell Ability	Transfer up to 3 currently-prepared spells to subject • Only clerical abjuration, divination, or conjuration (healing) spells can be transferred. The maximum number of spells that can be received depends on the subject's HD (1-2: one 1st-level spell; 3-4: two 1st-level spells; 5+: two 1st-level and one 2nd-level spell). • The <i>imbue with spell ability</i> spell slot can't be refilled until the subject has used the transferred spells or is slain.	V,S,DF	10 min	Touch	1 creature (must have at least INT 5 and WIS 9)	Until discharged (D)	Will negs (h)	Yes (h)	243
	necro.	Inflict Critical Wounds (I)	Inflict 4d8+1/lvl (max. +20) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half	Yes	244
–	conj. (calling)	Lesser Planar Ally	Request deity to send elemental/outsider (max. 6 HD) • The creature sent is at the deity's choice. You may ask the creature to perform one task for you, and it may request some service or payment in return (negotiation takes 1 round).	V,S,DF X (100)	10 min	Close	1 called creature	Instant			261
	conj. (healing)	Neutralize Poison	Detoxifies poison in or on a creature or object • Does not cure any damage already inflicted by poison.	V,S,DF	1 action	Touch	1 creature/object (up to 1 cu.ft./lvl)	Instant	Will negs (h,obj)	Yes (h,obj)	257
	necro.	Poison	Touch attack deals 1d10 CON damage immediately, and 1d10 CON damage one minute later • Fortitude save DC is 10 + ½ caster's level + caster's WIS modifier.	V,S,DF	1 action	Touch	1 living creature	Instant	Fort negs (two saves needed)	Yes	262
	abjur.	Repel Vermin	Keep out or damage vermin (crossing deals 2d6 dmg) • Vermin must make a Will save to cross the barrier. Creatures with HD less than one-third caster level automatically fail.	V,S,DF	1 action	10 ft.	Emanation from caster	10 min/lvl (D)	Will negs	Yes	271
–	conj. (healing)	Restoration	As <i>lesser restoration</i> , but also provides other benefits: • Dispel negative energy levels and restores 1 drained experience level to the subject (only if the time since the creature lost the level is less than or equal to 1 day per caster level). • Cures all temporary ability damage, and restores all points permanently drained from a single ability score. • Eliminates any fatigue or exhaustion suffered by the subject.	V,S,M (100)	3 rounds	Touch	1 creature	Instant	Will negs (h)	Yes (h)	272

evocation	Sending	Transmit message (25 words or less) to a known subject <ul style="list-style-type: none"> Subject can reply (25 words or less) immediately. If the subject is on another plane, there is a 5% chance that the <i>sending</i> does not arrive. 	V,S,DF	10 min	Any	1 creature	1 rnd			275
abjur.	Spell Immunity	Subject gains unbeatable SR against one specified spell or spell-like effect per 4 lvls <ul style="list-style-type: none"> Spell specified must be no higher than 4th level. 	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	282
Status ► 2										
conj. (summoning)	Summon Monster IV	Summon extraplanar creature(s) to act as directed <ul style="list-style-type: none"> Can summon 1 level-4 creature, or 1d3 level-3 creatures, or 1d4+1 lower-level creatures. Summoned creatures act as described for <i>summon monster I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
– divination	Tongues	Subject can speak and understand any language	V,DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)		294

LEVEL 5

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
abjur.	Atonement	Remove burden of evil acts/misdeeds from subject • Atoning for deliberate misdeeds costs the caster 500 XP.	V,S,M, DF, F (500+)	1 hour	Touch	1 living creature	Instant		Yes	201
abjur.	Break Enchantment	Frees victims from enchantments, transmutations and curses • Make a check (1d20 + caster level, max. +15) against each magical effect currently affecting the target (DC 11 + effect's caster level) to break it. • For cursed magic items, the DC is 25. The spell does not remove the curse from the item; it merely frees the victim from the item's effects.	V,S	1 min	Close	1 creature/lvl (max. 30 ft. apart)	Instant			207
Circle of Doom ► <i>mass inflict light wounds</i>										
divination	Commune	Deity answers one yes/no question per level	V,S, M , DF, X (100)	10 min	Personal	You	1 rnd/lvl			211
abjur.	Dispel Chaos [lawful]	Caster gains +4 deflection bonus to AC against creatures of the specified alignment • On a successful melee touch attack against an extraplanar creature of the specified alignment, you can choose to drive the creature back to its home plane (Will negates, SR applies). This use discharges and ends the spell. • With a touch, you can automatically dispel any one enchantment cast by a creature of the specified alignment, or any one spell of that alignment (no save or SR); this discharges and ends the spell. (Spells that can't be dispelled by <i>dispel magic</i> are unaffected by this spell.)	V,S,DF	1 action	Personal	You	1 rnd/lvl (or until discharged)			222
	Dispel Evil [good]									
	Dispel Good [evil]									
	Dispel Law [chaotic]									
* trans.	Disrupting Weapon	Weapon becomes deadly to undead • Any undead (with HD up to caster's level) struck must make a Will save or be destroyed (no SR applies).	V,S	1 action	Touch	1 melee weapon	1 rnd/lvl	Will negs (h,obj)	Yes (h,obj)	223
Ethereal Jaunt ► 7										
evocation	Flame Strike [fire]	Divine fire deals 1d6/lvl damage (max. 15d6) • Damage is half fire, half divine power.	V,S,DF	1 action	Medium	Cylinder (10-ft. radius, 40 ft. high)	Instant	Ref half	Yes	231
– ench. (compulsion)	Greater Command [language-dependent, mind-affecting]	As <i>command</i> , but affects multiple creatures • 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.	V	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 rnd/lvl	Will negs	Yes	211
– evocation	Hallow [good]	Designates a site, building or structure as holy • The site is guarded by a <i>magic circle</i> vs. <i>evil</i> effect. • Charisma checks to turn undead gain a +4 sacred bonus; Charisma checks to rebuke undead suffer a –4 sacred penalty. • Any dead body interred in the site cannot be turned into an undead. • A spell effect* can be fixed to the site, lasting for 1 year. • Counters but does not dispel <i>unhallow</i> .	V,S,DF M (1000+)	24 hours	Touch	40-ft. radius emanation from touched point	Instant			238
Healing Circle ► <i>mass cure light wounds</i>										
– conj. (summoning)	Insect Plague	Summoned locust swarms attack all creatures in affected areas • Swarms remain stationary after being summoned.	V,S,DF	1 round	Long	1 swarm of locusts per 3 levels (max. 6) (must be contiguous)	1 min/lvl			244
trans.	Mark of Justice	Designates action to trigger <i>bestow curse</i> on target	V,S,DF	10 min	Touch	1 creature	Permanent		Yes	252
– conj. (healing)	Mass Cure Light Wounds (healing circle)	Cure 1d8+1/lvl (max. +25) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	216
– necro.	Mass Inflict Light Wounds (circle of doom)	Inflict 1d8+1/lvl (max. +25) hp damage on each target	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half	Yes	244
– conj. (teleport.)	Plane Shift	Move subject(s) to another plane • Subjects appear 5d% miles from intended destination.	V,S, F	1 action	Touch	1 creature (or up to 8 willing creatures joining hands)	Instant	Will negs	Yes	262

–	conj. (healing)	Raise Dead	Restores willing soul to life <ul style="list-style-type: none"> Subject loses a level (or 2 CON points, if 1st level) when raised. Cures 1 hp damage per HD, cures normal poisons and diseases, and raises to 1 any ability scores drained to 0. A creature turned to undead or killed by a death effect can't be raised. Constructs, elementals, outsiders and undead creatures can't be raised. 	V,S,DF M (5000)	1 min	Touch	1 corpse (dead no more than 1 day/lvl)	Instant		Yes (h)	268
–	trans.	Righteous Might	Caster's size increases to next size category <ul style="list-style-type: none"> Height x 2, weight x 8; you gain +4 size bonus to STR, +2 size bonus to CON, +2 enhancement bonus to natural armor. Size modifier for AC and attacks changes as appropriate for new size category, as does face and reach (but not speed). All equipment worn or carried is also enlarged. Melee and projectile weapons deal more damage (but not thrown weapons; any enlarged item leaving your possession instantly returns to normal size). You gain damage reduction 3/evil or 3/good (depending on whether you normally channel positive or negative energy). Damage reduction increases to 6 at 12th level, and 9 at 15th level. If insufficient room is available for full growth, you attain maximum possible size and may make a STR check (with your increased STR) to burst any enclosures in the process (if you fail, you are not harmed). Multiple magical effects that increase size do not stack. 	V,S,DF	1 action	Personal	You	1 rnd/lvl (D)			273
–	divination (scrying)	Scrying	Observe subject from any distance away <ul style="list-style-type: none"> Will save DC is modified by caster's knowledge of target (□). If target is on another plane, it gets a +5 bonus to its Will save. If the save succeeds, you can't attempt to scry that subject again for least 24 hours. The scrying sensor has the caster's full visual acuity. These spells have a 5% chance per caster level of operating through the sensor: detect magic, detect chaos/evil/good/law, message. 	V,S,DF F (100+)	1 hour	Any	Magical sensor	1 min/lvl	Will negs	Yes	274
	necro.	Slay Living [death]	Kill target creature <ul style="list-style-type: none"> Successful save inflicts 3d6+1/lvl damage instead. 	V,S	1 action	Touch	1 living creature	Instant	Fort part	Yes	280
	abjur.	Spell Resistance	Subject gains SR of 12 + caster level	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	282
	conj. (summoning)	Summon Monster V	Summon extraplanar creature(s) to act as directed <ul style="list-style-type: none"> Can summon 1 level-5 creature, or 1d3 level-4 creatures, or 1d4+1 lower-level creatures. Summoned creatures act as described for <i>summon monster I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
*	necro.	Symbol of Pain (T) [evil] (symbol: pain)	Creatures suffer –4 penalty to attacks, saves, checks <ul style="list-style-type: none"> Penalty lasts 1 hour after the creature moves away from the symbol. 	V,S,M (1000+)	10 min or longer (□)	0 ft. (60 ft. active radius)	1 symbol (must be in plain sight and in a prominent location)	Until triggered, then 10 min/lvl	Fort negs	Yes	290
*	ench. (compulsion)	Symbol of Sleep (T) [mind-affecting] (symbol: sleep)	Creatures (of 10 HD or less) sleep for 3d6 x 10 min. <ul style="list-style-type: none"> Sleeping creatures cannot be woken by nonmagical means. 						Will negs		291
–	divination	True Seeing	Subject sees all things within 120 ft. as they really are <ul style="list-style-type: none"> Can see through normal or magical darkness, notice secret doors hidden by magic, ignore blur and displacement effects, see invisible objects or creatures, see through illusions, see the true form of polymorphed, changed, or transmuted things, and see into the Ethereal Plane. Subject can also determine the alignments of creatures at a glance. 	V,S,M (250)	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	296
–	evocation	Unhallow [evil]	Designates a site, building or structure as unholy <ul style="list-style-type: none"> The site is guarded by a magic circle vs. good effect. Charisma checks to turn undead suffer a –4 profane penalty; Charisma checks to rebuke undead gain a +4 profane bonus. A spell effect* can be fixed to the site, lasting for 1 year. Counters but does not dispel hallow. 	V,S,DF M (1,000+)	24 hours	Touch	40-ft. radius emanation from touched point	Instant			297
–	conj. (creation)	Wall of Stone [earth]	Create wall of rock, merging into adjoining rock surfaces <ul style="list-style-type: none"> Wall is 1 in. thick per 4 lvls (area can be doubled if thickness is halved). Each 5-ft. square has 15 hp/in. of thickness, with hardness 8. Break DC is 20 + 2 per inch of thickness. If wall is shaped to entrap creatures, they can avoid it with successful Reflex saves. 	V,S,DF	1 action	Medium	Stone wall, area up to one 5-ft. square/lvl (s)	Instant			299

* The following spells can be tied to a hallowed or unhallowed site: *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect evil/good* (as applicable), *detect magic*, *dimensional anchor*, *discern lies*, *dispel magic*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, *zone of truth*. The spell can apply to all creatures, creatures which share the caster's faith/alignment, or creatures with a different faith/alignment to the caster (caster's choice). SR applies as for the normal spell, but ignore its normal duration and area. Tying a spell to a hallowed or unhallowed area requires additional material components, costing 1,000gp per level of the spell.

LEVEL 6

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
– trans.	Animate Objects	Objects can be commanded to attack foes <ul style="list-style-type: none"> A Medium object counts as 2 Small objects; a Large object counts as 2 Medium objects, etc. Cannot animate objects carried or worn by a creature. 	V,S	1 action	Medium	1 Small object/lvl	1 rnd/lvl			199
abjur.	Antilife Shell	Hemispherical barrier keeps out living creatures	V,S,DF	1 round	10 ft.	Emanation from caster	10 min/lvl (D)		Yes	199
abjur.	Banishment	Banish one or more extraplanar creatures <ul style="list-style-type: none"> You must present at least one object or substance that the target hates, fears or otherwise opposes. For each such object presented, you gain +1 on your caster level check to overcome SR and +2 on the saving throw DC. 	V,S,F	1 action	Close	1 or more extraplanar creatures (up to 2 HD/lvl) (max. 30 ft. apart)	Instant	Will negs	Yes	203
– evocation	Blade Barrier [force]	Vertical curtain of blades deals 1d6/lvl (max. 15d6) damage to any creature passing through <ul style="list-style-type: none"> If the barrier is evoked where creatures are, each must make a Reflex save to avoid the wall (ending up on the side of its choice). Barrier provides cover against attacks made through it. 	V,S	1 action	Medium	Wall of blades, 20 ft. high (either a flat plane up to 20 ft./lvl long, or ring with radius of 5 ft. per 2 lvls)	1 min/lvl (D)	Ref half	Yes	205
– necro.	Create Undead [evil]	Create a ghoul, ghastr, mummy, or mohrg	V,S,M (50/HD)	1 hour	Close	1 corpse	Instant			215
Etherealness ► 9										
divination	Find the Path	Reveals the most direct route to a specified location	V,S,F	3 rounds	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	230
– abjur.	Forbiddance	Seals area against all extraplanar entry, and entry by creatures of differing alignment to caster: <ul style="list-style-type: none"> If alignments differ with respect to either law/chaos or good/evil, a creature is hedged out and takes 6d6 points of damage. If alignments differ with respect to both law/chaos and good/evil, a creature is hedged out and takes 12d6 points of damage. Optionally, the abjuration can be locked by a password. Creatures of differing alignment to the caster can avoid damage by speaking the password. Additional material components cost 1000 + 1000/cube. 	V,S,DF M (1500 + 1500 per cube)	6 rounds	Medium	60-ft. cube/lvl (s)	Permanent	Will half	Yes	232
– ench. (compulsion)	Geas/Quest [language-dependent, mind-affecting]	As lesser geas, but can affect any living creature <ul style="list-style-type: none"> Subject suffers 3d6 damage each day it is prevented from obeying the geas, and must make a Fortitude save each day or become sickened. 	V	10 min	Close	1 living creature	1 day/lvl (or until discharged) (D)		Yes	234
– abjur.	Greater Dispel Magic (greater dispelling)	As dispel magic, but max. +20 on dispel check <ul style="list-style-type: none"> Unlike dispel magic, this spell can affect curses from bestow curse, and geas/quest, lesser geas, and mark of justice. 	V,S	1 action	Medium	see dispel magic	Instant			223
abjur.	Greater Glyph of Warding (T)	Blast: Deals 1d8 per 2 lvls energy damage (max. 10d8) <ul style="list-style-type: none"> Damage is dealt to intruder and to all within 5 ft. of intruder. Spell: Discharges a chosen spell (6th level or lower) <ul style="list-style-type: none"> Spell is targeted or centered on the intruder. 	V,S,M (400+)	10 min	Touch	1 object, or up to 5 sq.ft/lvl	Until discharged	Ref half (as for spell discharged)	Yes (obj)	237
– necro.	Harm	Negative energy deals 10/lvl (max. 150) hp damage <ul style="list-style-type: none"> On a successful save, target's hit points cannot be reduced below 1. Against an undead creature, harm acts like heal. 	V,S	1 action	Touch	1 creature	Instant	Will half	Yes	239
– conj. (healing)	Heal	Positive energy cures 10/lvl (max. 150) hp damage <ul style="list-style-type: none"> Also ends any and all of these conditions: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, stunned. Against an undead creature, heal acts like harm. 	V,S	1 action	Touch	1 creature	Instant	Will negs (h)	Yes (h)	239
– conj. (creation)	Heroes' Feast	Feast cures all diseases, sickness, and nausea; grants immunity to poison and fear, 1d8+1 per 2 lvls (max. +10) temp. hp, +1 morale bonus to attacks and Will saves <ul style="list-style-type: none"> Feast takes one hour to consume; if interrupted, the spell is ruined. 	V,S,DF	10 min (+1 hr)	Close	Feast for 1 creature/lvl	12 hr		Yes (h)	240
* trans.	Mass Bear's Endurance	Subjects gain +4 enhancement bonus to Constitution	V,S,DF	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	203
* trans.	Mass Bull's Strength	Subjects gain +4 enhancement bonus to Strength	V,S,DF	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	207

*	conj. (healing)	Mass Cure ^(H) Moderate Wounds	Cure 2d8+1/lvl (max. +30) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	216
*	trans.	Mass Eagle's Splendor	Subjects gain +4 enhancement bonus to Charisma • CHA-based spellcasters do not gain any additional bonus spells.	V,S,DF	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	225
*	necro.	Mass Inflict ^(I) Moderate Wounds	Inflict 2d8+1/lvl (max. +30) hp damage on each target	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half	Yes	244
*	trans.	Mass Owl's Wisdom	Subjects gain +4 enhancement bonus to Wisdom • WIS-based spellcasters do not gain any additional bonus spells.	V,S,DF	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	259
–	conj. (calling)	Planar Ally	As <i>lesser planar ally</i> , but up to 12 HD of called creatures	V,S,DF X (250)	10 min	Close	Called creature(s) (max. 30 ft. apart)	Instant			261
	conj. (summoning)	Summon Monster VI	Summon extraplanar creatures(s) to act as directed • Can summon 1 level-6 creature, or 1d3 level-5 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			287
*	necro.	Symbol of Fear ^(T) [fear, mind-affecting] (symbol: fear)	Creatures become panicked for 1 rnd/lvl	V,S, M (1000+)	10 min or longer (📖)	0 ft. (60 ft. active radius)	1 symbol (must be in plain sight and in a prominent location)	Until triggered, then 10 min/lvl	Will negs	Yes	290
*	ench. (charm)	Symbol of Persuasion ^(T) [mind-affecting] (symbol: persuasion)	Creatures become charmed (as <i>charm monster</i>) for 1 hr/lvl						Will negs		290
*	necro.	Undeath to Death	Kills 1d4/lvl HD of undead creatures (max. 20d4 HD) • Creatures with the fewest HD are affected first; no creature with 9 or more HD is affected.	V,S,DF	1 action	Medium	40-ft. radius burst	Instant	Will negs	Yes	297
–	trans.	Wind Walk [air]	Caster and allies transformed into misty vapor (as for <i>gaseous form</i>) and can travel 600 ft./rnd • Subjects can regain normal form and transform back to vapor as desired (each change takes 5 rounds).	V,S,DF	1 action	Touch	You + 1 creature per 3 lvls	1 hr/lvl (D)	Will negs (h)	Yes (h)	302
–	conj. (teleport.)	Word of Recall	Transports caster and allies back to known sanctuary • Designated area of arrival can be no larger than 10 ft. x 10 ft. • You and allies can each carry objects weighing up to maximum load. A Large creature counts as 2 Medium creatures, etc.	V	1 action	Any	You + 1 willing creature (Medium or smaller) per 3 lvls	Instant	Will negs (obj)	Yes (obj)	303

LEVEL 7

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
–	evocation	Blasphemy [sonic, evil]	Kills/paralyses/weakens/dazes non-evil creatures (📖) • If on your home plane, non-evil extraplanar creatures are banished for at least 24 hours (Will negates, with a –4 penalty on the save).	V	1 action	40 ft.	Spread centered on caster	Instant		Yes	205
	trans.	Control Weather	Change weather conditions in local area (📖)	V,S	10 min (📖)	2 miles	Circle centered on caster	4d12 hr (📖)			214
–	necro.	Destruction [death]	Kills target creature and destroys remains • Successful save inflicts 10d6 damage instead. • Target's equipment and possessions are not destroyed.	V,S,F (500)	1 action	Close	1 creature	Instant	Fort part	Yes	218
–	evocation	Dictum [sonic, lawful]	Kills/paralyses/slows/deafens non-lawful creatures (📖) • If on your home plane, non-lawful extraplanar creatures are banished for at least 24 hours (Will negates, with a –4 penalty on the save).	V	1 action	40 ft.	Spread centered on caster	Instant		Yes	220
5	trans.	Ethereal Jaunt	You and your equipment shift to the Ethereal Plane	V,S	1 action	Personal	You	1 rnd/lvl (D)			227
	conj. (healing)	Greater Restoration	As <i>restoration</i> , but also provides other benefits: • Restores all drained experience levels to subject (only if the time since the levels were lost is less than or equal to 1 week per caster level). • Restores all points permanently drained from all ability scores. • Removes all mental effects such as insanity, <i>confusion</i> , etc.	V,S, X (500)	10 min	Touch	1 creature	Instant	Will negs (h)	Yes (h)	272
–	divination (scrying)	Greater Scrying	As <i>scrying</i> , but casts faster and lasts longer • All spells noted under <i>scrying</i> can be cast reliably through the sensor, as well as <i>read magic</i> and <i>tongues</i> .	V,S	1 action	Any	Magical sensor	1 hr/lvl	Will negs	Yes	275
–	evocation	Holy Word [sonic, good]	Kills/paralyses/blinds/deafens non-good creatures (📖) • If on your home plane, non-good extraplanar creatures are banished for at least 24 hours (Will negates, with a –4 penalty on the save).	V	1 action	40 ft.	Spread centered on caster	Instant		Yes	242
*	conj. (healing)	Mass Cure Serious Wounds (H)	Cure 3d8+1/lvl (max. +35) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	216
*	necro.	Mass Inflict Serious Wounds (I)	Inflict 3d8+1/lvl (max. +35) hp damage on each target	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half	Yes	244
–	conj. (teleport.)	Refuge	Prepared token teleports its possessor (and equipment up to max. load) to caster's abode when broken	V,S,M (1500)	1 action	Touch	1 object	Until discharged			269
–	conj. (healing)	Regenerate	Subject's severed body parts grow back • After spell is cast, regeneration takes 1 round if the severed members are present and touching the subject; otherwise it takes 2d10 rounds. • Also cures 4d8+1/lvl (max. +35) hp damage, and eliminates any fatigue, exhaustion, or nonlethal damage suffered by the subject.	V,S,DF	3 rounds	Touch	1 living creature	Instant	Fort negs (h)	Yes (h)	270
	abjur.	Repulsion	Creatures can't approach caster • If caster moves closer to an affected creature, it is not forced back.	V,S,DF	1 action	Up to 10 ft/lvl	Emanation from caster	1 rnd/lvl (D)	Will negs	Yes	271
–	conj. (healing)	Resurrection	As <i>raise dead</i> , but cures all damage to subject • Will work on victim of a death effect, or one turned undead then destroyed.	V,S,DF M (10000)	10 min.	Touch	1 corpse, or portion thereof (dead no more than 10 years/lvl)	Instant		Yes (h)	272
	conj. (summoning)	Summon Monster VII	Summon extraplanar creatures(s) to act as directed • Can summon 1 level-7 creature, or 1d3 level-6 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			287
*	ench. (compulsion)	Symbol of Stunning (T) [mind-aff.] (symbol: stunning)	Creatures become stunned for 1d6 rounds	V,S,M (5000+)	10 min or longer (📖)	0 ft. (60 ft. active radius)	1 symbol (must be in plain sight and in a prominent location)	Until triggered, then 10 min/lvl	Will negs	Yes	291
*	necro.	Symbol of Weakness (T) (symbol)	Creatures suffer 3d6 Strength damage						Fort negs		291
–	evocation	Word of Chaos [sonic, chaos]	Kills/confuses/stuns/deafens non-chaotic creatures (📖) • If on your home plane, non-chaotic extraplanar creatures are banished for at least 24 hours (Will negates, with a –4 penalty on the save).	V	1 action	40 ft.	Spread centered on caster	Instant		Yes	303

LEVEL 8

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
abjur.	Antimagic Field	Suppresses (but does not dispel) all magic, and prevents the functioning of magical items • <i>Wall of force, prismatic sphere, prismatic wall, or another antimagic field</i> are unaffected.	V,S,DF	1 action	10 ft.	Emanation from caster	10 min/lvl (D)		(☞)	200
abjur.	Cloak of Chaos [chaotic]	As <i>protection from law</i> , but with these improvements: • Against all attacks, subjects gain +4 deflection bonus to AC and +4 resistance bonus on saves. • Subjects gain SR 25 against creatures and spells of lawful alignment. • If a law-aligned creature succeeds with a melee attack against a warder creature, the attacker is confused for 1 rnd (Will negates).	V,S,F (500+)	1 action	20 ft.	Up to 1 creature/lvl in a 20-ft. radius burst, centered on the caster	1 rnd/lvl (D)	Will negs (h)	Yes (h)	210
– necro.	Create Greater Undead [evil]	Create a shadow, wraith, spectre or devourer	V,S,M (50/HD)	1 hour	Close	1 corpse	Instant			215
* abjur.	Dimensional Lock	Prohibit extradimensional travel into or out of affected area	V,S	1 action	Medium	20-ft radius emanation	1 day/lvl		Yes	221
– divination	Discern Location	Find exact location of a known creature or object • Only mind blank successfully blocks this spell.	V,S,DF	10 min	Any	1 creature/object	Instant			222
– evocation	Earthquake [earth]	Intense tremor shakes localised area • Damage and applicable saving throws depend on the terrain (☞).	V,S,DF	1 action	Long	80-ft radius spread (S)	1 rnd	(☞)		225
evocation	Fire Storm [fire]	Deal 1d6/lvl (max. 20d6) of fire damage to all creatures • Natural vegetation and plant creatures can be excluded from damage.	V,S	1 round	Medium	2 10-ft. cubes/lvl (S)	Instant	Ref half	Yes	231
– conj. (calling)	Greater Planar Ally	As <i>lesser planar ally</i> , but up to 18 HD of called creatures	V,S,DF X (500)	10 min	Close	Called creature(s) (max. 30 ft. apart)	Instant			261
* abjur.	Greater Spell Immunity	As <i>spell immunity</i> , but can be applied to spells of 8th level or lower	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	282
abjur.	Holy Aura [good]	As <i>protection from evil</i> , but with these improvements: • Against all attacks, subjects gain +4 deflection bonus to AC and +4 resistance bonus on saves. • Subjects gain SR 25 against creatures and spells of evil alignment. • If an evil-aligned creature succeeds with a melee attack against a warder creature, the attacker is blinded for 1 rnd (Fort negates).	V,S,F (500+)	1 action	20 ft.	Up to 1 creature/lvl in a 20-ft. radius burst, centered on the caster	1 rnd/lvl (D)	Will negs (h)	Yes (h)	241
* conj. (healing)	Mass Cure Critical Wounds (H)	Cure 4d8+1/lvl (max. +40) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	215
* necro.	Mass Inflict Critical Wounds (I)	Inflict 4d8+1/lvl (max. +40) hp damage on each target	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half	Yes	244
Mass Heal ► 9										
abjur.	Shield of Law [lawful]	As <i>protection from chaos</i> , but with these improvements: • Against all attacks, subjects gain +4 deflection bonus to AC and +4 resistance bonus on saves. • Subjects gain SR 25 against creatures and spells of chaotic alignment. • If a chaotic-aligned creature succeeds with a melee attack against a warder creature, the attacker is slowed for 1 round (Will negates).	V,S,F (500+)	1 action	20 ft.	Up to 1 creature/lvl in a 20-ft. radius burst, centered on the caster	1 rnd/lvl (D)	Will negs (h)	Yes (h)	278
conj. (summoning)	Summon Monster VIII	Summon extraplanar creatures(s) to act as directed • Can summon 1 level-8 creature, or 1d3 level-7 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			287
Symbol ► symbol of pain, symbol of sleep, symbol of fear, symbol of persuasion, symbol of stunning, symbol of weakness, symbol of death, symbol of insanity										
* necro.	Symbol of Death (T) [death] (symbol: death)	Creatures within active radius are slain • Only slays creatures whose combined current hp do not exceed 150.	V,S,M (5000+)	10 min or longer (☞)	0 ft. (60 ft. active radius)	1 symbol (must be in plain sight and in a prominent location)	Until triggered, then 10 min/lvl	Fort negs	Yes	289
* ench. (compulsion)	Symbol of Insanity (T) [mind-aff.] (symbol: insanity)	Creatures become permanently insane (as <i>insanity</i>)						Will negs		290
abjur.	Unholy Aura [evil]	As <i>protection from good</i> , but with these improvements: • Against all attacks, subjects gain +4 deflection bonus to AC and +4 resistance bonus on saves. • Subjects gain SR 25 against creatures and spells of good alignment. • If a good-aligned creature succeeds with a melee attack against a warder creature, the attacker takes 1d6 temp. STR dmg (Fort negs).	V,S,F (500+)	1 action	20 ft.	Up to 1 creature/lvl in a 20-ft. radius burst, centered on the caster	1 rnd/lvl (D)	Will negs (h)	Yes (h)	297

LEVEL 9

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
necro.	Astral Projection	Projects caster and allies into the Astral Plane	V,S, M (1000+)	30 min	Touch	You + 1 willing creature per 2 lvls	(☞)		Yes	201
necro.	Energy Drain	Target gains 2d4 negative levels for 24 hours • After 24 hours, target must make a Fort save for each negative level to prevent permanent loss of a character level. • Undead instead gain 2d4x5 temporary hp for 1 hour.	V,S	1 action	Close	Ray	Instant		Yes	226
6 trans.	Etherealness	As <i>ethereal jaunt</i> , but you can take allies with you	V,S	1 action	Touch	You + 1 willing creature per 3 lvls	1 min/lvl (D)		Yes	228
– conj. (calling)	Gate	<u>Calling</u> : Summon extraplanar creature(s) to your service	V,S, X (1000)	1 action	Medium	(☞)	Instant			234
conj. (creation)		<u>Planar travel</u> : opens a gateway to another plane	V,S			Gateway (5 to 20 ft. diameter)	Conc., up to 1 rnd/lvl			
evocation	Implosion	Kill one corporeal creature per round • A particular creature cannot be targeted more than once.	V,S	1 action	Close	Up to 4 corporeal creatures	Conc. (up to 4 rnds)	Fort negs	Yes	243
8 conj. (healing)	Mass Heal	As <i>heal</i> , but can affect multiple creatures • Up to 250 hit points can be restored to each creature.	V,S	1 action	Close	1 or more creatures (max. 30 ft. apart)	Instant	Will negs (h)	Yes (h)	239
evocation	Miracle	Request a deity's intercession (☞)	V,S, X (☞)	1 action	(☞)	(☞)	(☞)	(☞)	(☞)	254
necro.	Soul Bind	Traps soul in gem, preventing raising or resurrection	V,S, F (1000 per HD)	1 action	Close	1 corpse (dead no more than 1 rnd/lvl)	Permanent	Will negs		281
conj. (summoning)	Storm of Vengeance	Storm cloud rains acid, lightning and hail (☞)	V,S	1 round	Long	360-ft. radius storm cloud	Conc. (max. 10 rnds) (D)	(☞)	Yes	285
conj. (summoning)	Summon Monster IX	Summon extraplanar creatures(s) to act as directed • Can summon 1 level-9 creature, or 1d3 level-8 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288
– conj. (healing)	True Resurrection	As <i>resurrection</i> , but no portion of body is needed provided the subject can be unambiguously identified • Subject suffers no loss of level, CON, or prepared spells after being raised.	V,S,DF M (25000)	10 min.	0 ft.	N/A	Instant		Yes (h)	296

Spells Without Somatic Components

Most spells, as can be seen from the tables above, have both verbal (V) and somatic (S) components. The following list shows which cleric spells lack somatic components.

V components only (no S/M/F)	V+M/F components (no S)
1 Command	0 Light
3 Blindness/Deafness	2 Darkness
5 Greater Command	3 Deeper Darkness
6 Geas/Quest	4 Tongues
6 Word of Recall	
7 Blasphemy	
7 Dictum	
7 Holy Word	
7 Word of Chaos	

CLERIC DOMAINS

General Notes

Each domain's granted power(s) are listed above its spell list.

(x) These spells are not on the standard cleric spell list.

(+) These spells are on the standard cleric spell list, but at a higher level.

(-) These spells are on the standard cleric spell list, and at a lower level.

AIR

• **Turn/Rebuke Earth/Air Creatures (Su)**: 3+CHA per day: Rebuke/command air creatures, or turn/destroy earth creatures, in the same manner as a cleric turns/rebukes undead.

– conj. (creation)	1	Obscuring Mist	Misty vapor obscures all sight beyond 5 ft. • A creature 5 ft. away has concealment (20% miss chance).	V,S	1 action	20 ft.	Spread, 20 ft. high	1 min/lvl			258
– evoc.	2	Wind Wall [air] (+)	Vertical curtain of wind deflects arrows, small flying creatures, and gases • Arrows and bolts automatically miss; other normal ranged weapons have 30% miss chance.	V,S,DF	1 action	Medium	Wall (up to 10 ft./lvl long and 5 ft./lvl high) (S)	1 rnd/lvl		Yes	302
– trans.	3	Gaseous Form (x)	Subject becomes insubstantial and gains DR 10/magic • Subject can fly at 10 ft./rnd with perfect maneuverability	S,DF	1 action	Touch	1 willing corporeal creature	2 min/lvl (D)			234
– trans.	4	Air Walk [air]	Subject can tread on air as if solid • Maximum upward or downward angle is 45 degrees, at half-speed.	V,S,DF	1 action	Touch	1 creature (Gargantuan or smaller)	10 min/lvl		Yes (h)	196
– trans.	5	Control Winds (x) [air]	Change wind direction and speed (☞)	V,S	1 action	40 ft./lvl	Cylinder (up to 40 ft./lvl radius, 40 ft. high)	10 min/lvl	Fort negs (☞)		214
– evoc.	6	Chain Lightning (x) [electricity]	Bolt deals 1d6/lvl electricity damage (max. 20d6) to primary target; extra bolts hit secondary targets, each dealing half as much damage as the primary bolt did	V,S,F	1 action	Long	Primary target + 1 sec. target/lvl (each within 30 ft. of primary)	Instant	Ref half	Yes	208
trans.	7	Control Weather	Change weather conditions in local area (☞)	V,S	10 min (☞)	2 miles	Circle centered on caster	4d12 hr (☞)			214
– evoc.	8	Whirlwind [air] (x)	Cyclone deals 3d6 dmg to Large or smaller creatures • Cyclone moves 60 ft./rnd, under caster's direction (standard action). • Medium-size or smaller creatures that fail their Reflex save must make another or be picked up bodily, taking 1d8 dmg/rnd (no save); carried creatures can be ejected whenever caster wishes.	V,S,DF	1 action	Long	Cyclone (10-ft. wide at base, 30 ft. wide at top, and 30 ft. tall)	1 rnd/lvl (D)	Ref negs (☞)	Yes	301
– conj. (summoning)	9	Elemental Swarm (x) [cast as air spell only]	Summon multiple air elementals • 2d4 Large elementals, then (after 10 minutes) 1d4 Huge elementals, then (after another 10 minutes) 1 greater elemental. • Each elemental has maximum hit points per HD.	V,S	10 min	Medium	Summoned creatures (max. 30 ft. apart)	10 min/lvl (D)			226

ANIMAL

• *Animal friendship (Sp)*: 1/day.

• *Speak with animals (Sp)*: 1/day.

• Knowledge (nature) is a class skill.

-	ench. (compulsion)	1	Calm Animals (x) [mind-affecting]	Animals (total HD up to 2d4+1/lvl) become docile	V,S	1 action	Close	Animal(s) (with INT 1 or 2) (max. 30 ft. apart)	1 min/lvl	Will negs	Yes	207
-	ench. (compulsion)	2	Hold Animal (x) [mind-affecting]	Target freezes, paralyzed; can take no actions	V,S	1 action	Medium	1 animal	1 rnd/lvl (D)	Will negs	Yes	241
-	ench. (compulsion)	3	Dominate Animal (x) [mind-affect.]	Target animal obeys silent mental commands	V,S	1 round	Close	1 animal	1 rnd/lvl	Will negs	Yes	224
4 Repel Vermin												
+	conj. (summoning)	4	Summon Nature's Ally IV (x) [summon animals only]	Summon natural creature(s) to fight or act as directed	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288
	div.	5	Commune with Nature (x)	Gain knowledge of surrounding territory	V,S	10 min	Personal	You	Instant			211
	abjur.	6	Antilife Shell	Hemispherical barrier keeps out living creatures	V,S,DF	1 round	10 ft.	Emanation from caster	10 min/lvl (D)		Yes	199
-	trans.	7	Animal Shapes (x)	As alternate form special ability (see <i>Monster Manual</i>), but can affect multiple creatures	V,S,DF	1 action	Close	1 willing creature/lvl (max. 30 ft. apart)	1 hr/lvl (D)		Yes (h)	198
8 Creeping Doom												
+	conj. (summoning)	8	Summon Nature's Ally VIII (x) [summon animals only]	Summon natural creature(s) to fight or act as directed	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			289
-	trans.	9	Shapechange (x)	As polymorph , but caster can assume the form of any single nonunique creature or object	V,S,F (1500)	1 action	Personal	You	10 min/lvl (D)			277

CHAOS

- Cast all [chaotic] spells at +1 caster level.

–	abjur.	1	Prot. from Law [chaotic]	Magical barrier surrounds and moves with the subject: <ul style="list-style-type: none"> • Against attacks from lawful creatures, the subject gains +2 deflection bonus to AC and +2 resistance bonus on saving throws. • Attempts to possess or exercise mental control over the subject are blocked. • Summoned or conjured non-chaotic creatures cannot touch the subject (subject to SR); this effect ends if the subject attacks or tries to force the barrier against a blocked creature. 	V,S,DF	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes (h)	266
–	evoc.	2	Shatter [sonic]	Destroy all nonmagical brittle objects in affected area <ul style="list-style-type: none"> • Objects weighing more than 1 lb./lvl are not affected. Destroy single solid object (regardless of composition) Deal 1d6/lvl sonic damage (max. 10d6) to a crystalline creature	V,S,DF	1 action	Close	5-ft radius spread 1 object (up to 10 lb./lvl) 1 crystalline creature	Instant	Will negs (obj) Fort half	Yes (obj)	278
–	abjur.	3	Magic Circle against Law [chaotic]	As <i>protection from law</i> , but encompasses a larger area and lasts longer. <ul style="list-style-type: none"> • Can be focused inward rather than outward to imprison a called non-chaotic creature. 	V,S,DF	1 action	Touch	10-ft. emanation (from touched creature)	10 min/lvl	Will negs (h)	Yes (h)	249
–	evoc.	4	Chaos Hammer (x) [chaotic]	Damages and slows non-chaotic creatures <ul style="list-style-type: none"> • Lawful creatures take 1d8 per 2 lvls (max. 5d8) damage (or 1d6/lvl, max. 10d6, for lawful outsiders) and are slowed for 1d6 rounds. • Neutral creatures take half damage (successful save reduces this to one-quarter) and are not slowed. 	V,S	1 action	Medium	20-ft. radius burst	Instant	Will half (and negates slow effect)	Yes	208
	abjur.	5	Dispel Law [chaotic]	Caster gains +4 deflection bonus to AC against lawful creatures <ul style="list-style-type: none"> • On a successful melee touch attack against a lawful extraplanar creature, you can choose to drive it back to its home plane (Will negates, SR applies). This use discharges and ends the spell. • With a touch, you can automatically dispel any one enchantment cast by a lawful creature, or any one spell of lawful alignment (no save or SR applies); this discharges and ends the spell. (Spells that can't be dispelled by <i>dispel magic</i> are unaffected by this spell.) 	V,S,DF	1 action	Personal	You	1 rnd/lvl (or until discharged)			222
–	trans.	6	Animate Objects	Objects can be commanded to attack foes <ul style="list-style-type: none"> • A Medium object counts as 2 Small objects; a Large object counts as 2 Medium objects, etc. • Cannot animate objects carried or worn by a creature. 	V,S	1 action	Medium	1 Small object/lvl	1 rnd/lvl			199
–	evoc.	7	Word of Chaos [sonic, chaos]	Kills/confuses/stuns/deafens non-chaotic creatures (📖) <ul style="list-style-type: none"> • If on your home plane, non-chaotic extraplanar creatures are banished for at least 24 hours (Will negates, with a –4 penalty on the save). 	V	1 action	40 ft.	Spread centered on caster	Instant		Yes	303
	abjur.	8	Cloak of Chaos [chaotic]	As <i>protection from law</i> , but with these improvements: <ul style="list-style-type: none"> • Against all attacks, subjects gain +4 deflection bonus to AC and +4 resistance bonus on saves. • Subjects gain SR 25 against creatures and spells of lawful alignment. • If a creature of lawful alignment succeeds with a melee attack against a warded creature, the attacker is confused for 1 rnd (Will negates). 	V,S,F (500+)	1 action	20 ft.	Up to 1 creature/lvl in a 20-ft. radius burst, centered on the caster	1 rnd/lvl (D)	Will negs (h)	Yes (h)	210
	conj. (summoning)	9	Summon Monster IX [cast as chaos spell only]	Summon extraplanar creature(s) to act as directed <ul style="list-style-type: none"> • Can summon 1 level-9 creature, or 1d3 level-8 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288

DEATH

• **Death Touch (Su)** [death]: 1/day: Make a successful melee touch attack against a living creature, then roll 1d6/lvl; if the total at least equals the creature's current hit points, it dies.

–	necro.	1	Cause Fear [fear, mind-affecting]	Target becomes frightened • If the Will save succeeds, the target is merely shaken for 1 round. • Counters and dispels <i>remove fear</i> .	V,S	1 action	Close	1 living creature (max. 5 HD)	1d4 rnds	Will part	Yes	208
	necro.	2	Death Knell [death, evil]	Kills a dying creature; caster gains 1d8 temporary hp, +2 STR and +1 effective caster level	V,S	1 action	Touch	1 living creature (with –1 hp or lower)	10 min. per HD of target	Will negs	Yes	217
–	necro.	3	Animate Dead [evil]	Creates up to 2 HD/lvl of skeletons and zombies • Can control up to 4 HD/lvl of undead created via this spell.	V,S,M (25+)	1 action	Touch	1 or more corpses	Instant			198
–	necro.	4	Death Ward	Subject gains immunity to death spells and effects, and to energy drain and other negative energy effects • Negative levels the subject has already gained are not affected.	V,S,DF	1 action	Touch	1 living creature	1 min/lvl	Will negs (h)	Yes (h)	217
	necro.	5	Slay Living [death]	Kill target creature • Successful save inflicts 3d6+1/lvl damage instead.	V,S	1 action	Touch	1 living creature	Instant	Fort part	Yes	280
–	necro.	6	Create Undead [evil]	Create a ghoul, ghastr, mummy, or mohrg	V,S,M (50/HD)	1 hour	Close	1 corpse	Instant			215
–	necro.	7	Destruction [death]	Kills target creature and destroys remains • Successful save inflicts 10d6 damage instead. • Target's equipment and possessions are not destroyed.	V,S,F (500)	1 action	Close	1 creature	Instant	Fort part	Yes	218
–	necro.	8	Create Greater Undead [evil]	Create a shadow, wraith, spectre or devourer	V,S,M (50/HD)	1 hour	Close	1 corpse	Instant			215
–	necro.	9	Wail of the Banshee [death, sonic] (x)	Scream kills 1 creature/lvl within affected area • Creatures closest to the caster are affected first.	V	1 action	Close	40-ft. radius spread	Instant	Fort negs	Yes	298

DESTRUCTION

• **Smite (Su)**: 1/day: Make a single melee attack with an additional +4 attack bonus and additional damage bonus equal to current cleric level.

–	necro.	1	Inflict Light Wounds	(I)	Inflict 1d8+1/lvl (max. +5) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half	Yes	244
–	evoc.	2	Shatter [sonic]		Destroy all nonmagical brittle objects in affected area • Objects weighing more than 1 lb/lvl are not affected. Destroy single solid object (regardless of composition) Deal 1d6/lvl sonic damage (max. 10d6) to a crystalline creature	V,S,DF	1 action	Close	5-ft radius spread 1 object (up to 10 lb./lvl) 1 crystalline creature	Instant	Will negs (obj) Fort half	Yes (obj)	278
–	necro.	3	Contagion [evil]		Inflicts target with chosen disease (📖)	V,S	1 action	Touch	1 living creature	Instant	Fort negs	Yes	213
–	necro.	4	Inflict Critical Wounds	(I)	Inflict 4d8+1/lvl (max. +20) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half	Yes	244
–	necro.	5	Mass Inflict Light Wounds	(I)	Inflict 1d8+1/lvl (max. +25) hp damage on each target (circle of doom)	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half	Yes	244
–	necro.	6	Harm		Negative energy deals 10/lvl (max. 150) hp damage • On a successful save, target's hit points cannot be reduced below 1. • Against an undead creature, <i>harm</i> acts like <i>heal</i> .	V,S	1 action	Touch	1 creature	Instant	Will half	Yes	239
–	trans.	7	Disintegrate	(x)	Ranged touch attack deals 2d6/lvl damage (max. 40d6) • Successful save inflicts 5d6 damage instead. • If reduced to 0 hp, target is entirely disintegrated, leaving only dust (a disintegrated creature's equipment is unaffected). • Against an object, no more than one 10-ft. cube will be disintegrated.	V,S,M	1 action	Medium	Ray	Instant	Fort part (obj)	Yes	222
–	evoc.	8	Earthquake [earth]		Intense tremor shakes localised area • Damage and applicable saving throws depend on the terrain (📖).	V,S,DF	1 action	Long	80-ft radius spread (S)	1 rnd	(📖)		225
–	evoc.	9	Implosion		Kill one corporeal creature per round • A particular creature cannot be targeted more than once.	V,S	1 action	Close	Up to 4 corporeal creatures	Conc. (up to 4 rnds)	Fort negs	Yes	243

EARTH

• **Turn/Rebuke Air/Earth Creatures (Su):** 3+CHA/day: Rebuke/command earth creatures, or turn/destroy air creatures, in the same manner as a cleric turns/rebukes undead.

	trans.	1	Magic Stone		Stones become +1 projectiles, dealing 1d6+1 damage	V,S,DF	1 action	Touch	Up to 3 pebbles	30 min (or until discharged)	Will negs (h,obj)	Yes (h,obj)	251
–	trans.	2	Soften Earth and Stone [earth] (x)		Turns natural stone to clay, or earth to sand or mud	V,S,DF	1 action	Close	10 ft. sq./lvl (🏠)	Instant			280
–	trans.	3	Stone Shape [earth]		Sculpt stone into any desired shape	V,S,DF	1 action	Touch	Stone or stone object, (up to 10 + 1/lvl cu. ft.)	Instant			284
–	trans.	4	Spike Stones (T)(x) [earth] (can't be disabled using the Disable Device skill)		Rocky ground, stone floor etc. gains hidden spikes; deals 1d8 piercing damage per 5 ft. moved, and restricts movement to half through the area	V,S,DF	1 action	Medium	1 20-ft. square/lvl	1 hr/lvl (D)	Ref part	Yes	283
–	conj. (creation)	5	Wall of Stone [earth]		Create wall of rock, merging into adjoining rock surfaces	V,S,DF	1 action	Medium	Stone wall, area up to one 5-ft. square/lvl (s)	Instant			299
–	abjur.	6	Stoneskin (x)		Subject gains DR 10/adamantine	V,S,M (250)	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Will negs (h)	Yes (h)	284
–	evoc.	7	Earthquake [earth] (+)		Intense tremor shakes localised area	V,S,DF	1 action	Long	80-ft radius spread (S)	1 rnd	(🏠)		225
	trans.	8	Iron Body (x)		Caster's body becomes living iron (similar to iron golem) (🏠)	V,S,DF	1 action	Personal	You	1 min/lvl (D)			245
–	conj. (summoning)	9	Elemental Swarm [cast as earth spell only] (x)		Summon multiple earth elementals	V,S	10 min	Medium	Summoned creatures (max. 30 ft. apart)	10 min/lvl (D)			226

EVIL

- Cast all [evil] spells at +1 caster level.

–	abjur.	1	Prot. from Good [evil]	Magical barrier surrounds and moves with the subject: <ul style="list-style-type: none"> • Against attacks from good creatures, the subject gains +2 deflection bonus to AC and +2 resistance bonus on saving throws. • Attempts to possess or exercise mental control over the subject are blocked. • Summoned or conjured non-evil creatures cannot touch the subject (subject to SR); this effect ends if the subject attacks or tries to force the barrier against a blocked creature. 	V,S,DF	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes (h)	266
–	evoc.	2	Desecrate [evil]	Imbues area with negative energy, strengthening undead: <ul style="list-style-type: none"> • Charisma checks to turn undead receive –3 profane penalty. • Undead in area gain +1 profane bonus on attacks, damage, saves. • Undead created in or summoned into area gain +1 hit point per HD. • If area contains an altar/shrine to caster's deity, above modifiers are doubled. • If area contains an altar/shrine to any other deity, the spell instead curses the area, cutting off the connection with the associated deity, and does not grant the above bonuses/penalties relating to undead. • Counters and dispels <i>consecrate</i>. 	V,S,M (25), DF	1 action	Close	20-ft radius emanation	2 hr/lvl		Yes	218
–	abjur.	3	Magic Circle against Good [evil]	As <i>protection from good</i> , but encompasses a larger area and lasts longer. <ul style="list-style-type: none"> • Can be focused inward rather than outward to imprison a called creature not of the spell's alignment. 	V,S,DF	1 action	Touch	10-ft. emanation (from touched creature)	10 min/lvl	Will negs (h)	Yes (h)	249
–	evoc.	4	Unholy Blight (x) [evil]	Damages and sickens non-evil creatures <ul style="list-style-type: none"> • Good creatures take 1d8 per 2 lvls (max. 5d8) damage (or 1d6/lvl, max. 10d6, for good outsiders) and are sickened for 1d4 rounds. • Neutral creatures take half damage (successful save reduces this to one-quarter) and are not sickened. 	V,S	1 action	Medium	20-ft. radius spread	Instant	Will half (and negates sickening effect)	Yes	297
	abjur.	5	Dispel Good [evil]	Caster gains +4 deflection bonus to AC against good creatures <ul style="list-style-type: none"> • On a successful melee touch attack against a good extraplanar creature, you can choose to drive it back to its home plane (Will negates, SR applies). This use discharges and ends the spell. • With a touch, you can automatically dispel any one enchantment cast by a good creature, or any one spell of good alignment (no save or SR applies); this discharges and ends the spell. (Spells that can't be dispelled by <i>dispel magic</i> are unaffected by this spell.) 	V,S,DF	1 action	Personal	You	1 rnd/lvl (or until discharged)			222
–	necro.	6	Create Undead [evil]	Create a ghoul, ghastr, mummy, or mohrg	V,S,M (50/HD)	1 hour	Close	1 corpse	Instant			215
–	evoc.	7	Blasphemy [sonic, evil]	Kills/paralyzes/weakens/dazes non-evil creatures (🗨) <ul style="list-style-type: none"> • If on your home plane, non-evil extraplanar creatures are banished for at least 24 hours (Will negates, with a –4 penalty on the save). 	V	1 action	40 ft.	Spread centered on caster	Instant		Yes	205
	abjur.	8	Unholy Aura [evil]	As <i>protection from good</i> , but with these improvements: <ul style="list-style-type: none"> • Against all attacks, subjects gain +4 deflection bonus to AC and +4 resistance bonus on saves. • Subjects gain SR 25 against creatures and spells of good alignment. • If a creature of good alignment succeeds with a melee attack against a warded creature, the attacker takes 1d6 temporary Strength damage (Fort negates). 	V,S,F (500+)	1 action	20 ft.	Up to 1 creature/lvl in a 20-ft. radius burst, centered on the caster	1 rnd/lvl (D)	Will negs (h)	Yes (h)	297
	conj. (summoning)	9	Summon Monster IX [cast as evil spell only]	Summon extraplanar creature(s) to act as directed <ul style="list-style-type: none"> • Can summon 1 level-9 creature, or 1d3 level-8 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288

FIRE

• **Turn/Rebuke Water/Fire Creatures (Su):** 3+CHA/day: Rebuke/command fire creatures, or turn/destroy water creatures, in the same manner as a cleric turns/rebukes undead.

–	evoc.	1	Burning Hands [fire] (x)	Deal 1d4/lvl fire damage (max. 5d4) • Flammable materials burn; extinguishing them is a full-round action.	V,S	1 action	15 ft.	Cone burst	Instant	Ref half	Yes	207
–	evoc.	2	Produce Flame [fire] (x)	Thrown (120 ft) or melee touch; deal 1d6+1/lvl (max. +5) fire dmg • Each attack reduces the remaining duration by 1 minute.	V,S	1 action	0 ft.	Flame in caster's palm (as bright as a torch)	1 min/lvl (D)		Yes	265
–	abjur.	3	Resist Energy (–) (resist elements)	Subject gains energy resistance 10 against specified energy type (cold or fire) • Resistance increases to 20 at caster level 7, and 30 at caster level 11. • Does not stack with protection from energy.	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Fort negs (h)	Yes (h)	272
–	evoc.	4	Wall of Fire [fire] (x)	Creates immobile, opaque curtain of flame • One side (caster's choice) deals 2d4 fire damage to creatures within 10 ft. and 1d4 fire damage to creatures within 20 ft. (each round). • Wall deals 2d6+1/lvl fire dmg (max. +20) to creatures passing through it (double dmg to undead). • Any 5-ft. length of wall taking 20 points of cold damage in a round goes out (do not divide cold damage by 4, as is normal for objects). • If wall is evoked where creatures are, each takes damage as if passing through it (no save).	V,S,DF	1 action	Medium	Wall up to 20-ft. high (either a sheet of flame up to 20 ft./lvl long, or a ring with radius up to 5 ft. per 2 lvls)	Conc. + 1 rnd/lvl		Yes	298
	evoc.	5	Fire Shield [fire / cold] (x)	Protect against fire or cold-based attacks (caster's choice) • Caster takes half damage from attacks of the specified type; if the attack allows a Reflex save, the caster takes no damage on a successful save. • Melee attackers receive 1d6+1/lvl (max. +15) damage of the specified energy type (SR applies).	V,S,DF	1 action	Personal	You	1 rnd/lvl (D)			230
–	conj. (creation)	6	Fire Seeds [fire] (x)	<u>Acorn grenades:</u> Deal total of 1d6/lvl damage (max. 20d6) (divide damage dice among up to four grenades as desired) • Ranged touch attack (max. range 100 ft.); each acorn deals 1 hp of splash damage per die and ignites combustible material within 10 ft. <u>Holly berry bombs:</u> Each deals 1d8+1/lvl damage • Placed by hand and ignite on command if caster is within 200 ft (5 ft. radius burst); ignite combustible material within 5 ft.	V,S,M	1 action	Touch	Up to 4 acorns Up to 8 holly berries	10 min/lvl (or until used)	Ref half (creatures struck directly get no save) Ref half	Yes	230
	evoc.	7	Fire Storm [fire] (+)	Deal 1d6/lvl (max. 20d6) of fire damage to all creatures • Natural vegetation and plant creatures can be excluded from damage.	V,S	1 round	Medium	2 10-ft. cubes/lvl (S)	Instant	Ref half	Yes	231
–	conj. (creation)	8	Incendiary Cloud [fire] (x)	As fog cloud, but also deals 4d6 hp/rnd fire damage • Cloud moves away from caster at 10 ft./rnd; by concentrating, caster can move it up to 60 ft./rnd	V,S	1 action	Medium	20-ft. radius spread, 20 ft. high	1 rnd/lvl	Ref half	Yes	244
–	conj. (summoning)	9	Elemental Swarm [cast as fire spell only] (x)	Summon multiple fire elementals • 2d4 Large elementals, then (after 10 minutes) 1d4 Huge elementals, then (after another 10 minutes) 1 greater elemental. • Each elemental has maximum hit points per HD.	V,S	10 min	Medium	Summoned creatures (max. 30 ft. apart)	10 min/lvl (D)			226

GOOD

- Cast all [good] spells at +1 caster level.

–	abjur.	1	Prot. from Evil [good]	Magical barrier surrounds and moves with the subject: <ul style="list-style-type: none"> • Against attacks from evil creatures, the subject gains +2 deflection bonus to AC and +2 resistance bonus on saving throws. • Attempts to possess or exercise mental control over the subject are blocked. • Summoned or conjured non-good creatures cannot touch the subject (subject to SR); this effect ends if the subject attacks or tries to force the barrier against a blocked creature. 	V,S,DF	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes (h)	266
–	ench. (compulsion)	2	Aid [mind-affecting]	Subject gains +1 morale bonus to attacks and saves vs. fear, plus 1d8+1/lvl (max. +10) temporary hp	V,S,DF	1 action	Touch	1 living creature	1 min/lvl		Yes (h)	196
–	abjur.	3	Magic Circle against Evil [good]	As <i>protection from evil</i> , but encompasses a larger area and lasts longer. <ul style="list-style-type: none"> • Can be focused inward rather than outward to imprison a called creature not of the spell's alignment. 	V,S,DF	1 action	Touch	10-ft. emanation (from touched creature)	10 min/lvl	Will negs (h)	Yes (h)	249
–	evoc.	4	Holy Smite [good] (x)	Damages and blinds non-good creatures <ul style="list-style-type: none"> • Evil creatures take 1d8 per 2 lvls (max. 5d8) damage (or 1d6/lvl, max. 10d6, for evil outsiders) and are blinded for 1 round. • Neutral creatures take half damage (successful save reduces this to one-quarter) and are not blinded. 	V,S	1 action	Medium	20-ft. radius burst	Instant	Will half (and negates blinding effect)	Yes	241
	abjur.	5	Dispel Evil [good]	Caster gains +4 deflection bonus to AC against evil creatures <ul style="list-style-type: none"> • On a successful melee touch attack against an evil extraplanar creature, you can choose to drive it back to its home plane (Will negates, SR applies). This use discharges and ends the spell. • With a touch, you can automatically dispel any one enchantment cast by an evil creature, or any one spell of evil alignment (no save or SR applies); this discharges and ends the spell. (Spells that can't be dispelled by <i>dispel magic</i> are unaffected by this spell.) 	V,S,DF	1 action	Personal	You	1 rnd/lvl (or until discharged)			222
–	evoc.	6	Blade Barrier [force]	Vertical curtain of blades deals 1d6/lvl (max. 15d6) damage to any creature passing through <ul style="list-style-type: none"> • If the barrier is evoked where creatures are, each must make a Reflex save to avoid the wall (ending up on the side of its choice). • Barrier provides cover against attacks made through it. 	V,S	1 action	Medium	Wall of blades, 20 ft. high (either a flat plane up to 20 ft./lvl long, or ring with radius of 5 ft. per 2 lvls)	1 min/lvl (D)	Ref half	Yes	205
–	evoc.	7	Holy Word [sonic, good]	Kills/paralyzes/blinds/deafens non-good creatures (📖) <ul style="list-style-type: none"> • If on your home plane, non-good extraplanar creatures are banished for at least 24 hours (Will negates, with a –4 penalty on the save). 	V	1 action	40 ft.	Spread centered on caster	Instant		Yes	242
	abjur.	8	Holy Aura [good]	As <i>protection from evil</i> , but with these improvements: <ul style="list-style-type: none"> • Against all attacks, subjects gain +4 deflection bonus to AC and +4 resistance bonus on saves. • Subjects gain SR 25 against creatures and spells of evil alignment. • If a creature of evil alignment succeeds with a melee attack against a warder creature, the attacker is blinded for 1 rnd (Fort negates). 	V,S,F (500+)	1 action	20 ft.	Up to 1 creature/lvl in a 20-ft. radius burst, centered on the caster	1 rnd/lvl (D)	Will negs (h)	Yes (h)	241
	conj. (summoning)	9	Summon Monster IX [cast as good spell only]	Summon extraplanar creatures(s) to act as directed <ul style="list-style-type: none"> • Can summon 1 level-9 creature, or 1d3 level-8 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288

HEALING

- Cast all healing spells at +1 caster level.

	conj. (healing)	1	Cure Light Wounds (H)	Cure 1d8+1/lvl (max. +5) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
	conj. (healing)	2	Cure Moderate Wounds (H)	Cure 2d8+1/lvl (max. +10) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
	conj. (healing)	3	Cure Serious Wounds (H)	Cure 3d8+1/lvl (max. +15) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
	conj. (healing)	4	Cure Critical Wounds (H)	Cure 4d8+1/lvl (max. +20) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
–	conj. (healing)	5	Mass Cure Light Wounds (H) <i>(healing circle)</i>	Cure 1d8+1/lvl (max. +25) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	216
–	conj. (healing)	6	Heal	Positive energy cures 10/lvl (max. 150) hp damage <ul style="list-style-type: none"> • Also ends any and all of these conditions: ability damage, blinded, <i>confused</i>, <i>dazed</i>, <i>dazzled</i>, deafened, diseased, <i>exhausted</i>, <i>fatigued</i>, <i>feebleminded</i>, insanity, <i>nauseated</i>, poisoned, <i>sickened</i>, <i>stunned</i>. • Against an undead creature, <i>heal</i> acts like <i>harm</i>. 	V,S	1 action	Touch	1 creature	Instant	Will negs (h)	Yes (h)	239
–	conj. (healing)	7	Regenerate	Subject's severed body parts grow back <ul style="list-style-type: none"> • After spell is cast, regeneration takes 1 round if the severed members are present and touching the subject; otherwise it takes 2d10 rounds. • Also cures 4d8+1/lvl (max. +35) hp damage, and eliminates any <i>fatigue</i>, <i>exhaustion</i>, or <i>nonlethal damage</i> suffered by the subject. 	V,S,DF	3 rounds	Touch	1 living creature	Instant	Fort negs (h)	Yes (h)	270
		8	Mass Heal ► 9									
*	conj. (healing)	8	Mass Cure Critical Wounds (H)	Cure 4d8+1/lvl (max. +40) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	215
		9	True Resurrection									
–	conj. (healing)	9	Mass Heal	As <i>heal</i> , but can affect multiple creatures <ul style="list-style-type: none"> • Up to 250 hit points can be restored to each creature. 	V,S	1 action	Close	1 or more creatures (max. 30 ft. apart)	Instant	Will negs (h)	Yes (h)	239

KNOWLEDGE

- All Knowledge skills are class skills.
- Cast all divination spells at +1 caster level.

–	div.	1	Detect Secret Doors (D)(x)	Detect presence of secret doors, compartments, caches, etc.	V,S	1 action	60 ft.	Cone emanation	Conc., up to 1 min/lvl (D)			220
–	div.	2	Detect Thoughts [mind-affecting] (D)(x)	Detect and eavesdrop on surface thoughts of nearby creatures	V,S,DF	1 action	60 ft.	Cone emanation	Conc., up to 1 min/lvl (D)	Will negs (📖)		220
–	div. (scrying)	3	Clairaudience/ Clairvoyance (x)	Hear or see as if you were at a specified location <ul style="list-style-type: none"> • Location must be known, but line of effect is not needed. 	V,S,DF	1 action	Long	Magical sensor	1 min/lvl (D)			209
	div.	4	Divination	Provides advice for specific proposed actions <ul style="list-style-type: none"> • Base chance for receiving a meaningful reply is 70% + 1%/lvl (max. 90%). 	V,S,M (25+)	10 min	Personal	You	Instant			224
–	div.	5	True Seeing	Subject sees all things within 120 ft. as they really are <ul style="list-style-type: none"> • Subject can see through normal or magical darkness, notice secret doors hidden by magic, ignore <i>blur</i> and <i>displacement</i> effects, see invisible objects or creatures, see through illusions, see the true form of <i>polymorphed</i>, changed, or transmuted things, and see into the Ethereal Plane. • Subject can also determine the alignments of creatures at a glance. 	V,S,M (250)	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	296
	div.	6	Find the Path	Reveals the most direct route to a specified location	V,S,F	3 rounds	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	230
	div.	7	Legend Lore (x)	Bring to mind legends about an important person, place or thing	V,S, M(250), F (50)	(📖)	Personal	You	Instant			246
–	div.	8	Discern Location	Find exact location of a known creature or object <ul style="list-style-type: none"> • Only mind blank successfully blocks this spell. 	V,S,DF	10 min	Any	1 creature/object	Instant			222
	div.	9	Foresight (x)	"Sixth sense" warns of impending danger to subject <ul style="list-style-type: none"> • If caster is subject, he gains +2 insight bonus to AC and Reflex saves. 	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	233

LAW

- Cast all [lawful] spells at +1 caster level.

–	abjur.	1	Prot. from Chaos [lawful]	Magical barrier surrounds and moves with the subject: <ul style="list-style-type: none"> • Against attacks from chaotic creatures, the subject gains +2 deflection bonus to AC and +2 resistance bonus on saving throws. • Attempts to possess or exercise mental control over the subject are blocked. • Summoned or conjured non-lawful creatures cannot touch the subject (subject to SR); this effect ends if the subject attacks or tries to force the barrier against a blocked creature. 	V,S,DF	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes (h)	266
–	ench. (compulsion)	2	Calm Emotions [mind-affecting]	Calm agitated creatures <ul style="list-style-type: none"> • Mind-affecting spells and effects are suppressed. • Any aggressive action or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures. 	V,S,DF	1 action	Medium	20-ft. spread	Conc. up to 1 rnd/lvl (D)	Will negs	Yes	207
–	abjur.	3	Magic Circle against Chaos [lawful]	As <i>protection from chaos</i> , but encompasses a larger area and lasts longer. <ul style="list-style-type: none"> • Can be focused inward rather than outward to imprison a called creature not of the spell's alignment. 	V,S,DF	1 action	Touch	10-ft. emanation (from touched creature)	10 min/lvl	Will negs (h)	Yes (h)	249
–	evoc.	4	Order's Wrath (x) [lawful]	Damages and dazes non-good creatures <ul style="list-style-type: none"> • Chaotic creatures take 1d8 per 2 lvls (max. 5d8) damage (or 1d6/lvl, max. 10d6, for chaotic outsiders) and are dazed for 1 round. • Neutral creatures take half damage (successful save reduces this to one-quarter) and are not dazed. 	V,S	1 action	Medium	Burst filling 30-ft. cube	Instant	Will half (and negates daze effect)	Yes	258
	abjur.	5	Dispel Chaos [lawful]	Caster gains +4 deflection bonus to AC against chaotic creatures <ul style="list-style-type: none"> • On a successful melee touch attack against a chaotic extraplanar creature, you can choose to drive it back to its home plane (Will negates, SR applies). This use discharges and ends the spell. • With a touch, you can automatically dispel any one enchantment cast by a chaotic creature, or any one spell of chaotic alignment (no save or SR applies); this discharges and ends the spell. (Spells that can't be dispelled by <i>dispel magic</i> are unaffected by this spell.) 	V,S,DF	1 action	Personal	You	1 rnd/lvl (or until discharged)			222
	ench. (compulsion)	6	Hold Monster (x) [mind-affecting]	As <i>hold person</i> , but can affect any living creature	V,S,DF	1 action	Medium	1 living creature	1 rnd/lvl (D)	Will negs	Yes	241
–	evoc.	7	Dictum [sonic, lawful]	Kills/paralyzes/slows/deafens non-lawful creatures (🗡️) <ul style="list-style-type: none"> • If on your home plane, non-lawful extraplanar creatures are banished for at least 24 hours (Will negates, with a –4 penalty on the save). 	V	1 action	40 ft.	Spread centered on caster	Instant		Yes	220
	abjur.	8	Shield of Law [lawful]	As <i>protection from chaos</i> , but with these improvements: <ul style="list-style-type: none"> • Against all attacks, subjects gain +4 deflection bonus to AC and +4 resistance bonus on saves. • Subjects gain SR 25 against creatures and spells of chaotic alignment. • If a creature of chaotic alignment succeeds with a melee attack against a warded creature, the attacker is <i>slowed</i> for 1 round (Will negates). 	V,S,F (500+)	1 action	20 ft.	Up to 1 creature/lvl in a 20-ft. radius burst, centered on the caster	1 rnd/lvl (D)	Will negs (h)	Yes (h)	278
	conj. (summoning)	9	Summon Monster IX [cast as lawful spell only]	Summon extraplanar creatures(s) to act as directed <ul style="list-style-type: none"> • Can summon 1 level-9 creature, or 1d3 level-8 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288

LUCK

• **Good Fortune (Ex):** 1/day: May reroll any one roll just made [before the DM declares whether the roll results in success or failure](#). You must take the result of the reroll, even if it's worse than the original roll.

-	abjur.	1	Entropic Shield	Ranged attacks at caster have 20% miss chance	V,S	1 action	Personal	You	1 min/lvl (D)			227
-	ench. (compulsion)	2	Aid [mind-affecting]	Subject gains +1 morale bonus to attacks and saves vs. fear, plus 1d8+1/lvl (max. +10) temporary hp	V,S,DF	1 action	Touch	1 living creature	1 min/lvl		Yes (h)	196
-	abjur.	3	Protection from Energy (prot. from elements)	Subject gains temporary immunity to specified energy type (acid, cold, electricity, fire, sonic) • Spell is discharged after absorbing 12/lvl (max. 120) hp damage. • Takes precedence over <i>resist energy</i> .	V,S,DF	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Fort negs (h)	Yes (h)	266
-	abjur.	4	Freedom of Movement	Subject ignores magical impediments to movement • Can move and attack normally while underwater. • Automatically succeeds at resisting grapples and escaping pins.	V,S,M,DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	233
	abjur.	5	Break Enchantment	Frees victims from enchantments, transmutations and curses • Make a check (1d20 + caster level, max. +15) against each magical effect currently affecting the target (DC 11 + effect's caster level) to break it. • For cursed magic items, the DC is 25. The spell does not remove the curse from the item; it merely frees the victim from the item's effects.	V,S	1 min	Close	1 creature/lvl (max. 30 ft. apart)	Instant			207
	illusion (glamer)	6	Mislead (x)	As <i>greater invisibility</i> with caster as subject, and also creates illusory double of caster	S	1 action	Close	You + 1 illusory double	Conc. + 3 rnds	Disbelief		255
	abjur.	7	Spell Turning (x)	Reflects 1d4+6 spell levels back at their caster • Only non-touch spells that have you as a target are turned.	V,S,DF	1 action	Personal	You	10 min/lvl (or until expended)			282
		8	Holy Aura									
*	div.	8	Moment of Prescience (x)	Gain +1/lvl (max. +25) insight bonus on a single attack roll, opposed ability/skill check, or saving throw • Can also be applied to AC against a single attack. • Can't have more than one <i>moment of prescience</i> active at same time.	V,S	1 action	Personal	You	1 hr/lvl (or until discharged)			255
	evoc.	9	Miracle	Request a deity's intercession (📖)	V,S, X (📖)	1 action	(📖)	(📖)	(📖)	(📖)	(📖)	254

MAGIC

- Use scrolls, wands, and other items with spell completion or spell trigger activation as a wizard of half your cleric level (minimum 1). For the purpose of using a scroll or other magic device, actual wizard levels and these effective wizard levels stack.

+	illusion (glamer)	1	Nystul's Undetectable Aura	(x)	Item registers to <i>detect</i> spells etc. as if nonmagical , or a specified kind of magic item or subject to a specified spell	V,S,F	1 action	Touch	1 object (up to 5 lb./lvl)	1 day/lvl (D)			257
		1	Nystul's Magic Aura	(x)	<ul style="list-style-type: none"> An examiner casting <i>identify</i> (or similar) must make a Will save to recognize that the aura is false and detect the item's actual qualities. 								
-	div.	2	Identify	(x)	Determine all magical properties of a single object <ul style="list-style-type: none"> Includes how to activate (if appropriate) and how many charges left. 	V,S,DF	1 hour	Touch	1 object	Instant			243
-	abjur.	3	Dispel Magic		These spells cannot be dispelled by <i>dispel magic</i> : <ul style="list-style-type: none"> any Instantaneous-duration spell <i>antimagic field</i> curses from <i>bestow curse</i> <i>forbiddance</i> (unless dispeller's lvl is at least as high as caster's) <i>forcecage</i> <i>geas</i> (or lesser <i>geas</i>) <i>globe</i> (or lesser <i>globe</i>) of invulnerability* <i>mark of justice</i> <i>Otiluke's resilient sphere</i>* <i>Otiluke's telekinetic sphere</i>* <i>prismatic sphere/wall</i> <i>wall of force</i> * unless a targeted dispel is used	V,S	1 action	Medium	1 object or creature	Instant			223
					Targeted dispel: Cancel spells on one object or creature <ul style="list-style-type: none"> Make a successful dispel check (1d20 + caster level, max. +10) against each ongoing spell currently in effect on the target (DC 11 + spell's caster level) to cancel it. Against a magic item, make a successful dispel check against the item's caster level to suppress all of the item's magical properties for 1d4 rnds. For an object or creature that is the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it. Area dispel: Cancel up to 1 spell on each object/creature in area <ul style="list-style-type: none"> For each creature or object that is the target of ongoing spells, make a dispel check against the spell with the highest caster level. If that fails, make dispel checks against progressively weaker spells until one is dispelled or all checks fail. Magic items are not affected. For each ongoing area or effect spell centered within the area, make a dispel check to cancel the spell. For each ongoing area or effect spell overlapping the area, make a dispel check to end the effect, but only within the area of the <i>dispel magic</i>. For objects or creatures that are the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it, in addition to attempting to dispel spells targeting the creature or object. Counterspell: Disrupt spell being cast <ul style="list-style-type: none"> Make a dispel check to counter the other spellcaster's spell. 				20-ft. radius burst				
-	evoc.	4	Imbue with Spell Ability		Transfer up to 3 currently-prepared spells to subject <ul style="list-style-type: none"> Only clerical abjuration, divination, or conjuration (healing) spells can be transferred. The maximum number of spells that can be received depends on the subject's HD (1-2: one 1st-level spell; 3-4: two 1st-level spells; 5+: two 1st-level and one 2nd-level spell). The <i>imbue with spell ability</i> spell slot can't be refilled until the subject has used the transferred spells or is slain. 	V,S,DF	10 min	Touch	1 creature (must have at least INT 5 and WIS 9)	Until discharged (D)	Will negs (h)	Yes (h)	243
	abjur.	5	Spell Resistance		Subject gains SR of 12 + caster level	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	282
	abjur.	6	Antimagic Field	(+)	Suppresses (but does not dispel) all magic, and prevents the functioning of magical items <ul style="list-style-type: none"> <i>Wall of force</i>, <i>prismatic sphere</i>, <i>prismatic wall</i>, or another <i>antimagic field</i> are unaffected. 	V,S,DF	1 action	10 ft.	Emanation from caster	10 min/lvl (D)		(📖)	200
	abjur.	7	Spell Turning	(x)	Reflects 1d4+6 spell levels back at their caster <ul style="list-style-type: none"> Only non-touch spells that have you as a target are turned. 	V,S,DF	1 action	Personal	You	10 min/lvl (or until expended)			282
	abjur.	8	Protection from Spells	(x)	Subjects gain +8 resistance bonus on saving throws against spells and spell-like abilities	V,S,M (500), F (1000)	1 action	Touch	Up to 1 creature per 4 lvls	10 min/lvl	Will negs (h)	Yes (h)	266
-	abjur.	9	Mordenkainen's Disjunction	(x)	Dispel magic and disenchant magic items <ul style="list-style-type: none"> 1%/lvl chance to destroy an <i>antimagic field</i>; if the field survives, no items within it are disjoined. 1%/lvl chance to destroy an artifact, in which case the caster must make a Will save (DC 25) or permanently lose all spellcasting abilities. 	V	1 action	Close	40-ft. radius burst	Instant	Will negs (obj)		255

PLANT

- **Rebuke Plant Creatures (Su):** 3+CHA/day: Rebuke/command plant creatures, in the same manner as an evil cleric rebukes/commands undead.
- Knowledge (nature) is a class skill.

–	trans.	1	Entangle	(x)	Plants entangle all creatures in affected area <ul style="list-style-type: none"> Entangled creature can break free and move half normal speed with a successful Strength or Escape Artist check (DC 20) (full-round action). Reflex save needed each round to avoid becoming entangled. 	V,S,DF	1 action	Long	40-ft radius spread	1 min/lvl (D)	Ref part (B)		227
–	trans.	2	Barkskin	(x)	Subject gains +2 enhancement bonus to natural armor <ul style="list-style-type: none"> Bonus increases by +1 for every 3 levels above 3rd (max. +5). 	V,S,DF	1 action	Touch	1 living creature	10 min/lvl		Yes (h)	203
	trans.	3	Plant Growth	(x)	<u>Overgrowth:</u> Vegetation becomes thicket or jungle <ul style="list-style-type: none"> Speed in affected area is 5 ft. (or 10 ft. for Large or larger creatures). You may designate places within the area that are not affected. <u>Enrichment:</u> Raise productivity of normal plants over the next year to one-third above normal	V,S,DF	1 action	Long	Circle (100 ft. radius), or semicircle (150 ft.) or ¼-circle (200 ft.)	Instant			262
								½ mile	All normal plants in range				
–	trans.	4	Command Plants	(x)	Target(s) will not attack; may be given spoken orders <ul style="list-style-type: none"> You must win an opposed Charisma check to convince an affected creature to do anything it wouldn't normally do. 	V	1 action	Close	Plant creature(s) (up to 2 HD/lvl) (max. 30 ft. apart)	1 day/lvl	Will negs	Yes	211
–	conj. (creation)	5	Wall of Thorns	(x)	Barrier of thorns damages any creature passing through it <ul style="list-style-type: none"> Moving through the wall inflicts (25 – AC) damage per round (DEX and dodge bonuses ignored). Movement requires a successful Strength check (DC 20); a creature can move 5 ft. for every 5 points by which the result exceeds 20. Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall, and is caught inside. Chopping at the the wall with edged weapons creates a safe passage 1 ft. deep for every 10 minutes of work. A wall of thorns is unaffected by spells that affect plants. 	V,S	1 action	Medium	Wall of thorny brush (up to one 10-ft. cube/lvl) (S) (min. thickness 5 ft.)	10 min/lvl (D)			300
–	abjur.	6	Repel Wood	(x)	Pushes away wooden objects along path from caster <ul style="list-style-type: none"> Objects are repelled at 40 ft/rnd. Fixed objects large than 3 inches diameter are not affected. A creature being dragged by a shield can unlimber it as a move action and drop it as a free action. 	V,S	1 action	60 ft.	Line emanation from caster	1 min/lvl (D)			271
		7	Changestaff										
*	trans.	7	Animate Plants	(x)	<u>Animate:</u> Plants attack designated target(s) <ul style="list-style-type: none"> A Huge plant counts as 2 Large plants, etc. You can change the plants' designated target(s) as a move action. <u>Entangle:</u> Plants entangle all creatures in area	V	1 action	Close	1 Large (or smaller) plant per 3 lvls	1 rnd/lvl			199
–	trans.	8	Control Plants	(x)	Command plant creatures via vocal communication <ul style="list-style-type: none"> After the spell is over, subjects revert to normal behaviour. 	V,S,DF	1 action	Close	All plants in range	1 hr/lvl			
									Up to 2 HD/lvl of plant creatures (max. 30 ft. apart)	1 min/lvl	Will negs	Yes	213
	conj. (creation)	9	Shambler	(x)	Shambling mounds aid in combat or serve as guards <ul style="list-style-type: none"> If created only for guard duty, the shamblers cannot move outside the spell's range, and the duration becomes 7 months. The shamblers have resistance to fire (as normal shambling mounds do) only if the terrain is rainy, marshy or damp. 	V,S	1 action	Medium	1d4+2 shamblers (11 HD each) (max. 30 ft. apart)	7 days (D)			277

PROTECTION

• **Protective Ward (Su)** [abjuration]: 1/day: Touch grants subject a resistance bonus equal to the caster's cleric level on his next saving throw; duration 1 hour, or until used.

abjur.	1	Sanctuary	Opponents cannot directly attack subject • Subject cannot attack without breaking the spell.	V,S,DF	1 action	Touch	1 creature	1 rnd/lvl	Will negs		274
abjur.	2	Shield Other	Subject gains +1 deflection bonus to AC,+1 resistance bonus to saves; half of any hit point damage suffered by subject is transferred to caster	V,S,F (100)	1 action	Close	1 creature	1 hr/lvl (D)	Will negs (h)	Yes (h)	278
- abjur.	3	Protection from Energy (prot. from elements)	Subject gains temporary immunity to specified energy type (acid, cold, electricity, fire, sonic) • Spell is discharged after absorbing 12/lvl (max. 120) hp damage. • Takes precedence over <i>resist energy</i> .	V,S,DF	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Fort negs (h)	Yes (h)	266
abjur.	4	Spell Immunity	Subject gains unbeatable SR against one specified spell or spell-like effect per 4 lvls • Spell specified must be no higher than 4th level.	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	282
abjur.	5	Spell Resistance	Subject gains SR of 12 + caster level	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	282
abjur.	6	Antimagic Field (+)	Suppresses (but does not dispel) all magic, and prevents the functioning of magical items • <i>Wall of force</i> , <i>prismatic sphere</i> , <i>prismatic wall</i> , or another <i>antimagic field</i> are unaffected.	V,S,DF	1 action	10 ft.	Emanation from caster	10 min/lvl (D)		(📖)	200
abjur.	7	Repulsion	Creatures can't approach caster • If caster moves closer to an affected creature, it is not forced back.	V,S,DF	1 action	Up to 10 ft/lvl	Emanation from caster	1 rnd/lvl (D)	Will negs	Yes	271
abjur.	8	Mind Blank (x)	Subject is protected from all mind-affecting spells and effects, as well as all divination spells and effects	V,S	1 action	Close	1 creature	24 hr	Will negs (h)	Yes (h)	253
- abjur.	9	Prismatic Sphere (x)	As <i>prismatic wall</i> , but surrounds caster on all sides	V	1 action	10 ft.	Sphere centered on caster	10 min/lvl (D)	(📖)	(📖)	264

STRENGTH

• **Feat of Strength (Su)**: 1/day: Gain an enhancement bonus to STR equal to your cleric level; activated as a free action; duration 1 round.

	1	Endure Elements										
+	trans.	1	Enlarge Person (x) <i>(enlarge)</i>	Target's size increases to next larger size category <ul style="list-style-type: none">Height x 2, weight x 8; +2 size bonus to STR, -2 size penalty to DEX (min. 1), -1 size penalty to attacks and AC.Multiple magical effects that increase size do not stack.Counters and dispels <i>reduce person</i>.	V,S,M	1 round	Close	1 humanoid	1 min/lvl (D)	Fort negs	Yes	226
-	trans.	2	Bull's Strength	Subject gains +4 enhancement bonus to Strength	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	207
-	trans.	3	Magic Vestment	Armor/shield gains +1 enhancement per 4 lvls (max. +5) <ul style="list-style-type: none">Regular clothing can be enchanted (counts as having armor bonus 0).	V,S,DF	1 action	Touch	1 armor or shield	1 hr/lvl	Will negs (h,obj)	Yes (h,obj)	251
	abjur.	4	Spell Immunity	Subject gains unbeatable SR against one specified spell or spell-like effect per 4 lvls <ul style="list-style-type: none">Spell specified must be no higher than 4th level.	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	282
-	trans.	5	Righteous Might	Caster's size increases to next size category <ul style="list-style-type: none">Height x 2, weight x 8; you gain +4 size bonus to STR, +2 size bonus to CON, +2 enhancement bonus to natural armor. Size modifier for AC and attacks changes as appropriate for new size category, as does face and reach (but not speed).All equipment worn or carried is also enlarged. Melee and projectile weapons deal more damage (but not thrown weapons; any enlarged item leaving your possession instantly returns to normal size).You gain damage reduction 3/evil or 3/good (depending on whether you normally channel positive or negative energy). Damage reduction increases to 6 at 12th level, and 9 at 15th level.If insufficient room is available for full growth, you attain maximum possible size and may make a STR check (with your increased STR) to burst any enclosures in the process (if you fail, you are not harmed).Multiple magical effects that increase size do not stack.	V,S,DF	1 action	Personal	You	1 rnd/lvl (D)			273
-	abjur.	6	Stoneskin (x)	Subject gains DR 10/adamantine <ul style="list-style-type: none">Spell is discharged after absorbing 10/lvl (max. 150) hp damage.	V,S,M (250)	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Will negs (h)	Yes (h)	284
-	evoc.	7	Bigby's Grasping Hand [force] (x)	Hand can grapple one opponent per round <ul style="list-style-type: none">BAB = caster level + spellcasting modifier + 10 (STR) -1 (size Large). Grapple bonus is same except with +4 size modifier instead of -1. The hand holds but does not harm creatures that it grapples.Can bull rush (as <i>Bigby's forceful hand</i>) with +16 on Strength check, or interpose itself (as <i>Bigby's interposing hand</i>).	V,S,DF	1 action	Medium	10-ft hand (see <i>Bigby's interposing hand</i>)	1 rnd/lvl (D)		Yes	204
-	evoc.	8	Bigby's Clenched Fist [force] (x)	Hand can move (60 ft.) and attack once per round <ul style="list-style-type: none">BAB = caster level + spellcasting modifier + 11 (STR) -1 (size Large). Deals 1d8+11 damage; creature struck must make Fort save or be stunned for 1 round.Can bull rush (as <i>Bigby's forceful hand</i>) with +15 on Strength check, or interpose itself (as <i>Bigby's interposing hand</i>).	V,S,DF	1 action	Medium	10-ft hand (see <i>Bigby's interposing hand</i>)	1 rnd/lvl (D)		Yes	203
-	evoc.	9	Bigby's Crushing Hand [force] (x)	Hand can crush selected opponent <ul style="list-style-type: none">Grapple bonus = caster level + spellcasting modifier + 12 (STR) +4 (size Large). Deals 2d6+12 dmg on each successful grapple check.Can bull rush (as <i>Bigby's forceful hand</i>) with +18 on Strength check, or interpose itself (as <i>Bigby's interposing hand</i>).	V,S,M, DF	1 action	Medium	10-ft hand (see <i>Bigby's interposing hand</i>)	1 rnd/lvl (D)		Yes	203

SUN

• **Greater Turning (Su):** 1/day: As for normal turn/rebuke attempt, except undead that would be turned/rebuked are destroyed/commanded instead.

–	abjur.	1	Endure Elements		Subject avoids harm from hot or cold environments • Does not protect against fire or cold damage.	V,S	1 action	Touch	1 creature	24 hours	Will negs (h)	Yes (h)	226
	trans.	2	Heat Metal [fire] (x)		Affected metal damages those who touch it: <i>Round:</i> 1 2 3 - 5 6 7 <i>Damage:</i> None 1d4 2d4 1d4 None • Affected creature takes minimum damage if not wearing metal armor and the metal it's carrying is under one-fifth of its weight. Otherwise roll damage as normal. • Cold dmg cancels out damage from this spell on a point-by-point basis. • Counters and dispels <i>chill metal</i> .	V,S,DF	1 action	Close	Metal equipment of 1 creature per 2 lvls (max. 30 ft. apart); or 25 lb/lvl of metal within 30-ft. circle	7 rounds (see table at left for round-by-round description of effects)	Will negs (obj) (unattended nonmagical metal gets no saving throw)	Yes (obj)	239
	evoc.	3	Searing Light		Ranged touch attack deals 1d8 per 2 lvls (max. 5d8) dmg • Undead take 1d6/lvl damage (max. 10d6); undead vulnerable to sunlight (e.g. vampires) take 1d8/lvl damage (max. 10d8). • Constructs/inanimate objects take 1d6 per 2 lvls damage (max. 5d6).	V,S	1 action	Medium	Ray	Instant		Yes	275
	evoc.	4	Fire Shield [fire / cold] (x)		Protect against fire or cold-based attacks (caster's choice) • Caster takes half damage from attacks of the specified type; if the attack allows a Reflex save, the caster takes no damage on a successful save. • Melee attackers receive 1d6+1/lvl (max. +15) damage of the specified energy type (SR applies).	V,S,DF	1 action	Personal	You	1 rnd/lvl (D)			230
	evoc.	5	Flame Strike [fire]		Divine fire deals 1d6/lvl damage (max. 15d6) • Damage is half fire, half divine power.	V,S,DF	1 action	Medium	Cylinder (10-ft. radius, 40 ft. high)	Instant	Ref half	Yes	231
–	conj. (creation)	6	Fire Seeds [fire] (x)		<u>Acorn grenades:</u> Deal total of 1d6/lvl damage (max. 20d6) (divide damage dice among up to four grenades as desired) • Ranged touch attack (max. range 100 ft.); each acorn deals 1 hp of splash damage per die and ignites combustible material within 10 ft. <u>Holly berry bombs:</u> Each deals 1d8+1/lvl damage • Placed by hand and ignite on command if caster is within 200 ft (5 ft. radius burst); ignite combustible material within 5 ft.	V,S,M	1 action	Touch	Up to 4 acorns Up to 8 holly berries	10 min/lvl (or until used)	Ref half (creatures struck directly get no save) Ref half	Yes	230
–	evoc.	7	Sunbeam [light] (x)		Beams each deal 4d6 damage and blind creatures • Can evoke 1 beam/rnd (standard action); total 1 beam/3 lvls (max. 6). • Creatures vulnerable to sunlight take double damage. • Undead, oozes, slimes, mold and fungi take 1d6/lvl damage (max. 20d6); undead vulnerable to sunlight (e.g. vampires) are destroyed on a failed save.	V,S,DF	1 action	60 ft.	Line from caster	1 rnd/lvl (or until all beams used)	Ref half (and negates blinding)	Yes	289
–	evoc.	8	Sunburst [light] (x)		Radiance deals 6d6 damage and blinds creatures • Creatures vulnerable to sunlight take double damage. • Undead, oozes, slimes, mold and fungi take 1d6/lvl damage (max. 25d6); undead vulnerable to sunlight are destroyed on a failed save.	V,S,DF	1 action	Long	80-ft. radius burst	Instant	Ref half (and negates blinding)	Yes	289
–	abjur.	9	Prismatic Sphere (x)		As <i>prismatic wall</i> , but surrounds caster on all sides	V	1 action	10 ft.	Sphere centered on caster	10 min/lvl (D)	(☞)	(☞)	264

TRAVEL

- **Free Movement (Su):** Ignore all magical effects that impede movement (as for *freedom of movement*); activated automatically as needed; lasts a total of 1 round/lvl per day (not necessarily consecutive rounds).
- **Survival** is a class skill.

	1	Expeditious Retreat										
* trans.	1	Longstrider (x)	Caster gains +10 enhancement bonus to base land speed • Other modes of movement (climb, fly, swim, etc.) are not affected.	V,S,M	1 action	Personal	You	1 hr/lvl (D)				249
div.	2	Locate Object (+)	Indicates direction to object (specific or generic) • To find a specific object, it must have been observed first-hand. • Lead blocks the spell. Creatures cannot be found using this spell.	V,S,DF	1 action	Long	Circle centered on caster	1 min/lvl				249
– trans.	3	Fly (x)	Subject can fly with good maneuverability • Flying speed is 60 ft. (40 ft. if wearing medium or heavy armor); can ascend at half speed and descend at double speed. • If the spell expires or is dispelled while the subject is in flight, the subject drops 60 ft. per round for 1d6 rounds, then falls normally.	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)		232
– conj. (teleport.)	4	Dimension Door (x)	Transport self and allies to any location within range • You cannot take any other actions until your next turn. • A Large creature or object counts as 2 Medium creatures; a Huge creature or object counts as 2 Large creatures, etc.	V	1 action	Long	1 willing Medium (or smaller) object/creature per 3 lvls	Instant	Will negs (obj)	Yes (obj)		221
– conj. (teleport.)	5	Teleport (x)	Transport caster and allies to designated location • Chance of arriving safely depends on knowledge of destination (📖). • You and allies can each carry objects weighing up to maximum load. A Large creature counts as 2 Medium creatures, etc.	V	1 action	100 miles/lvl	You + 1 willing creature (Medium or smaller) per 3 lvls	Instant	Will negs (obj)	Yes (obj)		292
div.	6	Find the Path	Reveals the most direct route to a specified location	V,S,F	3 rounds	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)		230
– conj. (teleport.)	7	Greater Teleport (x) (teleport without error)	As <i>teleport</i> , but no range limit and no chance of off-target arrival • Must have at least a reliable description of the destination.	V	1 action	Any	You + 1 willing creature (Medium or smaller) per 3 lvls	Instant	Will negs (obj)	Yes (obj)		293
– conj. (creation)	8	Phase Door (x)	Create ethereal passage through wood/plaster/stone • Only accessible to caster unless a triggering condition is set.	V	1 action	0 ft.	5-ft x 8-ft opening, 10 ft. deep (+ 5 ft. deep per 3 additional lvls)	1 usage per two levels				261
necro.	9	Astral Projection	Projects caster and allies into the Astral Plane	V,S,M (1000+)	30 min	Touch	You + 1 willing creature per 2 lvls	(📖)		Yes		201

TRICKERY

- Bluff, Disguise, and Hide are class skills.

–	illusion (glamer)	1	Disguise Self (x) (change self)	Change caster's appearance (+10 bonus to Disguise) • An interacting creature can make a Will save to recognise the illusion.	V,S	1 action	Personal	You	10 min/lvl (D)			222
–	illusion (glamer)	2	Invisibility (x)	Subject remains invisible until it attacks	V,S,DF	1 action	Touch	1 creature/object (up to 100 lb./lvl)	1 min/lvl (D)	Will negs (h,obj)	Yes (h,obj)	245
	abjur.	3	Nondetection (x)	Hides subject from divination and scrying • To overcome, divination user must succeed at a caster level check (1d20 + caster level) against DC of 11 + your caster level (or 15 + your caster level if this spell was cast on yourself or an item currently in your possession).	V,S,M (50)	1 action	Touch	1 object or creature	1 hr/lvl	Will negs (h,obj)	Yes (h,obj)	257
	ench. (compulsion)	4	Confusion (x) [mind-affecting]	Affected creatures become confused (📖) • Any confused creature which is attacked automatically attacks its attackers on its next turn.	V,S,DF	1 action	Medium	15-ft radius burst	1 rnd/lvl	Will negs	Yes	212
–	illusion (glamer)	5	False Vision (x)	Divination (scrying) into affected area receives false image (as <i>major image</i>) defined at time of casting • The image can be changed as desired by concentration. While you are not concentrating, the image remains static.	V,S,M (250)	1 action	Touch	40-ft radius emanation	1 hr/lvl (D)			229
	illusion (glamer)	6	Mislead (x)	As <i>greater invisibility</i> with caster as subject, and also creates illusory double of caster	S	1 action	Close	You + 1 illusory double	Conc. + 3 rnds	Disbelief		255
	illusion (glamer)	7	Screen (x)	Illusion hides area from direct observation and scrying • Scrying attempts automatically detect the specified image, with no save. Direct observation may allow a save (as per a normal illusion).	V,S	10 min	Close	1 30-ft. cube/lvl (S)	24 hr	Disbelief		274
	trans.	8	Polymorph Any Object (x)	As <i>polymorph</i> , but changes any object or creature into another (📖)	V,S,DF	1 action	Close	1 creature/object (up to 100 cu.ft./lvl)	(📖)	Fort negs (obj)	Yes (obj)	263
–	trans.	9	Time Stop (x)	Time seems to stop for all but caster • Cannot target others with attacks or spells while <i>time stop</i> is in effect. • You are undetectable while <i>time stop</i> lasts. You cannot enter an area protected by an <i>antimagic field</i> , <i>or by a protection from chaos/evil/good/law spell</i> , <i>or by a magic circle</i> , while under the effect of <i>time stop</i> .	V	1 action	Personal	You	1d4+1 rnds (apparent time)			294

WAR

- Free Martial Weapon Proficiency (if needed) and Weapon Focus feats with deity's favoured weapon.

trans.	1	Magic Weapon	Weapon gains +1 enhancement to attacks and dmg • If caster or caster's deity is of good alignment, the weapon is considered blessed.	V,S,DF	1 action	Touch	1 weapon	1 min/lvl	Will negs (h,obj)	Yes (h,obj)	251
evoc.	2	Spiritual Weapon [force]	Melee weapon attacks foes as caster directs • Attack bonus is caster's BAB + WIS modifier; deals 1d8 + 1 per 3 lvls (max. +5) hp force damage (critical as weapon type). • Weapon can be switched to a new target each round (move action).	V,S,DF	1 action	Medium	Magic weapon of force (appropriate to caster's deity)	1 rnd/lvl (D)		Yes	283
trans.	3	Magic Vestment	Armor/shield gains +1 enhancement per 4 lvls (max. +5) • Regular clothing can be enchanted (counts as having armor bonus 0).	V,S,DF	1 action	Touch	1 armor or shield	1 hr/lvl	Will negs (h,obj)	Yes (h,obj)	251
evoc.	4	Divine Power	Caster gains a fighter's base attack bonus, +6 enhancement bonus to STR, and 1 temporary hp/lvl	V,S,DF	1 action	Personal	You	1 rnd/lvl			224
evoc.	5	Flame Strike [fire]	Divine fire deals 1d6/lvl damage (max. 15d6) • Damage is half fire, half divine power.	V,S,DF	1 action	Medium	Cylinder (10-ft. radius, 40 ft. high)	Instant	Ref half	Yes	231
evoc.	6	Blade Barrier [force]	Vertical curtain of blades deals 1d6/lvl (max. 15d6) damage to any creature passing through • If the barrier is evoked where creatures are, each must make a Reflex save to avoid the wall (ending up on the side of its choice). • Barrier provides cover against attacks made through it.	V,S	1 action	Medium	Wall of blades, 20 ft. high (either a flat plane up to 20 ft./lvl long, or ring with radius of 5 ft. per 2 lvls)	1 min/lvl (D)	Ref half	Yes	205
	7	Power Word, Stun	► 8								
ench. (compulsion)	7	Power Word, Blind [mind-affecting] (x)	Target becomes blinded • Duration of blindness depends on target's current hp: 50 or less: Permanent; 51 to 100: 1d4+1 min.; 101 to 200: 1d4+1 rnds.	V	1 action	Close	1 creature (must have no more than 200 current hp)	(see text at left)		Yes	263
	8	Power Word, Blind	► 7								
ench. (compulsion)	8	Power Word, Stun [mind-affecting] (x)	Target becomes stunned • Duration of stunning depends on target's current hp: 50 or less: 4d4 rnds; 51 to 100: 2d4 rnds; 101 to 150: 1d4 rnds.	V	1 action	Close	1 creature (must have no more than 150 current hp)	(see text at left)		Yes	263
ench. (compulsion)	9	Power Word, Kill [death, mind-affecting] (x)	Target is instantly killed	V	1 action	Close	1 creature (must have no more than 100 current hp)	Instant		Yes	263

WATER

• **Turn/Rebuke Fire/Water Creatures (Su):** 3+CHA/day: Rebuke/command water creatures, or turn/destroy fire creatures, in the same manner as a cleric turns/rebukes undead.

– conj. (creation)	1	Obscuring Mist	Misty vapor obscures all sight beyond 5 ft. • A creature 5 ft. away has concealment (20% miss chance).	V,S	1 action	20 ft.	Spread, 20 ft. high	1 min/lvl			258
– conj. (creation)	2	Fog Cloud (x)	Bank of fog obscures all sight beyond 5 ft. • A creature 5 ft. away has concealment (20% miss chance).	V,S	1 action	Medium	20-ft radius spread, 20 ft. high	10 min/lvl			232
trans.	3	Water Breathing	Subjects can breathe water freely • Divide the duration evenly between all affected creatures.	V,S,DF	1 action	Touch	1 or more living creatures	2 hr/lvl	Will negs (h)	Yes (h)	300
– trans.	4	Control Water [water]	Raises or lowers an area of water (📖)	V,S,DF	1 action	Long	Water (up to 10 ft./lvl x 10 ft./lvl x 2 ft./lvl) (S)	10 min/lvl (D)			214
– evoc.	5	Ice Storm [cold] (x)	Hail deals 3d6 bludgeoning and 2d6 cold damage • Listen checks are at –4 and movement halved within affected area.	V,S,DF	1 action	Long	Cylinder (20-ft radius, 40-ft high)	1 full round		Yes	243
– evoc.	6	Cone of Cold [cold] (x)	Deals 1d6/lvl cold damage (max. 15d6)	V,S,DF	1 action	60 ft.	Cone burst	Instant	Ref half	Yes	212
– conj. (creation)	7	Acid Fog [acid] (x)	As <i>solid fog</i> , but also deals 2d6 hp/rnd acid damage	V,S,DF	1 action	Medium	20-ft. radius spread, 20 ft. high	1 rnd/lvl		Yes	196
– necro.	8	Horrid Wilting (x)	Deals 1d6/lvl (max. 20d6) damage to living creatures • Water elementals and plant creatures take 1d8/lvl (max. 20d8) dmg.	V,S,DF	1 action	Long	Living creature(s) (max. 60 ft. apart)	Instant	Fort half	Yes	242
– conj. (summoning)	9	Elemental Swarm [cast as water spell only] (x)	Summon multiple water elementals • 2d4 Large elementals, then (after 10 minutes) 1d4 Huge elementals, then (after another 10 minutes) 1 greater elemental. • Each elemental has maximum hit points per HD.	V,S	10 min	Medium	Summoned creatures (max. 30 ft. apart)	10 min/lvl (D)			226