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ULTIMATE SPELL DECKS



CLERIC SPELL CARDS

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This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

Note: Conjunction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

[illegible]

DETECT MAGIC

School divination; **Level** cleric 0; **Casting Time** 1 standard action; **Component** V, S; **Range** 60 ft.; **Area** cone-shaped emanation; **Duration** concentration, up to 1 min./level (D); **Saving Throw** none; **Spell Resistance** no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (*arcana*) skill checks to determine the school of magic involved in each. (*Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.*) If the aura emanates from a magic item, you can attempt to identify its properties (*see Spellcraft*). Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (*in the case of a spell*) or is destroyed (*in the case of a magic item*). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (*even weaker than a faint aura*). How long the aura lingers at this dim level depends on its original power:

[illegible]

1. 2019年12月31日，公司总资产为1,000,000,000.00元，净资产为500,000,000.00元，营业收入为1,200,000,000.00元，净利润为100,000,000.00元。

[illegible]

九龍竹脚石礦區發展計劃

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (*alchemy*) skill may try a DC 20 Craft (*alchemy*) check if the Wisdom check fails, or may try the Craft (*alchemy*) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

[illegible]

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LIGHT

School evocation [light]; **Level** cleric 0; **Casting Time** 1 standard action; **Components** V, M/DF (*a firefly*); **Range** touch; **Target** object touched; **Duration** 10 min./level; **Saving Throw** none; **Spell Resistance** no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (*darkness becomes dim light, and dim light becomes normal light*). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (*through permanency or a similar effect*), it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Uses Per Day: _____

Uses: □□□□□□□□

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (*at 0 hit points or less*) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (*including constructs*). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

[illegible]

PURIFY FOOD AND DRINK

School transmutation; **Level** cleric 0; **Casting Time** 1 standard action; **Components** V, S; **Range** 10 ft.; **Target** 1 cu. ft./level of contaminated food and water; **Duration** instantaneous; **Saving Throw** Will negates (*object*); **Spell Resistance** yes (*object*)

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

Uses Per Day:[illegible]

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This deciphering does not normally invoke the magic contained in

Table 1

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1. *Journal of Management Studies*, 1990, 27, 1, 1-14.

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1. 2019年12月31日，公司应收账款账面余额为1,000,000.00元，坏账准备余额为100,000.00元，应收账款净额为900,000.00元。

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This transmutation imbues a flask (*1 pint*) of water with positive energy, turning it into holy water.

[illegible]

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. Cause fear counters and dispels remove fear.

Uses: □ □ □ □ □ □ □ □ □

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[illegible]

COMPREHEND LANGUAGES

School divination; **Level** cleric 1; **Casting Time** 1 standard action; **Components** V, S, M/DF (*pinch of soot and salt*); **Range** personal; **Target** you; **Duration** 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

[illegible]

School conjuration (*healing*); **Level** cleric 1; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will half (*harmless*); see text; **Spell Resistance** yes (*harmless*); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Uses Per Day:_____[illegible]

School necromancy [*evil*]; **Level cleric** 1; **Casting Time** 1 minute; **Components** V, S, M (5 lbs. of powdered silver worth 25 gp); **Range** touch; **Target** flask of water touched; **Duration** instantaneous; **Saving Throw** Will negates (*object*); **Spell Resistance** yes (*object*)

This spell imbues a flask (*1 pint*) of water with negative energy, turning it into unholy water (*see Equipment*). Unholy water damages good outsiders the way holy water damages undead and evil outsiders.

Uses Per Day:_____[illegible]

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DETECT CHAOS/EVIL/GOOD/LAW

School divination; Level cleric 1

This spell functions like detect evil, except that it detects the auras of chaotic creatures, clerics of chaotic deities, chaotic spells, and chaotic magic items, and you are vulnerable to an overwhelming chaotic aura if you are lawful.

Uses Per Day: _____

Uses: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

DETECT UNDEAD

School divination; **Level** cleric 1; **Casting Time** 1 standard action; **Components** V, S, M/DF (*earth from a grave*); **Range** 60 ft.; **Area** cone-shaped emanation; **Duration** concentration, up to 1 minute/level (*D*); **Saving Throw** none; **Spell Resistance** no

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (*see below*), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below.

Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim (*even weaker than a faint aura*). How long the aura lingers at this dim level depends on its original power, as given on the table below.

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1. *Journal of the American Medical Association*, 1997; 277: 1039-1043.

1. 2019年12月31日，公司总资产为1,234,567,890.12元，净资产为890,123,456.78元，营业收入为567,890,123.45元，净利润为123,456,789.01元。

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[illegible]

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

[illegible]

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1. *Journal of Management Studies*, 1996, 33, 1, 1-15.

INFLICT LIGHT WOUNDS

School necromancy; **Level** cleric 1; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will half; **Spell Resistance** yes

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level (*maximum* +5).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Uses Per Day:

Uses: □□□□□□□□

School transmutation; **Level** cleric 1; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Targets** up to three pebbles touched; **Duration** 30 minutes or until discharged; **Saving Throw** Will negates (*harmless, object*); **Spell Resistance** yes (*harmless, object*)

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (*range increment 50 feet*). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (*including the spell's enhancement bonus*), or 2d6+2 points against undead.

[illegible]

School transmutation; **Level** cleric 1; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Target** weapon touched; **Duration** 1 min./level; **Saving Throw** Will negates (*harmless, object*); **Spell Resistance** yes (*harmless, object*);

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.

You can't cast this spell on a natural weapon, such as an unarmed strike (*instead, see magic fang*). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

[illegible]

Uses Per Day: _____ **Uses:** □□□□□□□□

PROTECTION FROM EVIL

School abjuration [good]; **Level** cleric 1; **Casting Time** 1 standard action; **Components** V, S, M/DF; **Range** touch; **Target** creature touched; **Duration** 1 min./level (D); **Saving Throw** Will negates (*harmless*); **Spell Resistance** no; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (*if one was allowed to begin with*) against any spells or effects that possess or exercise mental control over the creature (*including enchantment [charm] effects and enchantment [compulsion] effects*). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune

to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

[illegible]

You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Uses Per Day:_____[illegible]

School abjuration; **Level** cleric 1; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Target** creature touched; **Duration** 1 round/level; **Saving Throw** Will negates; **Spell Resistance** no

Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

[illegible]

School abjuration; **Level** cleric 1; **Casting Time** 1 standard action; **Components** V, S, M (parchment with a holy text written on it); **Range** touch; **Target** creature touched; **Duration** 1 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

This spell creates a shimmering, magical field around the target that averts and deflects attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (*maximum +5 deflection bonus at 18th level*).

Uses Per Day:_____

Uses: □□□□□□□□

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to $1d8 + \text{caster level}$ (to a maximum of $1d8 + 10$ temporary hit points at caster level 10th).

[illegible]

SUMMON MONSTER I

School conjuration (*summoning*) [*see text*]; **Level** cleric 1; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10–1 marked with an “*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell’s type match your alignment.

SUMMON MONSTER I (CONT'D)

School conjuration (*summoning*) [see text]; **Level** cleric 1; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

1st Level: Dire rat*; Dolphin*; Eagle*; Fire beetle*; Poisonous frog*; Pony (*horse*)*; Riding dog*; Viper (*snake*)*;

** This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.*

Uses Per Day:_____[illegible]

Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment.

[illegible]

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

The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results:

Weal (*if the action will probably bring good results*); Woe (*for bad results*); Weal and woe (*for both*); Nothing (*for actions that don't have especially good or bad results*).

If the spell fails, you get the “nothing” result. A cleric who gets the “nothing” result has no way to tell whether it was the consequence of a failed or successful augury.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic use the same die result as the first casting.

Uses Per Day:_____[illegible]

.....

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Table 1

This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as bless, good hope, and rage, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell, condition, or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Uses Per Day:

Uses:

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CURE MODERATE WOUNDS

School conjuration (*healing*); **Level** cleric 2; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will half (*harmless*); see text; **Spell Resistance** yes (*harmless*); see text

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage + 1 point per caster level (*maximum +10*). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Uses Per Day:_____

Uses: □□□□□□□□

[illegible][illegible][illegible]

School necromancy [*death, evil*]; **Level** cleric 2; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** living creature touched; **Duration** instantaneous/10 minutes per HD of subject; see text; **Saving Throw** Will negates; **Spell Resistance** yes

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

Uses Per Day:

Uses: □□□□□□□□

1. *Journal of the American Medical Association*, 2000; 283: 2686-2692.

DESECRATE

School evocation [*evil*]; **Level** cleric 2; **Casting Time** 1 standard action; **Component** V, S, M (*a vial of unholy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area*), DF; **Range** close (25 ft. + 5 ft./2 levels); **Area** 20-ft.-radius emanation; **Duration** 2 hours/level; **Saving Throw** none; **Spell Resistance** yes

This spell imbues an area with negative energy. The DC to resist negative channeled energy within this area gains a +3 profane bonus. Every undead creature entering a desecrated area gains a +1 profane bonus on all attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD.

If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (*+6 profane bonus to negative channeled energy DCs, +2 profane bonus and +2 hit points per HD for undead created in the area*).

Furthermore, anyone who casts animate dead within this area may create as many as double the normal amount of undead (*that is, 4 HD per caster level rather than 2 HD per caster level*).

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the desecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Desecrate counters and dispels consecrate.

Uses Per Day: _____ **Uses:** ☐☐☐☐☐☐☐☐☐☐

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1. *Journal of Management Studies*, 1997, 34, 1, 1-14.

ENTHRALL

School enchantment (*charm*) [*language dependent, mind-affecting, sonic*]; **Level** cleric 2; **Casting Time** 1 round; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Targets** any number of creatures; **Duration** 1 hour or less; **Saving Throw** Will negates; see text; **Spell Resistance** yes

If you have the attention of a group of creatures, you can use this spell to hold them enthralled. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw.

A target with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (*but the 1d3-round delay still applies*) if you lose concentration or do anything other than speak or sing.

If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only

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1. *Journal of Management Studies*, 1997, 34, 1, 1-14.

School divination; **Level** cleric 2; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Target** you; **Duration** 1 min./level

You gain intuitive insight into the workings of traps. You gain an insight bonus equal to 1/2 your caster level (*maximum +10*) on Perception checks made to find traps while the spell is in effect. You receive a check to notice traps within 10 feet of you, even if you are not actively searching for them. Note that find traps grants no ability to disable the traps that you may find.

[illegible]

School necromancy; **Level** cleric 2; **Casting Time** 1 standard action; **Components** V, S, M/DF (*salt and a copper piece for each of the corpse's eyes*); **Range** touch; **Target** corpse touched; **Duration** 1 day/level; **Saving Throw** Will negates (*object*); **Spell Resistance** yes (*object*)

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (*see raise dead*). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a slain (*and thus decaying*) comrade less unpleasant.

The spell also works on severed body parts and the like.

[illegible]

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

[illegible]

INFLICT MODERATE WOUNDS

School necromancy; **Level** cleric 2; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will half (*harmless*); see text; **Spell Resistance** yes (*harmless*); see text

When laying your hand upon a creature, you channel negative energy that deals 2d8 points of damage + 1 point per caster level (*maximum +10*).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

[illegible]

This spell functions as mending, except that it repairs 1d6 points of damage per level when cast on a construct creature (*maximum 5d6*).

Make whole can fix destroyed magic items (*at 0 hit points or less*), and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (*such as wands*) and single-use items (*such as potions and scrolls*) cannot be repaired in this way. When make whole is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

Uses Per Day: _____

Uses: □ □ □ □ □ □ □ □ □

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1. *Journal of Management Studies*, 1997, 34, 1, 1-14.

You can free one or more creatures from the effects of temporary paralysis or related magic, including spells and effects that cause a creature to gain the staggered condition. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage, or drain.

Uses Per Day:_____

Uses: □□□□□□□□

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (*whether from a natural or magical source*), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy overlaps (*and does not stack with*) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Uses: □□□□□□□□

RESTORATION, LESSER

School conjuration (*healing*); **Level** cleric 2; **Casting Time** 3 rounds; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Uses Per Day: _____ **Uses:** ☐☐☐☐☐☐☐☐☐☐

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1. *Journal of Management Studies*, 1997, 34, 1, 1-14.

School abjuration; **Level** cleric 2; **Casting Time** 1 standard action; **Components** V, S, F (a pair of platinum rings worth 50 gp worn by both you and the target); **Range** close (25 ft. + 5 ft./2 levels); **Target** one creature; **Duration** 1 hour/level (D); **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (*including those dealt by special abilities*) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

[illegible]

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Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a silence spell are immune to sonic or language-based attacks, spells, and effects.

[illegible]

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged.

[illegible]

When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

[illegible]

SPIRITUAL WEAPON

School evocation [*force*]; **Level** cleric 2; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** medium (100 ft. + 10 ft./level); **Effect** magic weapon of force; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** yes

A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels (*maximum +5 at 15th level*). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (*see below*) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (*possibly allowing it multiple attacks per round in subsequent rounds*) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the reduction in damage associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the spiritual weapon is a

SPIRITUAL WEAPON (CONT'D)

School evocation [*force*]; **Level** cleric 2; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** medium (100 ft. + 10 ft./level); **Effect** magic weapon of force; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** yes

ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A spiritual weapon cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has spell resistance, you make a caster level check (1d20 + *caster level*) against that spell resistance the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows: chaos (*battleaxe*), evil (*light flail*), good (*warhammer*), law (*longsword*).

Uses Per Day: _____ **Uses:** ☐☐☐☐☐☐☐☐☐☐

This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

2nd Level Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*;

** This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.*

Uses Per Day:_____[illegible]

UNDETECTABLE ALIGNMENT

School abjuration; **Level** cleric 2; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one creature or object; **Duration** 24 hours; **Saving Throw** Will negates (*object*); **Spell Resistance** yes (*object*)

An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.

Uses Per Day: _____

Uses: □□□□□□□□

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You place a curse on the subject. Choose one of the following.

–6 decrease to an ability score (*minimum 1*).

–4 penalty on attack rolls, saves, ability checks, and skill checks.

Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Bestow curse counters remove curse.

Uses Per Day:_____

Uses: □□□□□□□□

ANIMATE DEAD

School necromancy [*evil*]; **Level** cleric 3; **Casting Time** 1 standard action; **Components** V, S, M (*an onyx gem worth at least 25 gp per Hit Die of the undead*); **Range** touch; **Targets** one or more corpses touched; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

This spell turns corpses into undead skeletons or zombies that obey your spoken commands. The undead can be made to follow you, or they can be made to remain in an area and attack any creature (*or just a specific kind of creature*) entering the place. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again.

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of animate dead. The desecrate spell doubles this limit.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Undead you control through the Command Undead feat do not count toward this limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

ANIMATE DEAD (CONT'D)

School necromancy [evil]; **Level** cleric 3; **Casting Time** 1 standard action; **Components** V, S, M (an onyx gem worth at least 25 gp per Hit Die of the undead); **Range** touch; **Targets** one or more corpses touched; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a physical anatomy.

[illegible]

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

Uses: □□□□□□□□

The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (*the onset period does not apply*). Use the disease's listed frequency and save DC to determine further effects. For more information see Diseases.

Uses: □□□□□□□□

School evocation [*light*]; **Level** cleric 3; **Casting Time** 1 standard action; **Components** V, S, M (*ruby dust worth 50 gp*); **Range** touch; **Target** object touched; **Effect** magical, heatless flame; **Duration** permanent; **Saving Throw** none; **Spell Resistance** no

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched.

Light spells counter and dispel darkness spells of an equal or lower level.

Uses Per Day:_____[illegible]

CREATE FOOD AND WATER

School conjuration (*creation*); **Level** cleric 3; **Casting Time** 10 minutes; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Effect** food and water to sustain three humans or one horse/level for 24 hours; **Duration** 24 hours; see text; **Saving Throw** none; **Spell Resistance** no

The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland. Food so created decays and becomes inedible after 24 hours, although it can be kept fresh for another 24 hours by casting a purify food and water spell on it. The water created by this spell is just like clean rain water, and it doesn't go bad as the food does.

Uses Per Day:[illegible]

When laying your hand upon a living creature, you channel positive energy that cures 3d8 points of damage + 1 point per caster level (*maximum +15*). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Uses: □□□□□□□□

School evocation [*light*]; **Level** cleric 3; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** object touched; **Duration** 10 min./level (*D*); **Saving Throw** none; **Spell Resistance** no

You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (*darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light*). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light.

If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (*or vice versa*) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

Uses Per Day: _____

Uses: □□□□□□□□

This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like darkness, but even creatures with darkvision cannot see within the spell's confines.

Uses Per Day: _____ **Uses:** □□□□□□□□

DISPEL MAGIC

School abjuration; **Level** cleric 3; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Target or Area** one spellcaster, creature, or object; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (*but not counter*) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check ($1d20 + \text{your caster level}$) and compare that to the spell with highest caster level ($DC = 11 + \text{the spell's caster level}$). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (*caster level 12th*) and fly (*caster level 6th*). The caster level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23 or higher), but it is high enough to end the fly (*which only required a 17*). Had the dispel check resulted in a 23 or higher, the stoneskin

DISPEL MAGIC (CONT'D)

School abjuration; **Level** cleric 3; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Target or Area** one spellcaster, creature, or object; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (*such as a wall of fire*). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (*such as a monster summoned by summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level ($DC = 11 + \text{the item's caster level}$). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (*such as a bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (*a masterwork sword, in fact*). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Uses Per Day: _____ **Uses:** □□□□□□□□

GLYPH OF WARDING

School abjuration; **Level** cleric 3; **Casting Time** 10 minutes; **Components** V, S, M (*powdered diamond worth 200 gp*); **Range** touch; **Target or Area** object touched or up to 5 sq. ft./level; **Duration** permanent until discharged (D); **Saving Throw** see text; **Spell Resistance** no (*object*) and yes; see text

This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph of warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set all of the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (*which you set when casting the spell*) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (*such as height or weight*) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, HD, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three different drawers, each can be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead, polymorph, and nondetection (*and similar magical effects*) can fool a glyph, though nonmagical disguises and the like can't.

GLYPH OF WARDING (CONT'D)

School abjuration; **Level** cleric 3; **Casting Time** 10 minutes; **Components** V, S, M (*powdered diamond worth 200 gp*); **Range** touch; **Target or Area** object touched or up to 5 sq. ft./level; **Duration** permanent until discharged (D); **Saving Throw** see text; **Spell Resistance** no (*object*) and yes; see text

Read magic allows you to identify a glyph of warding with a DC 13 Knowledge (*arcana*) check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (*version, type of damage caused, what spell is stored*).

Note: Magic traps such as glyph of warding are hard to detect and disable. A rogue (*only*) can use the Perception skill to find the glyph and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for glyph of warding.

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast glyph deals 1d8 points of damage per two caster levels (*maximum 5d8*) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (*caster's choice, made at time of casting*). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the

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[illegible]

School evocation; **Level** cleric 3; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** 5 miles; **Effect** ghostly hand; **Duration** 1 hour/level; **Saving Throw** none; **Spell Resistance** no

The subject is not compelled to follow the hand or act in any particular way toward you. If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to you, the hand disappears; the subject must then rely on its own devices to locate you.

If more than one subject in a 5-mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm (*indicating that no such creature was found*), and disappears.

The ghostly hand has no physical form. It is invisible to anyone except you and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you. The hand can't pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when you cast the spell.

[illegible]

INFLICT SERIOUS WOUNDS

School necromancy; **Level** cleric 3; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will half; **Spell Resistance** yes

When laying your hand upon a creature, you channel negative energy that deals 3d8 points of damage + 1 point per caster level (*maximum +15*).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

[illegible]

[illegible]

School evocation; **Level** cleric 3; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Target** you; **Duration** 1 min./level (*D*)

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility.

Anything invisible becomes visible while in the area.

[illegible]

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1. *Journal of the American Medical Association*, 1997; 278: 1023-1028.

School transmutation; **Level** cleric 3; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Target** armor or shield touched; **Duration** 1 hour/level; **Saving Throw** Will negates (*harmless, object*); **Spell Resistance** yes (*harmless, object*)

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (*maximum +5 at 20th level*).

An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

Uses Per Day:_____[illegible]

MELD INTO STONE

School transmutation [*earth*]; **Level** cleric 3; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** personal; **Target** you; **Duration** 10 min./level

Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (*to the extent that you no longer fit within it*) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save. Even if you make your save, you still take 5d6 points of damage.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage. The following spells harm you if cast upon the stone that you are occupying. Stone to flesh expels you and deals you 5d6 points of damage. Stone shape deals 3d6 points of damage but does not expel you. Transmute rock to mud expels you and then slays you

instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, passwall expels you without damage.

Uses: □ □ □ □ □ □ □ □

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[illegible][illegible]

PROTECTION FROM ENERGY

School abjuration; **Level** cleric 3; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Target** creature touched; **Duration** 10 min./level or until discharged; **Saving Throw** Fortitude negates (*harmless*); **Spell Resistance** yes (*harmless*)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (*acid, cold, electricity, fire, or sonic*). When the spell absorbs 12 points per caster level of energy damage (*to a maximum of 120 points at 10th level*), it is discharged.

Protection from energy overlaps (*and does not stack with*) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

Remove curse counters and dispels bestow curse.

[illegible]

REMOVE DISEASE

School conjuration (healing); **Level** cleric 3; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Fortitude negates (*harmless*); **Spell Resistance** yes (*harmless*)

Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check ($1d20 + \text{caster level}$) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others.

Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (*maximum 5d8*). An undead creature takes 1d6 points of damage per caster level (*maximum 10d6*), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (*maximum 10d8*). A construct or inanimate object takes only 1d6 points of damage per two caster levels (*maximum 5d6*).

[illegible]

School necromancy [*language-dependent*]; **Level** cleric 3; **Casting Time** 10 minutes; **Components** V, S, DF; **Range** 10 ft.; **Target** one dead creature; **Duration** 1 min./level; **Saving Throw** Will negates; see text; **Spell Resistance** no

You grant the semblance of life to a corpse, allowing it to answer questions. You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life.

If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive. If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death.

If the corpse has been subject to speak with dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature.

Uses Per Day:_____[illegible]

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

[illegible]

School conjuration (*summoning*); **Level** cleric 3; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*);

This spell functions like *summon monster I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

1st Level Dire rat*; Dolphin*; Eagle*; Fire beetle*; Poisonous frog*; Pony (*horse*)*; Riding dog*; Viper (*snake*)*;

2nd Level Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*;

3rd Level Ant, soldier*; **Ape***; **Aurochs (*herd animal*)***; **Boar***; **Cheetah***; **Constrictor snake***; **Crocodile***; **Dire bat***; **Dretch (*demon*)** Chaotic, Evil; **Electric eel***; **Giant lizard***; **Lantern archon** Good, Lawful; **Leopard (*cat*)***; **Shark***; **Wolverine***

** This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.*

Uses Per Day:

Uses: □□□□□□□□

School transmutation; **Level** cleric 3; **Casting Time** 1 standard action; **Components** V, S, M/DF (*short reed or piece of straw*); **Range** touch; **Target** living creatures touched; **Duration** 2 hours/level; see text; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Uses Per Day: _____ **Uses:** □□□□□□□□

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (*or while the subjects are partially or wholly submerged in whatever liquid they are in*), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Uses: □□□□□□□□

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. *(A Reflex save allows a creature to maintain its grasp on an object.)* Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. *(A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.)* Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall *(although it is no barrier to incorporeal creatures)*.

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

[illegible]

AIR WALK

School transmutation [*air*]; **Level** cleric 4; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Target** creature (*Gargantuan or smaller*) touched; **Duration** 10 min./level; **Saving Throw** none; **Spell Resistance** yes (*harmless*)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed.

A strong wind (*21+ miles per hour*) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field.

You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (*counts as a trick*; see *Handle Animal* skill) with 1 week of work and a DC 25 Handle Animal check.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

School evocation [*chaotic*]; **Level** cleric 4; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Area** 20-ft.-radius burst; **Duration** instantaneous (1d6 rounds); see text; **Saving Throw** Will partial; see text; **Spell Resistance** yes

You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral (*not chaotic*) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (*maximum 5d8*) to lawful creatures (*or 1d6 points of damage per caster level, maximum 10d6, to lawful outsiders*) and slows them for 1d6 rounds (see the slow spell). A successful Will save reduces the damage by half and negates the slow effect.

The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not slowed. Such a creature can reduce the damage by half again (*down to one-quarter*) with a successful Will save.

Uses Per Day: _____[illegible]

CONTROL WATER

School transmutation [*water*]; **Level** cleric 4; **Casting Time** 1 standard action; **Components** V, S, M/DF (*a pinch of dust for lower water or a drop of water for raise water*); **Range** long (400 ft. + 40 ft./level); **Area** water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S); **Duration** 10 min./level (D); **Saving Throw** none; see text; **Spell Resistance** no

This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (*to a minimum depth of 1 inch*). The water is lowered within a squarish depression whose sides are up to caster level \times 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell (*Will negates*). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

CONTROL WATER (CONT'D)

School transmutation [*water*]; **Level** cleric 4; **Casting Time** 1 standard action; **Components** V, S, M/DF (*a pinch of dust for lower water or a drop of water for raise water*); **Range** long (400 ft. + 40 ft./level); **Area** water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S); **Duration** 10 min./level (D); **Saving Throw** none; see text; **Spell Resistance** no

With either version of this spell, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect.

Uses Per Day: _____ **Uses:** □□□□□□□□

School conjuration (*healing*); **Level** cleric 4; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will half (*harmless*); see text; **Spell Resistance** yes (*harmless*); see text

When laying your hand upon a living creature, you channel positive energy that cures 4d8 points of damage + 1 point per caster level (*maximum* +20). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Uses Per Day:_____

Uses: □□□□□□□□

The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy.

This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect.

Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

Uses Per Day:_____

Uses: □□□□□□□□

School abjuration; **Level** cleric 4; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Effect** ray; **Duration** 1 min./level; **Saving Throw** none; **Spell Resistance** yes (*object*)

A green ray springs from your hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell.

A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

Uses Per Day:

Uses:

School divination; **Level** cleric 4; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature/level, no two of which can be more than 30 ft. apart; **Duration** concentration, up to 1 round/level; **Saving Throw** Will negates; **Spell Resistance** no

Each round, you concentrate on one target, who must be within range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, you may concentrate on a different target.

[illegible]

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[illegible]

[illegible][illegible]

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. You gain a +1 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks for every three caster levels you have (*maximum* +6). You also gain 1 temporary hit point per caster level. Whenever you make a full-attack action, you can make an additional attack at your full base attack bonus, plus any appropriate modifiers. This additional attack is not cumulative with similar effects, such as haste or weapons with the speed special ability.

Uses: □□□□□□□□

FREEDOM OF MOVEMENT

School abjuration; **Level** cleric 4; **Casting Time** 1 standard action; **Components** V, S, M (*a leather strip bound to the target*), DF; **Range** personal or touch; **Target** you or creature touched; **Duration** 10 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

Uses Per Day:[illegible]

GIANT VERMIN

School transmutation; **Level** cleric 4; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Targets** 1 or more vermin, no two of which can be more than 30 ft. apart; **Duration** 1 min./level; **Saving Throw** none; **Spell Resistance** yes

You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts. Only one type of vermin can be transmuted (*so a single casting cannot affect both a centipede and a spider*). The number of vermin which can be affected by this spell depends on your caster level, as noted on the table below.

Giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands (“Attack,” “Defend,” “Stop,” and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whomever or whatever is near them.

| Caster Level | Centipedes | Scorpions | Spiders |
|----------------|------------|-----------|---------|
| 9th or lower | 3 | 1 | 2 |
| 10th–13th | 4 | 2 | 3 |
| 14th–17th | 6 | 3 | 4 |
| 18th–19th | 8 | 4 | 5 |
| 20th or higher | 12 | 6 | 8 |

Uses Per Day: _____

Uses: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d8 points of damage per two caster levels (*maximum 5d8*) to each evil creature in the area (*or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider*) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect.

The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (*down to one-quarter of the roll*) with a successful Will save.

[illegible]

IMBUE WITH SPELL ABILITY

School evocation; **Level** cleric 4; **Casting Time** 10 minutes;
Components V, S, DF; **Range** touch; **Target** creature touched;
see text; **Duration** permanent until discharged (*D*); **Saving Throw**
Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this boon. Only cleric spells from the schools of abjuration, divination, and conjuration (*healing*) can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of imbue with spell ability can't exceed this limit.

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

The transferred spell's variable characteristics (*range, duration, area, and the like*) function according to your level, not the level of the recipient. Once you cast imbue with spell ability, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the imbue with spell ability spell. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active imbue with spell ability spells, the more recently cast imbued spells are dispelled.

[illegible]

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INFLICT CRITICAL WOUNDS

School necromancy; **Level** cleric 4; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will half; **Spell Resistance** yes

When laying your hand upon a creature, you channel negative energy that deals 4d8 points of damage + 1 point per caster level (*maximum* +20).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

[illegible]

MAGIC WEAPON, GREATER

School transmutation; **Level** cleric 4; **Casting Time** 1 standard action; **Components** V, S, M/DF (*powdered lime and carbon*); **Range** close (25 ft. + 5 ft./2 levels); **Target** one weapon or 50 projectiles (*all of which must be together at the time of casting*); **Duration** 1 hour/level; **Saving Throw** Will negates (*harmless, object*); **Spell Resistance** yes (*harmless, object*)

This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (*maximum* +5). This bonus does not allow a weapon to bypass damage reduction aside from magic.

Alternatively, you can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (*in the same quiver or other container*). Projectiles, but not thrown weapons, lose their transmutation after they are used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.

Uses Per Day:_____[illegible]

You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell.

The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed. They can reduce the damage in half again (*down to one-quarter of the roll*) with a successful Will save.

[illegible]

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

Uses: □□□□□□□□

PLANAR ALLY, LESSER

School conjuration (*calling*) [*see text*]; **Level** cleric 4; **Casting Time** 10 minutes; **Components** V, S, M (*offerings worth 500 gp plus payment, see text*), DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one called outsider of 6 HD or less; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

By casting this spell, you request your deity to send you an outsider (*of 6 HD or less*) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (*though you might get a different creature anyway*).

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to 1 day per caster level, requires a payment of 1,000 gp per HD.

[illegible][illegible]

[illegible]

1. 2019年12月31日，公司总资产为1,000,000,000.00元，净资产为500,000,000.00元，营业收入为1,200,000,000.00元，净利润为100,000,000.00元。

[illegible]

This spell functions like lesser restoration, except that it also dispels temporary negative levels or one permanent negative level. If this spell is used to dispel a permanent negative level, it has a material component of diamond dust worth 1,000 gp. This spell cannot be used to dispel more than one permanent negative level possessed by a target in a 1-week period.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (*your choice if more than one is drained*). It also eliminates any fatigue or exhaustion suffered by the target.

[illegible]

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[illegible]

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect. A creature can have only one spell immunity or greater spell immunity spell in effect on it at a time.

Uses Per Day:_____

Uses: □□□□□□□□

SUMMON MONSTER IV

School conjuration (*summoning*) [*see text*]; **Level** cleric 4; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (*typically an outsider, elemental, or magical beast native to another plane*). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures listed belowmarked with an “*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment.

SUMMON MONSTER IV (CONT'D)

School conjuration (*summoning*) [see text]; **Level** cleric 4; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

Summoning these creatures makes the summoning spell's type match your alignment.

1st Level: Dire rat*; Dolphin*; Eagle*; Fire beetle*; Poisonous frog*; Pony (horse)*; Riding dog*; Viper (*snake*)*

2nd Level: Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*

3rd Level: Ant, soldier*; Ape*; Aurochs (*herd animal*)*; Boar*; Cheetah*; Constrictor snake*; Crocodile*; Dire bat*; Dretch (*demon*) Chaotic, Evil; Electric eel*; Giant lizard*; Lantern archon Good, Lawful; Leopard (*cat*)*; Shark*; Wolverine*

4th Level: Bison (*herd animal*)*; Deinonychus (*dinosaur*)*; Dire ape*; Dire boar*; Dire wolf*; Elemental (*Medium*) Elemental; Giant scorpion*; Giant wasp*; Grizzly bear*; Hell hound Evil, Lawful; Hound archon Good, Lawful; Lion*; Mephit (*any*) Elemental; Pteranodon (*dinosaur*)*; Rhinoceros*

** This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.*

Uses Per Day:_____[illegible]

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Uses Per Day: _____ **Uses:** □□□□□□□□

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1. *Journal of Management Studies*, 1997, 34, 1, 1-14.

ATONEMENT

School abjuration; **Level** cleric 5; **Casting Time** 1 hour; **Components** V, S, M (*burning incense*), F (*a set of prayer beads or other prayer device worth at least 500 gp*), DF; **Range** touch; **Target** living creature touched; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** yes

This spell removes the burden of misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, atonement operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds, you must intercede with your deity (*requiring you to expend 2,500 gp in rare incense and offerings*). Atonement may be cast for one of several purposes, depending on the version selected.

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, atonement returns its alignment to its original status at no additional cost.

Restore Class: A paladin, or other class, who has lost her class features due to violating the alignment restrictions of her class may have her class features restored by this spell.

Restore Cleric or Druid Spell Powers: A cleric or druid who has lost the ability to cast spells by incurring the anger of her deity may regain that ability by seeking atonement from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric must expend 2,500 gp in rare incense and offerings for her god's intercession.

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[illegible]

[illegible][illegible]

This spell cures 5d8 points of damage + 1 point per caster level (*maximum* +25).

Unlike other spells that heal damage, *breath of life* can bring recently slain creatures back to life. If cast upon a creature that has died within 1 round, apply the healing from this spell to the creature. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through *breath of life* gain a temporary negative level that lasts for 1 day.

Creatures slain by death effects cannot be saved by breath of life.

Like cure spells, breath of life deals damage to undead creatures rather than curing them, and cannot bring them back to life.

Uses Per Day:[illegible]

School enchantment (*compulsion*) [*language-dependent, mind-affecting*]; **Level** cleric 5; **Casting Time** 1 standard action; **Components** V; **Range** close (25 ft. + 5 ft./2 levels); **Target** one creature/level, no two of which can be more than 30 ft. apart; **Duration** 1 round/level; **Saving Throw** Will negates; **Spell Resistance** yes

This spell functions like *command*, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same command.

[illegible]

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

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

Uses: □□□□□□□□

CURE LIGHT WOUNDS, MASS

School conjuration (*healing*); **Level** cleric 5; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one creature/level, no two of which can be more than 30 ft. apart; **Duration** instantaneous; **Saving Throw** Will half (*harmless*) or Will half; see text; **Spell Resistance** yes (*harmless*) or yes; see text

You channel positive energy to cure 1d8 points of damage + 1 point per caster level (*maximum* +25) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

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Shimmering, white holy energy surrounds you. This energy has three effects.

Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (*spell resistance applies*). This use discharges and ends the spell.

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Uses: □□□□□□□□

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HALLOW

School evocation [*good*]; **Level** cleric 5; **Casting Time** 24 hours; **Components** V, S, M (*herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the hallowed area*), DF; **Range** touch; **Area** 40-ft. radius emanating from the touched point; **Duration** instantaneous; **Saving Throw** see text; **Spell Resistance** see text

Hallow makes a particular site, building, or structure a holy site. This has four major effects.

First, the site is warded by a magic circle against evil effect.

Second, the DC to resist positive channeled energy within this area gains a +4 sacred bonus and the DC to resist negative energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell.

Third, any dead body interred in a hallowed site cannot be turned into an undead creature.

Finally, you can fix a single spell effect to the hallowed site. The spell effect lasts for 1 year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting hallow again.

Spell effects that may be tied to a hallowed site include aid, bane, bless, cause fear, darkness, daylight, death ward, deeper darkness, detect evil, detect magic, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge, protection from energy, remove fear, resist energy, silence, tongues,

and zone of truth. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

[illegible]**Uses Per Day:**_____[illegible]

INFLECT LIGHT WOUNDS, MASS

School necromancy; **Level** cleric 5; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one creature/level, no two of which can be more than 30 ft. apart; **Duration** instantaneous; **Saving Throw** Will half; **Spell Resistance** yes

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage + 1 point per caster level (*maximum* +25) to nearby living enemies.

Like other inflict spells, mass inflict light wounds cures undead in its area rather than damaging them. A cleric capable of spontaneously casting inflict spells can also spontaneously cast mass inflict spells.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

You summon a number of swarms of wasps (*one per three levels, to a maximum of six swarms at 18th level*). The swarms must be summoned so that each one is adjacent to at least one other swarm (*that is, the swarms must fill one contiguous area*). You may summon the wasp swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

[illegible]

School necromancy; **Level** cleric 5; **Casting Time** 10 minutes; **Components** V, S, DF; **Range** touch; **Target** creature touched; **Duration** permanent; see text; **Saving Throw** none; **Spell Resistance** yes

You mark a subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of undesirable behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of bestow curse.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of bestow curse, a mark of justice cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. Remove curse works only if its caster level is equal to or higher than your mark of justice caster level. These restrictions apply regardless of whether the mark has activated.

[illegible]

.....

Page 10 of 10

RAISE DEAD

School conjuration (*healing*); **Level** cleric 5; **Casting Time** 1 minute; **Components** V, S, M (*diamond worth 5,000 gp*), DF; **Range** touch; **Target** dead creature touched; **Duration** instantaneous; **Saving Throw** none, see text; **Spell Resistance** yes (*harmless*)

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (*if this would reduce its Con to 0 or less, it can't be raised*). A character who died with spells prepared has a 50% chance of losing any given spell upon being raised. A spellcasting creature that doesn't prepare spells (*such as a sorcerer*) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

.....

.....

[illegible]

You can attempt to slay any one living creature. When you cast this spell, your hand seethes with eerie dark fire. You must succeed on a melee touch attack to touch the target. The target takes 12d6 points of damage + 1 point per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

Uses: □□□□□□□□

SCRYING

School divination (*scrying*); **Level** cleric 5; **Casting Time** 1 hour; **Components** V, S, M/DF (*a pool of water*), F (*a silver mirror worth 1,000 gp*); **Range** see text; **Effect** magical sensor; **Duration** 1 min./level; **Saving Throw** Will negates; **Spell Resistance** yes

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

| Knowledge | Will Save Modifier |
|---|--------------------|
| None* | +10 |
| Secondhand (<i>you have heard of the subject</i>) | +5 |
| Firsthand (<i>you have met the subject</i>) | +0 |
| Familiar (<i>you know the subject well</i>) | -5 |
| Connection | Will Save Modifier |
| Likeness or picture | -2 |
| Possession or garment | -4 |
| Body part, lock of hair, bit of nail, etc. | -10 |

*You must have some sort of connection (see below) to a creature of which you have no knowledge.

If the save fails, you can see and hear the subject and its surroundings (*approximately 10 feet in all directions of the subject*). If the subject moves, the sensor follows at a speed of up to 150 feet. As with all divination (*scrying*) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect

School divination (*scrying*); **Level** cleric 5; **Casting Time** 1 hour; **Components** V, S, M/DF (*a pool of water*), F (*a silver mirror worth 1,000 gp*); **Range** see text; **Effect** magical sensor; **Duration** 1 min./level; **Saving Throw** Will negates; **Spell Resistance** yes

[illegible]

The target gains spell resistance equal to $12 + \text{your caster level}$.

[illegible]

SUMMON MONSTER V

School conjuration (*summoning*) [*see text*]; **Level** bard 5; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (*typically an outsider, elemental, or magical beast native to another plane*). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures listed belowmarked with an “*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment.

SUMMON MONSTER V (CONT'D)

School conjuration (*summoning*) [see text]; **Level** bard 5; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

Summoning these creatures makes the summoning spell's type match your alignment.

1st Level: Dire rat*; Dolphin*; Eagle*; Fire beetle*; Poisonous frog*; Pony (horse)*; Riding dog*; Viper (*snake*)*

2nd Level: Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*

3rd Level: Ant, soldier*; Ape*; Aurochs (*herd animal*)*; Boar*; Cheetah*; Constrictor snake*; Crocodile*; Dire bat*; Dretch (*demon*) Chaotic, Evil; Electric eel*; Giant lizard*; Lantern archon Good, Lawful; Leopard (*cat*)*; Shark*; Wolverine*

4th Level: Bison (*herd animal*)*; Deinonychus (*dinosaur*)*; Dire ape*; Dire boar*; Dire wolf*; Elemental (*Medium*) Elemental; Giant scorpion*; Giant wasp*; Grizzly bear*; Hell hound Evil, Lawful; Hound archon Good, Lawful; Lion*; Mephit (*any*) Elemental; Pteranodon (*dinosaur*)*; Rhinoceros*

5th Level: Ankylosaurus (*dinosaur*)*; Babau (*demon*) Chaotic, Evil; Bearded devil Evil, Lawful; Bralani azata Chaotic, Good; Dire lion*; Elemental (*Large*) Elemental; Giant moray eel*; Kyton Evil, Lawful; Orca (*dolphin*)*; Salamander Evil; Woolly rhinoceros*; Xill Evil, Lawful

SUMMON MONSTER V (CONT'D)

School conjuration (*summoning*) [see text]; **Level** bard 5; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

** This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.*

Uses Per Day: _____

Uses: □□□□□□□□

[illegible]

This spell functions like symbol of death, except that all creatures of 10 HD or less within 60 feet of the symbol of sleep instead fall into a catatonic slumber for $3d6 \times 10$ minutes. Unlike with the sleep spell, sleeping creatures cannot be awakened by nonmagical means before this time expires.

Unlike symbol of death, symbol of sleep has no hit point limit; once triggered, a symbol of sleep simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of sleep are hard to detect and disable. A rogue (*only*) can use the Perception skill to find a symbol of sleep and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for symbol of sleep.

Uses Per Day:_____[illegible]

[illegible]

ॐ नमो भगवते वासुदेवाय

[illegible]

School transmutation; **Level** cleric 6; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Targets** one Small object per caster level; see text; **Duration** 1 round/level; **Saving Throw** none; **Spell Resistance** no

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any nonmagical material. You may animate one Small or smaller object or a corresponding number of larger objects as follows: A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32. You can change the designated target or targets as a move action, as if directing an active spell.

This spell cannot affect objects carried or worn by a creature.

Animate objects can be made permanent with a permanency spell.

[illegible]

UNHALLOW

School evocation [*evil*]; **Level** druid 5; **Casting Time** 24 hours; **Components** V, S, M (*herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the unhallowed area*); **Range** touch; **Area** 40-ft. radius emanating from the touched point; **Duration** instantaneous; **Saving Throw** see text; **Spell Resistance** see text

Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a magic circle against good effect.

Second, the DC to resist negative channeled energy within the spell's area of effect gains a +4 sacred bonus and the DC to resist positive energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell.

Finally, you may choose to fix a single spell effect to the unhallowed site. The spell effect lasts for 1 year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting unhallow again.

Spell effects that may be tied to an unhallowed site include aid, bane, bless, cause fear, darkness, daylight, death ward, deeper darkness, detect magic, detect good, dimensional anchor, discern

lies, dispel magic, endure elements, freedom of movement, invisibility purge, protection from energy, remove fear, resist energy, silence, tongues, and zone of truth.

An area can receive only one unhallow spell (*and its associated spell effect*) at a time.

[illegible]**Uses Per Day:**_____

Uses: □□□□□□□□

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This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object. Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area. Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness. It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Uses: □□□□□□□□

School abjuration; **Level** druid 6; **Components** V, S, DF; **Casting Time** 1 round; **Range** 10 ft.; **Area** 10-ft.-radius emanation, centered on you; **Duration** 1 min./level (*D*); **Saving Throw** none; **Spell Resistance** yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

Uses Per Day:_____[illegible]

.....

[illegible]

BEAR'S ENDURANCE, MASS

School transmutation; **Level** cleric 6; **Casting Time** 1 standard action; **Components** V, S, M/DF (*a few hairs, or a pinch of dung, from a bear*); **Range** close (25 ft. + 5 ft./2 levels); **Target** close (25 ft. + 5 ft./2 levels); **Duration** 1 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Uses Per Day:

Uses: □□□□□□□□

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (*maximum 15d6*), with a Reflex save for half damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (*ending up on the side of its choice*) and thus take no damage by making a successful Reflex save.

A blade barrier provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

Uses Per Day: _____ **Uses:** □□□□□□□□

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier to all affected.

Uses: □□□□□□□□

[illegible]

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

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms. This spell must be cast at night.

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DISPEL MAGIC, GREATER

School abjuration; **Level** cleric 6; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Target or Area** one spellcaster, creature, or object; or a 20-ft.-radius burst; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

This spell functions like dispel magic, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use greater dispel magic in one of three ways: a targeted dispel, area dispel, or a counterspell:

Targeted Dispel: This functions as a targeted dispel magic, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When greater dispel magic is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by dispel magic. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the greater dispel magic spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the greater dispel magic spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such

You may choose to automatically succeed on dispel checks against

Counterpoint: This functions as digital magic, but you receive a 14

[illegible][illegible]

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers (*and other spellcasters who rely on Charisma*) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

[illegible]

The recipient of this spell can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is prominent. For example, a hunter's cabin is not prominent enough, but a logging camp is. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the subject at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense what cavern corridor to take when a choice presents itself. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round, specifying the destination as “outside the maze.” This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (*including guardians*) who might take action to oppose the caster as he follows the path revealed by this spell.

Uses: □□□□□□□□

FORBIDDANCE

School abjuration; **Level** cleric 6; **Casting Time** 6 rounds; **Components** V, S, M (*holy water and incense worth 1,500 gp, plus 1,500 gp per 60-foot cube*), DF; **Range** medium (100 ft. + 10 ft./level); **Area** 60-ft. cube/level (S); **Duration** permanent; **Saving Throw** see text; **Spell Resistance** yes

Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells (such as dimension door and teleport), plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (*see below*). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

Alignments identical: No effect. The creature may enter the area freely (*although not by planar travel*).

Alignments different with respect to either law/chaos or good/evil: The creature takes 6d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

Alignments different with respect to both law/chaos and good/evil: The creature takes 12d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (*and the password*) at the time of casting. Adding

FORBIDDANCE (CONT'D)

School abjuration; **Level** cleric 6; **Casting Time** 6 rounds; **Components** V, S, M (*holy water and incense worth 1,500 gp, plus 1,500 gp per 60-foot cube*), DF; **Range** medium (100 ft. + 10 ft./level); **Area** 60-ft. cube/level (S); **Duration** permanent; **Saving Throw** see text; **Spell Resistance** yes

a password requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube.

Dispel magic does not dispel a forbiddance effect unless the dispeller's level is at least as high as your caster level.

You can't have multiple overlapping forbiddance effects. In such a case, the more recent effect stops at the boundary of the older effect.

[illegible]

This spell functions similarly to lesser geas, except that it affects a creature of any HD and allows no saving throw.

If the subject is prevented from obeying the geas/quest for 24 hours, it takes a -3 penalty to each of its ability scores. Each day, another -3 penalty accumulates, up to a total of -12 . No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the geas/quest.

A remove curse spell ends a geas/quest spell only if its caster level is at least two higher than your caster level. Break enchantment does not end a geas/quest, but limited wish, miracle, and wish do.

Bards, sorcerers, and wizards usually refer to this spell as *geas*, while clerics call the same spell *quest*.

Uses Per Day:_____

Uses: □□□□□□□□

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

[illegible]

If used on an undead creature, harm acts like heal.

[illegible]

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[illegible]

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all sickness and nausea, receives the benefits of both neutralize poison and remove disease, and gains 1d8 temporary hit points + 1 point per two caster levels (*maximum +10*) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and a +4 morale bonus on saving throws against poison and fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

Uses Per Day:_____[illegible]

1. 2019年12月31日，公司总资产为1,234,567,890.12元，净资产为567,890,123.45元，营业收入为12,345,678,901.23元，净利润为2,345,678,901.23元。

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School transmutation; **Level** cleric 6; **Casting Time** 1 standard action; **Components** V, S, M/DF (*feathers or droppings from an owl*); **Range** close (25 ft. + 5 ft./2 levels); **Target** one creature/level, no two of which can be more than 30 ft. apart; **Duration** 1 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, and rangers (*and other Wisdom-based spellcasters*) who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

Uses Per Day:_____

Uses: □□□□□□□□

School necromancy [*fear, mind-affecting*]; **Level** cleric 6; **Casting Time** 10 minutes; **Components** V, S, M (*mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp*); **Range** 0 ft.; see text; **Effect** one symbol; **Duration** see text; **Saving Throw** Will negates; **Spell Resistance** yes

This spell functions like symbol of death, except that all creatures within 60 feet of the symbol of fear instead become panicked for 1 round per caster level.

Note: Magic traps such as symbol of fear are hard to detect and disable. A rogue (*only*) can use the Perception skill to find a symbol of fear and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of fear.

[illegible]

PLANAR ALLY

School conjuration (*calling*) [*see text*]; **Level** cleric 6; **Casting Time** 10 minutes; **Components** V, S, M (*offerings worth 1,250 gp plus payment*), DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one or two called outsiders, totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

By casting this spell, you request your deity to send you an outsider (*of 6 HD or less*) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (*though you might get a different creature anyway*). The creatures agree to help you and request your return payment together.

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per

HD. A long-term task, one requiring up to 1 day per caster level, requires a payment of 1,000 gp per HD.

At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

[illegible]**Uses Per Day:**[illegible]

SUMMON MONSTER VI

School conjuration (*summoning*) [*see text*]; **Level** cleric 6; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (*typically an outsider, elemental, or magical beast native to another plane*). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures listed belowmarked with an “*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment.

SUMMON MONSTER VI (CONT'D)

School conjuration (*summoning*) [see text]; **Level** cleric 6; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

Summoning these creatures makes the summoning spell's type match your alignment.

1st Level: Dire rat*; Dolphin*; Eagle*; Fire beetle*; Poisonous frog*; Pony (horse)*; Riding dog*; Viper (*snake*)*

2nd Level: Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*

3rd Level: Ant, soldier*; Ape*; Aurochs (*herd animal*)*; Boar*; Cheetah*; Constrictor snake*; Crocodile*; Dire bat*; Dretch (*demon*) Chaotic, Evil; Electric eel*; Giant lizard*; Lantern archon Good, Lawful; Leopard (*cat*)*; Shark*; Wolverine*

4th Level: Bison (*herd animal*)*; Deinonychus (*dinosaur*)*; Dire ape*; Dire boar*; Dire wolf*; Elemental (*Medium*) Elemental; Giant scorpion*; Giant wasp*; Grizzly bear*; Hell hound Evil, Lawful; Hound archon Good, Lawful; Lion*; Mephit (*any*) Elemental; Pteranodon (*dinosaur*)*; Rhinoceros*

5th Level: Ankylosaurus (*dinosaur*)*; Babau (*demon*) Chaotic, Evil; Bearded devil Evil, Lawful; Bralani azata Chaotic, Good; Dire lion*; Elemental (*Large*) Elemental; Giant moray eel*; Kyton Evil, Lawful; Orca (*dolphin*)*; Salamander Evil; Woolly rhinoceros*; Xill Evil, Lawful

SUMMON MONSTER VI (CONT'D)

School conjuration (*summoning*) [see text]; **Level** cleric 6; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

6th Level Dire bear*; Dire tiger*; Elasmosaurus (*dinosaur*)*; Elemental (*Huge*) Elemental; Elephant*; Erinyes (*devil*) Evil, Lawful; Giant octopus*; Invisible stalker Air; Lillend azata Good, Lawful; Shadow demon Chaotic, Evil; Succubus (*demon*) Chaotic, Evil; Triceratops (*dinosaur*)*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Uses Per Day: _____ **Uses:** □□□□□□□□

SYMBOL OF PERSUASION

School enchantment (*charm*) [mind-affecting]; **Level** cleric 6; **Casting Time** 10 minutes; **Components** V, S, M (*mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp*); **Range** 0 ft.; see text; **Effect** one symbol; **Duration** see text; **Saving Throw** Will negates; **Spell Resistance** yes

This spell functions like symbol of death, except that all creatures within the radius of a symbol of persuasion instead become charmed by the caster (*as the charm monster spell*) for 1 hour per caster level.

Unlike symbol of death, symbol of persuasion has no hit point limit; once triggered, a symbol of persuasion simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of persuasion are hard to detect and disable. A rogue (*only*) can use the Perception skill to find a symbol of persuasion and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of persuasion.

[illegible]

This spell functions like circle of death, except that it destroys undead creatures as noted above.

[illegible]

WIND WALK

School transmutation [*air*]; **Level** cleric 6; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Targets** you and one touched creature per three levels; **Duration** 1 hour/level (D); see text; **Saving Throw** no and Will negates (*harmless*); **Spell Resistance** no and yes (*harmless*)

You alter the substance of your body to a cloudlike vapor (as the gaseous form spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (*60 mph*) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (*as does any time spent in physical form*). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round (*for a total of 600 feet*), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

Uses Per Day:[illegible]

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

An unwilling creature can't be teleported by word of recall. Likewise, a creature's Will save (*or spell resistance*) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

[illegible]

BLASPHEMY

School evocation [*evil, sonic*]; **Level** cleric 7; **Casting Time** 1 standard action; **Components** V; **Range** 40 ft.; **Area** nonevil creatures in a 40-ft.-radius spread centered on you; **Duration** instantaneous; **Saving Throw** Will partial; **Spell Resistance** yes

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

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

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Dazed: The creature can take no actions for 1 round, though it defends itself normally. Save negates.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds. Save for half.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (*maximum* +25).

Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot

return for at least 24 hours. This effect takes place regardless of whether the creatures hear the blasphemy or not. The banishment effect allows a Will save (*at a -4 penalty*) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by blasphemy.

Uses Per Day:[illegible]

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

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

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (*which fully manifests itself 10 minutes later*). Contradictory conditions are not possible simultaneously. Control weather can do away with atmospheric phenomena (*naturally occurring or otherwise*) as well as create them. A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

Uses: □□□□□□□□

CURE SERIOUS WOUNDS, MASS

School conjuration (*healing*); **Level** cleric 7; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one creature/level, no two of which can be more than 30 ft. apart; **Duration** instantaneous; **Saving Throw** Will half (*harmless*) or Will half; see text; **Spell Resistance** yes (*harmless*) or yes; see text

You channel positive energy to cure 3d8 points of damage + 1 point per caster level (*maximum* +35) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

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

[illegible]

DICTUM

School evocation [*lawful, sonic*]; **Level** cleric 7; **Casting Time** 1 standard action; **Components** V; **Range** 40 ft.; **Area** nonlawful creatures in a 40-ft.-radius spread centered on you; **Duration** instantaneous; **Saving Throw** none or Will negates; see text; **Spell Resistance** yes

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

| HD | Effect |
|------------------------|--|
| Equal to caster level | Deafened |
| Up to caster level -1 | Staggered, deafened |
| Up to caster level -5 | Paralyzed, staggered, deafened |
| Up to caster level -10 | Killed, paralyzed, staggered, deafened |

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

Staggered: The creature is staggered for 2d4 rounds. Save reduces the staggered effect to 1d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (*maximum* +25).

Furthermore, if you are on your home plane when you cast this spell, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot

return for at least 24 hours. This effect takes place regardless of whether the creatures hear the dictum or not. The banishment effect allows a Will save (*at a -4 penalty*) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by dictum.

Uses Per Day: _____

Uses: □ □ □ □ □ □ □ □ □

You become ethereal, along with your equipment. For the duration of the spell, you are in the Ethereal Plane, which overlaps the Material Plane. When the spell expires, you return to material existence.

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane.

Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and become material while inside a material object (*such as a solid wall*), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Uses Per Day:_____

Uses:

Negative energy spreads out in all directions from the point of origin, dealing 3d8 points of damage + 1 point per caster level (*maximum* +35) to nearby living enemies.

Like other inflict spells, mass inflict light wounds cures undead in its area rather than damaging them. A cleric capable of spontaneously casting inflict spells can also spontaneously cast mass inflict spells.

Uses: □□□□□□□□

HOLY WORD

School evocation [*good, sonic*]; **Level** cleric 7; **Casting Time** 1 standard action; **Components** V; **Range** 40 ft.; **Area** nongood creatures in a 40-ft.-radius spread centered on you; **Duration** instantaneous; **Saving Throw** Will partial; **Spell Resistance** yes

Any nongood creature within the area of a holy word spell suffers the following ill effects.

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

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

Blinded: The creature is blinded for 2d4 rounds. Save reduces the blinded effect to 1d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (*maximum* +25).

Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of

Creatures whose HD exceed your caster level are unaffected by holy word.

[illegible]

REFUGE

School conjuration (*teleportation*); **Level** cleric 7; **Casting Time** 1 standard action; **Components** V, S, M (*a prepared object worth 1,500 gp*); **Range** touch; **Target** object touched; **Duration** permanent until discharged; **Saving Throw** none; **Spell Resistance** no

When you cast this spell, you create powerful magic in a specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is so enhanced, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (*a standard action*). When this is done, the individual and all objects it is wearing and carrying (*to a maximum of the character's heavy load*) are instantly transported to your abode. No other creatures are affected (*aside from a familiar or animal companion that is touching the subject*).

You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the refuge spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

REGENERATE

School conjuration (*healing*); **Level** cleric 7; **Casting Time** 3 full rounds; **Components** V, S, DF; **Range** touch; **Target** living creature touched; **Duration** instantaneous; **Saving Throw** Fortitude negates (*harmless*); **Spell Resistance** yes (*harmless*)

The subject's severed body members (*fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures*), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage + 1 point per caster level (*maximum* +35), rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (*including undead*).

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (*to the limit your level allows*). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. The creature is not forced back. The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

[illegible]

School conjuration (*healing*); **Level** cleric 7; **Casting Time** 3 rounds; **Components** V, S, M (diamond dust 5,000 gp); **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

This spell functions like lesser restoration, except that it dispels all permanent and temporary negative levels afflicting the healed creature. Greater restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects.

Uses Per Day:[illegible]

RESURRECTION

School conjuration (*healing*); **Level** cleric 7; **Casting Time** 1 minute; **Components** V, S, M (diamond worth 10,000 gp), DF; **Range** touch; **Target** dead creature touched; **Duration** instantaneous; **Saving Throw** none, see text; **Spell Resistance** yes (*harmless*)

This spell functions like raise dead, except that you are able to restore life and complete strength to any deceased creature.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (*The remains of a creature hit by a disintegrate spell count as a small portion of its body.*) The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The subject of the spell gains one permanent negative level when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (*if this would reduce its Con to 0 or less, it can't be resurrected*).

You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

SUMMON MONSTER VII

School conjuration (*summoning*) [*see text*]; **Level** cleric 7; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (*typically an outsider, elemental, or magical beast native to another plane*). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures listed belowmarked with an “*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment.

SUMMON MONSTER VII (CONT'D)

School conjuration (*summoning*) [*see text*]; **Level** cleric 7; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

Summoning these creatures makes the summoning spell's type match your alignment.

1st Level Dire rat*; Dolphin*; Eagle*; Fire beetle*; Poisonous frog*; Pony (*horse*)*; Riding dog*; Viper (*snake*)*

2nd Level Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*

3rd Level Ant, soldier*; Ape*; Aurochs (*herd animal*)*; Boar*; Cheetah*; Constrictor snake*; Crocodile*; Dire bat*; Dretch (*demon*) Chaotic, Evil; Electric eel*; Giant lizard*; Lantern archon Good, Lawful; Leopard (*cat*)*; Shark*; Wolverine*

4th Level Bison (*herd animal*)*; Deinonychus (*dinosaur*)*; Dire ape*; Dire boar*; Dire wolf*; Elemental (*Medium*) Elemental; Giant scorpion*; Giant wasp*; Grizzly bear*; Hell hound Evil, Lawful; Hound archon Good, Lawful; Lion*; Mephit (*any*) Elemental; Pteranodon (*dinosaur*)*; Rhinoceros*

5th Level Ankylosaurus (*dinosaur*)*; Babau (*demon*) Chaotic, Evil; Bearded devil Evil, Lawful; Bralani azata Chaotic, Good; Dire lion*; Elemental (*Large*) Elemental; Giant moray eel*; Kyton Evil, Lawful; Orca (*dolphin*)*; Salamander Evil; Woolly rhinoceros*; Xill Evil, Lawful

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1. *Journal of the American Medical Association*, 1997; 277: 1001-1005.

School enchantment (*compulsion*) [*mind-affecting*]; **Level** cleric 7; **Components** V, S, M (*mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each*); **Range** 0 ft.; see text; **Effect** one symbol; **Duration** see text; **Saving Throw** Will negates

This spell functions like symbol of death, except that all creatures within 60 feet of a symbol of stunning instead become stunned for 1d6 rounds.

Note: Magic traps such as symbol of stunning are hard to detect and disable. A rogue (*only*) can use the Perception skill to find a symbol of stunning and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for symbol of stunning.

Uses Per Day:_____

Uses: □□□□□□□□

SYMBOL OF WEAKNESS

School enchantment (*compulsion*) [*mind-affecting*]; **Level** cleric 7; **Components** V, S, M (*mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each*); **Range** 0 ft.; see text; **Effect** one symbol; **Duration** see text; **Saving Throw** Will negates

This spell functions like symbol of death, except that every creature within 60 feet of a symbol of weakness instead suffers crippling weakness that deals 3d6 points of Strength damage.

Unlike symbol of death, symbol of weakness has no hit point limit; once triggered, a symbol of weakness simply remains active for 10 minutes per caster level. A creature can only be affected by this symbol once.

Note: Magic traps such as symbol of weakness are hard to detect and disable. A rogue (*only*) can use the Perception skill to find a symbol of weakness and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for symbol of weakness.

[illegible]

WORD OF CHAOS

School evocation [*chaotic, sonic*]; **Level** cleric 7; **Casting Time** 1 standard action; **Components** V; **Range** 40 ft.; **Area** nonchaotic creatures in a 40-ft.-radius spread centered on you; **Duration** instantaneous; **Saving Throw** none or Will negates; see text; **Spell Resistance** yes

Any nonchaotic creature within the area of a word of chaos spell suffers the following ill effects, depending on their HD.

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

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

Stunned: The creature is stunned for 1 round. Save negates.

Confused: The creature is confused for 1d10 minutes. This is a mind-affecting enchantment effect. Save reduces the confused effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (*maximum* +25).

Furthermore, if you are on your home plane when you cast this spell, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot

WORD OF CHAOS (CONT'D)

School evocation [*chaotic, sonic*]; **Level** cleric 7; **Casting Time** 1 standard action; **Components** V; **Range** 40 ft.; **Area** nonchaotic creatures in a 40-ft.-radius spread centered on you; **Duration** instantaneous; **Saving Throw** none or Will negates; see text; **Spell Resistance** yes

return for at least 24 hours. This effect takes place regardless of whether the creatures hear the word of chaos or not. The banishment effect allows a Will save (*at a -4 penalty*) to negate.

Creatures whose HD exceed your caster level are unaffected by word of chaos.

Uses Per Day:[illegible]

ANTIMAGIC FIELD

School abjuration; **Level** cleric 8; **Casting Time** 1 standard action; **Components** V, S, M/DF (*pinch of powdered iron or iron filings*); **Range** 10 ft.; **Area** 10-ft.-radius emanation, centered on you; **Duration** 10 min./level (*D*); **Saving Throw** none; **Spell Resistance** see text

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

An antimagic field suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an antimagic field counts against the suppressed spell's duration.

Summoned creatures of any type and incorporeal undead wink out if they enter an antimagic field. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast antimagic field in an area occupied by a summoned creature that has spell resistance, you must make a caster level check ($1d20 + \text{caster level}$) against the creature's spell resistance to make it wink out. (*The effects of instantaneous conjurations are not affected by an antimagic field because the conjuration itself is no longer in effect, only its result.*)

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (*and a masterwork sword at that*). The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter

self-supporting (*unless they have been summoned, in which case they are treated like any other summoned creatures*). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities may be temporarily nullified by the field. Dispel magic does not remove the field.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

[illegible]

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful creatures that strike the subjects to become confused. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from law, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures.

Second, each warded creature gains spell resistance 25 against lawful spells and spells cast by lawful creatures.

Third, the abjuration protects from possession and mental influence, just as protection from law does.

Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is confused for 1 round (*Will save negates, as with the confusion spell, but against the save DC of cloak of chaos*).

[illegible]

1. 2019年12月31日，公司总资产为1,000,000,000.00元，净资产为500,000,000.00元，营业收入为1,200,000,000.00元，净利润为100,000,000.00元。

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CURE CRITICAL WOUNDS, MASS

School conjuration (*healing*); **Level** cleric 8; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one creature/level, no two of which can be more than 30 ft. apart; **Duration** instantaneous; **Saving Throw** Will half (*harmless*) or Will half; see text; **Spell Resistance** yes (*harmless*) or yes; see text

You channel positive energy to cure 4d8 points of damage + 1 point per caster level (maximum +40) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

[illegible]

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

A dimensional lock does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

[illegible]

School divination; **Level cleric 8**; **Casting Time** 10 minutes; **Components** V, S, DF; **Range** unlimited; **Target** one creature or object; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of a mind blank spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (*place, name, business name, building name, or the like*), community, county (*or similar political division*), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Uses Per Day: _____ **Uses:** □□□□□□□□

School evocation [*fire*]; **Level** cleric 8; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (*100 ft. + 10 ft./level*); **Area** two 10-ft. cubes per level (S); **Duration** instantaneous; **Saving Throw** Reflex half; **Spell Resistance** yes

When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, or any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6). Creatures that fail their Reflex save catch on fire, taking 4d6 points of fire damage each round until the flames are extinguished. Extinguishing the flames is a full-round action that requires a DC 20 Reflex save.

[illegible]

EARTHQUAKE

School evocation [*earth*]; **Level** cleric 8; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** long (400 ft. + 40 ft./level); **Area** 80-ft.-radius spread (S); **Duration** 1 round; **Saving Throw** see text; **Spell Resistance** no

When you cast earthquake, an intense but highly localized tremor rips the ground. The powerful shockwave created by this spell knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (*DC 20 + spell level*) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The roof collapses, dealing 8d6 points of damage to any creature caught under the cave-in (*Reflex DC 15 half*) and pinning that creature beneath the rubble (*see below*). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris and rubble.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it falls vertically. Any creature in the path takes 8d6 points of bludgeoning damage (*Reflex DC 15 half*) and is pinned beneath the rubble (*see below*).

Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (*Reflex DC 20 to avoid a fissure*). The fissures are 40 feet deep. At the end of the spell, all fissures grind shut. Treat all trapped creatures as

EARTHQUAKE

School evocation [*earth*]; **Level** cleric 8; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** long (400 ft. + 40 ft./level); **Area** 80-ft.-radius spread (S); **Duration** 1 round; **Saving Throw** see text; **Spell Resistance** no

if they were in the bury zone of an avalanche, trapped without air (see *Environment* for more details).

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (*Reflex DC 15 half*) and is pinned beneath the rubble (*see below*).

River, Lake, or Marsh: Fissures open under the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned Beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

[illegible]

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from evil, this benefit applies against all attacks, not just against attacks by evil creatures.

Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures.

Third, the abjuration protects the recipient from possession and mental influence, just as protection from evil does.

Finally, if an evil creature succeeds on a melee attack against a creature warded by a holy aura, the offending attacker is blinded (*Fortitude save negates, as blindness/deafness, but against holy aura's save DC*).

[illegible]

Negative energy spreads out in all directions from the point of origin, dealing 4d8 points of damage + 1 point per caster level (*maximum* +40) to nearby living enemies.

Like other inflict spells, mass inflict light wounds cures undead in its area rather than damaging them. A cleric capable of spontaneously casting inflict spells can also spontaneously cast mass inflict spells.

Uses Per Day:[illegible]

This spell functions like lesser planar ally, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. The creatures agree to help you and request your return payment together.

Uses: □□□□□□□□

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and slowing chaotic creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from chaos, this benefit applies against all attacks, not just against attacks by chaotic creatures.

Second, a warded creature gains spell resistance 25 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration protects you from possession and mental influence, just as protection from chaos does.

Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the attacker is slowed (*Will save negates, as the slow spell, but against shield of law's save DC*).

[illegible]

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SUMMON MONSTER VIII

School conjuration (*summoning*) [*see text*]; **Level** cleric 8; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (*typically an outsider, elemental, or magical beast native to another plane*). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures listed belowmarked with an “*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment.

SUMMON MONSTER VIII (CONT'D)

School conjuration (*summoning*) [*see text*]; **Level** cleric 8; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

Summoning these creatures makes the summoning spell's type match your alignment.

1st Level Dire rat*; Dolphin*; Eagle*; Fire beetle*; Poisonous frog*; Pony (*horse*)*; Riding dog*; Viper (*snake*)*

2nd Level Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*

3rd Level Ant, soldier*; Ape*; Aurochs (*herd animal*)*; Boar*; Cheetah*; Constrictor snake*; Crocodile*; Dire bat*; Dretch (*demon*) Chaotic, Evil; Electric eel*; Giant lizard*; Lantern archon Good, Lawful; Leopard (*cat*)*; Shark*; Wolverine*

4th Level Bison (*herd animal*)*; Deinonychus (*dinosaur*)*; Dire ape*; Dire boar*; Dire wolf*; Elemental (*Medium*) Elemental; Giant scorpion*; Giant wasp*; Grizzly bear*; Hell hound Evil, Lawful; Hound archon Good, Lawful; Lion*; Mephit (*any*) Elemental; Pteranodon (*dinosaur*)*; Rhinoceros*

5th Level Ankylosaurus (*dinosaur*)*; Babau (*demon*) Chaotic, Evil; Bearded devil Evil, Lawful; Bralani azata Chaotic, Good; Dire lion*; Elemental (*Large*) Elemental; Giant moray eel*; Kytton Evil, Lawful; Orca (*dolphin*)*; Salamander Evil; Woolly rhinoceros*; Xill Evil, Lawful

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1. *Journal of Management Studies*, 1997, 34, 1, 1-14.

SYMBOL OF DEATH

School necromancy [*death*]; **Level** cleric 8; **Casting Time** 10 minutes; **Components** V, S, M (*mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each*); **Range** 0 ft.; see text; **Effect** one symbol; **Duration** see text; **Saving Throw** Fortitude negates; **Spell Resistance** yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a symbol of death kills one or more creatures within 60 feet of the symbol (*treat as a burst*) whose combined total current hit points do not exceed 150. The symbol of death affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the symbol becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. A creature that enters the area while the symbol of death is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the symbol of death is inactive (though visible and legible at a distance of 60 feet). To be effective, a symbol of death must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the symbol of death ineffective, unless a creature removes the covering, in which case the symbol of death works normally.

As a default, a symbol of death is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method

SYMBOL OF DEATH (CONT'D)

School necromancy [*death*]; **Level** cleric 8; **Casting Time** 10 minutes; **Components** V, S, M (*mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each*); **Range** 0 ft.; see text; **Effect** one symbol; **Duration** see text; **Saving Throw** Fortitude negates; **Spell Resistance** yes

or methods chosen, a creature more than 60 feet from a symbol of death can't trigger it (*even if it meets one or more of the triggering conditions, such as reading the rune*). Once the spell is cast, a symbol of death's triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a symbol of death to render it inoperative triggers it if the symbol reacts to touch. You can't use a symbol of death offensively; for instance, a touch-triggered symbol of death remains untriggered if an item bearing the symbol of death is used to touch a creature. Likewise, a symbol of death cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a symbol of death can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

When scribing a symbol of death, you can specify a password or phrase that prevents a creature using it from triggering the symbol's effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

SYMBOL OF DEATH (CONT'D)

School necromancy [*death*]; **Level** cleric 8; **Casting Time** 10 minutes; **Components** V, S, M (*mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each*); **Range** 0 ft.; see text; **Effect** one symbol; **Duration** see text; **Saving Throw** Fortitude negates; **Spell Resistance** yes

You also can attune any number of creatures to the symbol of death, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (*as many as 10 creatures*) extends the casting time to 1 hour. Attuning a large group (*as many as 25 creatures*) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a symbol of death cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own symbols of death, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a symbol with a Spellcraft check ($DC\ 10 + \text{the symbol's spell level}$). Of course, if the symbol is set to be triggered by reading it, this will trigger the symbol.

A symbol of death can be removed by a successful dispel magic targeted solely on the rune. An erase spell has no effect on a symbol of death. Destruction of the surface where a symbol of death is inscribed destroys the symbol but also triggers it.

Symbol of death can be made permanent with a permanency spell. A permanent symbol of death that is disabled or has affected its maximum number of hit points becomes inactive for 10 minutes, but then can be triggered again as normal.

SYMBOL OF DEATH (CONT'D)

School necromancy [death]; **Level** cleric 8; **Casting Time** 10 minutes; **Components** V, S, M (*mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each*); **Range** 0 ft.; see text; **Effect** one symbol; **Duration** see text; **Saving Throw** Fortitude negates; **Spell Resistance** yes

Note: Magic traps such as symbol of death are hard to detect and disable. A rogue (*only*) can use the Perception skill to find a symbol of death and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for symbol of death.

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A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike the effect of protection from good, this benefit applies against all attacks, not just against attacks by good creatures.

Second, a warded creature gains SR 25 against good spells and spells cast by good creatures.

Third, the abjuration protects the subjects from possession and mental influence, just as protection from good does.

Finally, if a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of Strength damage (*Fortitude negates*).

Uses: □□□□□□□□

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Journal of Management Inquiry 18(6)

This spell functions like enervation, except that the creature struck gains 2d4 temporary negative levels. Twenty-four hours after gaining them, the subject must make a Fortitude saving throw ($DC = \text{energy drain spell's save } DC$) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent.

[illegible]

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

[illegible]

GATE

School conjuration (*creation or calling*); **Level** cleric 9; **Casting Time** 1 standard action; **Components** V, S, M (*see text*); **Range** medium (100 ft. + 10 ft./level); **Effect** see text; **Duration** instantaneous or concentration (*up to 1 round/level*); see text; **Saving Throw** none; **Spell Resistance** no

Casting a gate spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction.

Second, you may then call a particular individual or kind of being through the gate.

The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice) oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

A gate has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.

Planar Travel: As a mode of planar travel, a gate spell functions much like a plane shift spell, except that the gate opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you—anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel.

GATE (CONT'D)

School conjuration (*creation or calling*); **Level** cleric 9; **Casting Time** 1 standard action; **Components** V, S, M (*see text*); **Range** medium (100 ft. + 10 ft./level); **Effect** see text; **Duration** instantaneous or concentration (*up to 1 round/level*); see text; **Saving Throw** none; **Spell Resistance** no

You may hold the gate open only for a brief time (*no more than 1 round per caster level*), and you must concentrate on doing so, or else the interplanar connection is severed.

Calling Creatures: The second effect of the gate spell is to call an extraplanar creature to your aid (*a calling effect*). By naming a particular being or kind of being as you cast the spell, you cause the gate to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This use of the spell creates a gate that remains open just long enough to transport the called creatures. This use of the spell has a material cost of 10,000 gp in rare incense and offerings. This cost is in addition to any cost that must be paid to the called creatures.

If you choose to call a kind of creature instead of a known individual, you may call either a single creature or several creatures. In either case, their total HD cannot exceed twice your caster level. In the case of a single creature, you can control it if its HD does not exceed your caster level. A creature with more HD than your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the lesser planar ally spell for appropriate rewards. Some creatures may want their payment in “livestock” rather than in coin, which could involve complications. Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

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

[illegible]

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 250 points at 25th level.

Heal does not remove negative levels or restore permanently drained ability score points.

If used against an undead creature, heal instead acts like harm.

[illegible]

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1. *Journal of Management Studies*, 1996, 33, 1, 1-14.

MIRACLE

School evocation; **Level** cleric 9; **Casting Time** 1 standard action; **Components** V, S; see text; **Range** see text; **Target, Effect, or Area** see text; **Duration** see text; **Saving Throw** see text; **Spell Resistance** yes

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

A miracle can do any of the following things.

Duplicate any cleric spell of 8th level or lower.

Duplicate any other spell of 7th level or lower.

Undo the harmful effects of certain spells, such as feeblemind or insanity.

Have any effect whose power level is in line with the above effects.

Alternatively, a cleric can make a very powerful request. Casting such a miracle costs the cleric 25,000 gp in powdered diamond because of the powerful divine energies involved. Examples of especially powerful miracles of this sort could include the following:

Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.

Moving you and your allies, with all your and their gear, from one plane to a specific locale through planar barriers with no chance of error.

Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (*or alignment's*) nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell. When a miracle spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

[illegible]

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1. *Journal of Management Studies*, 1990, 27, 1, 1-14.

TRUE RESURRECTION

School conjuration (*healing*); **Level** cleric 9; **Casting Time** 10 minutes; **Components** V, S, M, DF (*diamond worth 25,000 gp*); **Range** touch; **Target** dead creature touched; **Duration** instantaneous; **Saving Throw** none, see text; **Spell Resistance** yes (*harmless*)

This spell functions like raise dead, except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (*reciting the deceased's time and place of birth or death is the most common method*).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no negative levels (*or Constitution points*) and all of the prepared spells possessed by the creature when it died.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures.

Even true resurrection can't restore to life a creature who has died of old age.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

STORM OF VENGEANCE

School conjuration (*summoning*); **Level** cleric 9; **Casting Time** 1 round; **Components** V, S; **Range** long (400 ft. + 40 ft./level); **Effect** 360-ft.-radius storm cloud; **Duration** concentration (*maximum 10 rounds*) (D); **Saving Throw** see text; **Spell Resistance** yes

You create a huge black storm cloud in the air. Each creature under the cloud must succeed on a Fortitude save or be deafened for 1d4 × 10 minutes. Each round you continue to concentrate, the spell generates additional effects as noted below. Each effect occurs on your turn.

2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (*no save*).

3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.

4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (*no save*).

5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (*attacks have a 20% miss chance*). Creatures farther away have total concealment (*50% miss chance, and the attacker cannot use sight to locate the target*). Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the storm of

vengeance's save DC + the level of the spell the caster is trying to cast.

[illegible]

SUMMON MONSTER IX

School conjuration (*summoning*) [*see text*]; **Level** cleric 8; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (*typically an outsider, elemental, or magical beast native to another plane*). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of

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