

Spellbook for **Kearse No-Father**

=====**Cleric Spells**=====

----- **Clr, level 0** -----

AMANUENSIS

Transmutation

Level: Clr 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

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

Target: Object or objects with writing

Duration: 10 minutes/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You point at the writing and then move your hand as though holding a stylus or quill. As you intone the spell, the script appears on a sheet of paper close at hand.

You cause writing from one source (such as a book) to be copied into a book, paper, or parchment. This spell copies 250 words per minute and creates a perfect duplicate of the original. The spell copies only nonmagical text, not illustrations or magical writings (such as the text of a spellbook, a spell scroll, or a *sepia snake sigil*). If the target contains normal and magical writing (such as a letter with explosive runes), only the normal text is copied, leaving blank space in the copied text where the magical writing would be expected. Likewise, if the target contains text and illustration, only the text is copied.

The spell triggers (but does not copy) writing-based magic traps in the material being copied.

Blank paper, parchment, or a book must be provided for the spell to write upon. If the target has multiple pages, the spell automatically turns to the next blank page whenever necessary. If more pages in the target exist than blank pages are available, the spell copies the original until it runs out of blank pages. At any time during the spell's duration you can redirect the magic to copy from another target, copy onto a different blank source, or resume a duplication that was interrupted by a shortfall of blank pages.

The spell does not translate the copied writing. If you do not understand the original, you have no additional ability to understand the copy.

Source: [Spell Compendium](#)

Create Water

Conjuration (Creation) [Water]

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

Components: V, S

Casting Time: 1 standard action

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

Effect: Up to 2 gallons of water/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large-possibly creating a downpour or filling many small receptacles.

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

Cure Minor Wounds

Conjuration (Healing)

Level: Ade 0, Clr 0, Drd 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *cure light wounds*, except that it cures only 1 point of damage.

Detect Magic

Divination

Level: Ade 0, Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

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

1st Round: Presence or absence of magical auras.

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

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

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

----- Aura Power -----

Spell or Object	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th-11th	12th-20th	21st+ (artifact)

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

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers.

Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Light

Evocation [Light]

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical *darkness* does not function.

A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.

Arcane Material Component: A firefly or a piece of phosphorescent moss.

Mending

Transmutation

Level: Ade 0, Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: One object of up to 1 lb.

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a *warp wood* spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *mending*. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staffs, or wands, nor does it affect creatures (including constructs).

Purify Food and Drink

Transmutation

Level: Ade 0, Clr 0, Drd 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: 1 cu. ft./level of contaminated food and water

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magic potions.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Read Magic

Divination

Level: Ade 0, Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

By means of *read magic*, you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic*. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a *glyph of warding* with a DC 13 Spellcraft check, a *greater glyph of warding* with a DC 16 Spellcraft check, or any *symbol* spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a *permanency* spell.

Focus: A clear crystal or mineral prism.

Summon Holy Symbol

Conjuration (Summoning)

Level: Clr 0, pal 1

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: Small wooden holy symbol

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You whisper a prayer to your deity, and his symbol appears in your hand.

You conjure a small holy symbol, which you can then use to turn undead, or as a divine focus for spells, or for any other purpose that you would normally use one. The conjured holy symbol is made of wood and is neither magical nor particularly valuable.

Source: [Complete Champion](#)

Virtue

Transmutation

Level: Clr 0, Drd 0, Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min.

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains 1 temporary hit point.

----- Clr, level 1 -----

Bless

Enchantment (Compulsion) [Mind-Affecting]

Level: Ade 1, Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft.

Area: The caster and all allies within a 50-ft. burst, centered on the caster

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels *bane*.

Bless Water

Transmutation [Good]

Level: Clr 1, Pal 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

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

Material Component: 5 pounds of powdered silver (worth 25 gp).

Cure Light Wounds

Conjuration (Healing)

Level: Ade 1, Brd 1, Clr 1, Drd 1, Healing 1, Pal 1, Rgr 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

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.

Detect Evil

Divination

Level: Ade 1, Clr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./ level (D)

Saving Throw: None

Spell Resistance: No

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

1st Round: Presence or absence of evil.

2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present.

If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

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

Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

	----- Aura Power -----			
Creature/Object	Faint	Moderate	Strong	Overwhelming
Evil creature ¹ (HD)	10 or lower	11-25	26-50	51 or higher
Undead (HD)	2 or lower	3-8	9-20	21 or higher
Evil outsider (HD)	1 or lower	2-4	5-10	11 or higher
Cleric of an evil deity ² (class levels)	1	2-4	5-10	11 or higher
Evil magic item or spell (caster level)	2nd or lower	3rd-8th	9th-20th	21st or higher

1 Except for undead and outsiders, which have their own entries on the table.

2 Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

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

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them.

Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

HEALTHFUL REST

Conjuration (Healing)

Level: Brd 1, Clr 1, Drd 1

Components: V, S

Casting Time: 10 minutes

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

Targets: One creature/level, no two of which are more than 30 ft. apart

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A diffuse glow of golden light spreads from you, wrapping those you have chosen in a soft nimbus. The subjects of your spell look relaxed and rested, the stresses of the day forgotten.

Healthful rest doubles the subjects' natural healing rate. Each affected creature regains twice the hit points and ability damage it otherwise would have regained during that day, depending on its activity level (PH 76).

Source: Spell Compendium

Lantern Light

Evocation [Good, Light]

Level: Clr 1, Pal 1, Sor/Wiz 1

Components: S, Abstinence

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Rays of holy light flash from your eyes. You can fire 1 ray per 2 caster levels, but no more than 1 ray per round. You must succeed on a ranged touch attack to hit a target. The target takes 1d6 points of damage from each ray.

Abstinence Component: You must abstain from sexual intercourse for 24 hours before casting this spell.

VIGOR, LESSER

Conjuration (Healing)

Level: Clr 1, Drd 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Source: [Spell Compendium](#)

LIGHT OF LUNIA

Evocation [Good, Light]

Level: Celestia 1, Clr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target and Effect: You and up to two rays; see text

Duration: 10 minutes/level (D) or until discharged; see text

Saving Throw: None

Spell Resistance: Yes; see text

You invoke the powers of good and you begin to glow with the silver light of fabled Lunia, the first layer of the Seven Mounting Heavens of Celestia.

The silvery radiance created by this spell emanates from you in a 30-foot radius, and dim light extends for an additional 30 feet.

Beginning one turn after you cast this spell, you can choose to expend some or all of the *light of Lunia* as a ray of light. You must succeed on a ranged touch attack with the ray to strike a target. You can make a single ranged touch attack

that deals 1d6 points of damage, or 2d6 points of damage against undead or evil outsiders, with a range of 30 feet. Spell resistance applies to this attack. This dims your silvery radiance to half (15-foot light, with dim light for an additional 15 feet). You can choose to fire one additional ray with the same characteristics either on the same round or on a subsequent round. Firing the second ray quenches your radiance and ends the spell.

Source: [Spell Compendium](#)

NIMBUS OF LIGHT

Evocation [Light]

Level: Clr 1, Purification 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level or until discharged (D)

A glittering corona of sunlight surrounds your body at a few inches distance-until you release it as a focused blast of divine energy.

The nimbus of light around you glows like a lantern, providing bright illumination in a 30-foot radius (and shadowy illumination for an additional 30 feet) from you.

As a move action, you can coalesce the energy from a *nimbus of light* around your outstretched arm, and then as a standard action fling it toward a foe within 30 feet. You must succeed on a ranged touch attack with the energy to strike a target. A *nimbus of light* deals 1d8 points of damage +1 point per round that has elapsed since you cast the spell (maximum 1d8 + caster level). Attacking with a *nimbus of light* ends the spell, whether your ranged touch attack is successful or not.

Source: [Spell Compendium](#)

----- Clr, level 2 -----

Cure Moderate Wounds

Conjuration (Healing)

Level: Ade 2, Brd 2, Clr 2, Drd 3, Healing 2, Pal 3, Rgr 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *cure light wounds*, except that it cures 2d8 points of damage +1 point per caster level (maximum +10).

DEIFIC VENGEANCE

Conjuration (Summoning)

Level: Clr 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

You call out to your deity, declaring your foe's crimes and asking your deity to punish him.

This spell deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead.

Source: [Spell Compendium](#)

DIVINE PROTECTION

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Allies in a 20-ft.-radius burst

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call upon your holy powers to aid your companions and a golden light appears from above, bathing them with sparkling radiance.

Allies gain a +1 morale bonus to their Armor Class and on saving throws.

Source: [Spell Compendium](#)

Eagle's Splendor

Transmutation

Level: Brd 2, Clr 2, Pal 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

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

Arcane Material Component: A few feathers or a pinch of droppings from an eagle.

GHOST TOUCH ARMOR

Transmutation

Level: Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Armor of creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Confronted with incorporeal enemies, you give the armor you touch the power to defend against such foes.

The subject's armor gains the ghost touch special ability (*DMG* 219).

Material Component: A tiny shield made of resin.

Source: [Spell Compendium](#)

Restoration, Lesser

Conjuration (Healing)

Level: Clr 2, Drd 2, Pal 1

Components: V, S

Casting Time: 3 rounds

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.

LIGHT OF MERCURIA

Evocation [Good, Light]

Level: Clr 2, Sor/Wiz 2

This spell functions like *light of Lunia*, except that the radiance created is golden. Your light rays deal 2d6 points of damage, or 4d6 points of damage against undead and evil outsiders.

Source: [Spell Compendium](#)

PROTECTION FROM NEGATIVE ENERGY

Abjuration

Level: Clr 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Swaddling your ally in a protective field drawn by your hand like a blanket, you guard him against negative energy attacks.

The warded creature gains partial protection against negative energy effects. For as long as the spell lasts, it subtracts 10 from the hit point damage dealt by any negative energy effect (such as an *inflict* spell) that adversely affects it. Negative energy effects that don't deal hit point damage to the subject, such as an *energy drain* spell, affect the subject normally.

Source: [Spell Compendium](#)

----- **Clr, level 3** -----

Continual Flame

Evocation [Light]

Level: Ade 3, Clr 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Effect: Magical, heatless flame

Duration: Permanent

Saving Throw: None

Spell Resistance: No

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

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

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

Cure Serious Wounds

Conjuration (Healing)

Level: Ade 3, Brd 3, Clr 3, Drd 4, Pal 4, Rgr 4, Healing 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *cure light wounds*, except that it cures 3d8 points of damage +1 point per caster level (maximum +15).

LIGHT OF VENYA

Evocation [Good, Light]

Level: Clr 3, Sor/Wiz 3

This spell functions like *light of Lunia*, except that a softy pearly radiance is created. Your light rays deal 3d6 points of damage, or 6d6 points of damage against undead and evil outsiders. Alternatively, you can choose for the ray to heal 1d6 points of damage + your divine spellcaster level (maximum 1d6+10) to a living, non-evil creature.

Source: [Spell Compendium](#)

Magic Vestment

Transmutation

Level: Clr 3, Strength 3, War 3

Components: V, S, DF

Casting Time: 1 standard action

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.

AID, MASS

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 3

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

Targets: One or more creatures, no two of which are more than 30 ft. apart

You hold your holy symbol aloft and cast the spell. A silvery radiance dances from your hands, leaping over all the nearby party members and strengthening them.

This spell functions like *aid* (PH 196), except that it affects multiple subjects at a distance and each subject gains temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+15).

[Source: Spell Compendium](#)

CONVICTION, MASS

Abjuration

Level: Clr 3

Range: Medium (100 ft. + 10 ft./level)

Targets: Allies in a 20-ft.-radius burst

You hold the holy passage aloft and invoke the power of its words. Around you, your friends are bathed in a sea-blue nimbus of light.

This spell functions like *conviction*, except that it affects multiple allies at a distance.

[Source: Spell Compendium](#)

Weapon of Energy

Transmutation [see text]

Level: Clr 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One weapon

Duration: 1 round/level

Saving Throw: Fortitude negates object, harmless)

Spell Resistance: Yes (harmless, object)

Your hand glows slightly. With a touch, you transfer the glow from your hand onto the intended weapon.

You cause a weapon to gain the ability to deal energy damage in addition to its other abilities, similar to how a flaming burst weapon deals extra fire damage on a hit or critical hit. The weapon can deal acid, cold, electricity, or fire damage, chosen by you at the time of casting. The weapon deals an extra 1d6 points of damage of that energy type on a successful hit. On a critical hit, the weapon deals an extra 1d10 points of energy damage. If the weapon's critical multiplier is x3, add 2d10 points of energy damage instead, and if the multiplier is x4, add 3d10 points of energy damage.

This spell can be cast on a weapon that already deals energy damage, and if the weapon already creates the same type of damage as the spell, the effects stack. For example, if cast on a *+1 flaming longsword* to give it additional fire damage, the weapon now deals an extra 2d6 points of fire damage per hit.

This spell has a descriptor that is the same as the energy created by the targets weapon. For example, *weapon of energy* is a fire spell when used to give a weapon bonus fire damage.

[Source: Spell Compendium](#)

----- Clr, level 4 -----

Cure Critical Wounds

Conjuration (Healing)

Level: Ade 4, Brd 4, Clr 4, Drd 5, Healing 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *cure light wounds*, except that it cures 4d8 points of damage +1 point per caster level (maximum +20).

Death Ward

Necromancy

Level: Clr 4, Death 4, Drd 5, Pal 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects. This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level.

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

Light of Purity

Abjuration [Good]

Level: Clr 4

Components: V, S, DF

Casting Time: 1 swift action

Range: Touch

Target: Holy symbol touched

Duration: 1 round/level, or until discharged

Saving Throw: None

Spell Resistance: No

Your holy symbol gleams with a bright, white light that seems to cleanse the air around you of the foul stench emanating from your undead enemies.

When you cast this spell on your holy symbol, your turning damage increases by 1d6 per four divine caster levels you possess (maximum +5d6) on your next successful turning check.

Source: Complete Champion

Neutralize Poison

Conjuration (Healing)

Level: Ade 3, Brd 4, Clr 4, Drd 3, Pal 4, Rgr 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature or object of up to 1 cu. ft./level touched

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with *delay poison*, such effects aren't postponed until after the duration -the creature need not make any saves against poison effects applied to it during the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

Arcane Material Component: A bit of charcoal.

POSITIVE ENERGY AURA

Conjuration (Healing)

Level: Clr 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

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

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You speak the eldritch phrases of power and an aura of white, shining, positive energy surrounds you.

Each round on your turn, every living creature within 10 feet of you gains 1 hit point per three caster levels (maximum 5). Creatures can't exceed their full normal hit point totals as a result of this effect. Undead creatures take 2 points of damage per round. Characters with immunity to positive energy effects are not affected by this aura. A *positive energy aura* does not affect you.

[Source: Spell Compendium](#)

Restoration

Conjuration (Healing)

Level: Ade 4, Clr 4, Pal 4

Components: V, S, M

Casting Time: 3 rounds

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 also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character who has a level restored by *restoration* has exactly the

minimum number of experience points necessary to restore him or her to his or her previous level. *Restoration* cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target. *Restoration* does not restore levels or Constitution points lost due to death. *Material Component:* Diamond dust worth 100 gp that is sprinkled over the target.

UNDEAD BANE WEAPON

Transmutation

Level: Clr 4, Pal 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Your hand glows with a dull light, and when you touch the weapon, the light shifts to it, so that it sheds a serene gray radiance as bright as a candle.

You give a weapon the undead bane special ability in addition to any other properties it has. Against undead, your weapon's enhancement bonus is 2 higher than normal, and it deals an extra 2d6 points of damage against undead. The spell has no effect if cast upon a weapon that already has the undead bane special ability.

Alternatively, you can affect up to fifty arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together, such as in the same quiver. Projectiles, but not thrown weapons, lose their transmutation after one attack.

The weapon is treated as good-aligned for the purpose of overcoming damage reduction.

Source: [Spell Compendium](#)

----- Clr, level 5 -----

Darts of Life

Conjuration (Healing)

Level: Clr 5

Components: V, S

Casting Time: 1 standard action

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

Effect: One or more creatures per round

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

Small orbs of light circle your head. With a gesture, you cause one to spin off and strike your friend, healing him of damage.

You create ten gently pulsing darts of pale blue light that orbit your head like *ioun stones*. As a free action, you can launch one dart per round at an ally you designate within range. Alternatively, as a standard action, you can launch up to three darts per round at one or more designated allies within range. As a full-round action, you can launch all remaining orbs at one or more allies within range.

Each dart heals 1d8 points of damage the target has taken, as though it were a *cure* spell. Since undead are powered by negative energy, this spell damages them instead of curing their wounds. An undead creature can apply spell resistance to this effect, and you must make a successful ranged touch attack for each dart you attempt to launch against such a creature.

Source: Complete Champion

Cure Light Wounds, Mass

Conjuration (Healing)

Level: Brd 5, Clr 5, Drd 6, Healing 5

Components: V, S

Casting Time: 1 standard action

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

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will half (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) in each selected creature.

Like other *cure* spells, *mass cure light wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Raise Dead

Conjuration (Healing)

Level: Ade 5, Clr 5

Components: V, S, M, DF

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

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

Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can't be raised). This level/HD loss or Constitution loss cannot be repaired by any means. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

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

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell.

Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Material Component: Diamonds worth a total of least 5,000 gp.

REVIVIFY

Conjuration (Healing)

Level: Clr 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

The diamonds vaporize from your hand as you cast this spell, and the vapors they give off wrap around your fallen companion, dragging her soul back into her mortal form.

Revivify miraculously restores life to a recently deceased creature. However, the spell must be cast within 1 round of the victim's death. Before the soul of the deceased has completely left the body, this spell halts its journey while repairing somewhat the damage to the body. This spell functions like *raise dead* (PH 268), except that the raised creature receives no level loss, no Constitution loss, and no loss of spells. The creature has -1 hit points (but is stable).
Material Component: Diamonds worth at least 1,000 gp.

[Source: Spell Compendium](#)