

Notes:

(C)ure (D)omain (I)nitiate I(N)dicator (S)chool

Level: 0

Create Water

School: Conjuraton Sub: Creation Source: PHB (215)
Cast Time: 1 standard action Range: Close Components: V,S Duration: Instantaneous Save: None SR: No
Brief Description: Creates 2 gallons/level of pure water
Effect: Up to 2 gallons of water/level
Indicators: Water

Cure Minor Wounds

School: Conjuraton Sub: Healing Source: PHB (216)
Cast Time: 1 standard action Range: Touch Components: V,S Duration: Instantaneous Save: W 1/2; see text SR: Yes
Brief Description: Cures 1 point of damage, damages undead
Effect: Creature

Detect Magic

School: Divination Source: PHB (219)
Cast Time: 1 standard action Range: 60 ft. Components: V,S Duration: Concentration, up to 1 minute/level (D) Save: None SR: No
Brief Description: Detects spells and magic items within 60 ft.
Effect: Cone-shaped emanation
Notes: Can be made permanent with Permanency

Detect Poison

School: Divination Source: PHB (219)
Cast Time: 1 standard action Range: Close Components: V,S Duration: Instantaneous Save: None SR: No
Brief Description: Detects poison in one creature or small object
Effect: One creature, one object, or a 5-ft.-cube

Guidance

School: Divination Source: PHB (238)
Cast Time: 1 standard action Range: Touch Components: V,S Duration: 1 minute or discharge Save: W neg. SR: Yes
Brief Description: +1 on one attack roll, saving throw, or skill check
Effect: Creature

Inflict Minor Wounds

School: Necromancy Source: PHB (244)
Cast Time: 1 standard action Range: Touch Components: V,S Duration: Instantaneous Save: W neg. SR: Yes
Brief Description: Touch attack, 1 point of damage
Effect: Creature

Light

School: Evocation Source: PHB (248)
Cast Time: 1 standard action Range: Touch Components: V,M/D Duration: 10 min./level (D) Save: None SR: No
Brief Description: Object shines like a torch
Effect: Object
Notes: Counters and dispels darkness spells of equal or lower level
Indicators: Light

Mending

School: Transmutation Source: PHB (253)
Cast Time: 1 standard action Range: 10 ft. Components: V,S Duration: Instantaneous Save: W neg. SR: Yes
Brief Description: Makes minor repairs on an object
Effect: One object of up to 1 lb.

Purify Food and Drink

School: Transmutation Source: PHB (267)
Cast Time: 1 standard action Range: 10 ft. Components: V,S Duration: Instantaneous Save: W neg. SR: Yes
Brief Description: Purifies 1 cu. ft./level of food or drink
Effect: 1 cu. ft./level of contaminated food and water

Read Magic

School: Divination Source: PHB (269)
Cast Time: 1 standard action Range: Personal Components: V,S,F Duration: 10 min./level Save: None SR: No
Brief Description: Read scrolls and spellbooks
Effect: You
Notes: Can be made permanent with Permanency

Resistance

School: Abjuration Source: PHB (272)
Cast Time: 1 standard action Range: Touch Components: V,S,M/D Duration: 1 minute Save: W neg. SR: Yes
Brief Description: Subject gains +1 on saving throws
Effect: Creature
Notes: Can be made permanent with Permanency

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Level: 0 (continued)

Virtue

School: Transmutation

Source: PHB (298)

Cast Time: 1 standard action Range: Touch Components: V,S,D Duration: 1 min. Save: F neg. SR: Yes

Brief Description: Subject gains 1 temporary hp

Effect: Creature

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Level: 1

Detect Secret Doors

School: Divination

Source: PHB (220)

Cast Time: 1 standard action Range: 60 ft. Components: V,S Duration: Concentration, up to 1 min./level (D) Save: None SR: No

Brief Description: Reveals hidden doors within 60 ft.

Effect: Cone-shaped emanation

Obscuring Mist

School: Conjuration

Sub: Creation

Source: PHB (258)

Cast Time: 1 standard action Range: 20 ft. Components: V,S Duration: 1 min./level Save: None SR: No

Brief Description: Fog surrounds you

Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high

Bane

School: Enchantment

Sub: Compulsion

Source: PHB (203)

Cast Time: 1 standard action Range: 50 ft. Components: V,S,D Duration: 1 min./level Save: W neg. SR: Yes

Brief Description: Enemies take -1 on attack rolls and saves against fear

Effect: All enemies within 50 ft.

Notes: Counters and dispels Bless

Indicators: Mind Fear

Bless

School: Enchantment

Sub: Compulsion

Source: PHB (205)

Cast Time: 1 standard action Range: 50 ft. Components: V,S,D Duration: 1 min./level Save: None SR: Yes

Brief Description: Allies gain +1 on attack rolls and saves against fear

Effect: Caster and all allies within 50-ft. burst

Notes: Counters and dispels Bane

Indicators: Mind

Command

School: Enchantment

Sub: Compulsion

Source: PHB (211)

Cast Time: 1 standard action Range: Close Components: V Duration: 1 round Save: W neg. SR: Yes

Brief Description: One subject obeys selected command for 1 round

Effect: One living creature

Indicators: Mind Language

Bless Water

School: Transmutation

Source: PHB (205)

Cast Time: 1 minute Range: Touch Components: V,S,M Duration: Instantaneous Save: W neg. SR: Yes

Brief Description: Makes holy water

Effect: Flask of water

Costly Component: 5 pounds of powdered silv

Indicators: Good

Cause Fear

School: Necromancy

Source: PHB (208)

Cast Time: 1 standard action Range: Close Components: V,S Duration: 1d4 rds. or 1 rd.; see text Save: W par. SR: Yes

Brief Description: One creature of 5 HD or less flees for 1d4 rounds

Effect: One living creature with 5 or fewer HD

Notes: Counters and dispels Remove Fear

Indicators: Mind Fear

Comprehend Languages

School: Divination

Source: PHB (212)

Cast Time: 1 standard action Range: Personal Components: V,S,M/D Duration: 10 min./level Save: None SR: No

Brief Description: You understand all spoken and written languages

Effect: You

Notes: Can be made permanent with Permanency

Cure Light Wounds

School: Conjuration

Sub: Healing

Source: PHB (215)

Cast Time: 1 standard action Range: Touch Components: V,S Duration: Instantaneous Save: W 1/2; see text SR: Yes

Brief Description: Cures 1d8 damage + 1/level (max +5), damages undead

Effect: Creature

Curse Water

School: Necromancy

Source: PHB (216)

Cast Time: 1 minute Range: Touch Components: V,S,M Duration: Instantaneous Save: W neg. SR: Yes

Brief Description: Makes unholy water

Effect: Flask of water

Costly Component: 5 lbs. of powdered silver

Indicators: Evil

Notes:

(C)ure (D)omain (I)nitiative (N)icator (S)chool

Level: 1 (continued)

Deathwatch	School: Necromancy	Source: PHB (217)
Cast Time: 1 standard action Range: 30 ft. Components: V,S Duration: 10 min./level Save: None SR: No		
Brief Description: Reveals how near death subjects within 30 ft. are		
Effect: Cone-shaped emanation		
Indicators: Evil		
Detect Chaos	School: Divination	Source: PHB (218)
Cast Time: 1 standard action Range: 60 ft. Components: V,S,D Duration: Concentration, up to 10 min./level (D) Save: None SR: No		
Brief Description: Reveals Chaotic creatures, objects, or spells		
Effect: Cone-shaped emanation		
Detect Evil	School: Divination	Source: PHB (218)
Cast Time: 1 standard action Range: 60 ft. Components: V,S,D Duration: Concentration, up to 10 min./level (D) Save: None SR: No		
Brief Description: Reveals Evil creatures, objects, or spells		
Effect: Cone-shaped emanation		
Detect Good	School: Divination	Source: PHB (219)
Cast Time: 1 standard action Range: 60 ft. Components: V,S,D Duration: Concentration, up to 10 min./level (D) Save: None SR: No		
Brief Description: Reveals Good creatures, objects, or spells		
Effect: Cone-shaped emanation		
Detect Law	School: Divination	Source: PHB (219)
Cast Time: 1 standard action Range: 60 ft. Components: V,S,D Duration: Concentration, up to 10 min./level (D) Save: None SR: No		
Brief Description: Reveals Lawful creatures, objects, or spells		
Effect: Cone-shaped emanation		
Detect Undead	School: Divination	Source: PHB (220)
Cast Time: 1 standard action Range: 60 ft. Components: V,S,M/D Duration: Concentration, up to 1 min./level (D) Save: None SR: No		
Brief Description: Reveals undead within 60 ft.		
Effect: Cone-shaped emanation		
Divine Favor	School: Evocation	Source: PHB (224)
Cast Time: 1 standard action Range: Personal Components: V,S,D Duration: 1 minute Save: None SR: No		
Brief Description: You gain +1 per three levels on attack and damage rolls		
Effect: You		
Doom	School: Necromancy	Source: PHB (225)
Cast Time: 1 standard action Range: Medium Components: V,S,D Duration: 1 min./level Save: W neg. SR: Yes		
Brief Description: One subject takes -2 on attack rolls, damage, saves, and checks		
Effect: One living creature		
Indicators: Mind Fear		
Endure Elements	School: Abjuration	Source: PHB (226)
Cast Time: 1 standard action Range: Touch Components: V,S Duration: 24 hours Save: W neg. SR: Yes		
Brief Description: Exist comfortably in hot or cold environments		
Effect: Creature		
Entropic Shield	School: Abjuration	Source: PHB (227)
Cast Time: 1 standard action Range: Personal Components: V,S Duration: 1 min./level (D) Save: None SR: No		
Brief Description: Ranged attacks against you have 20% miss chance		
Effect: You		
Faith Healing	School: Conjuration	Sub: Healing
Source: MoF (93)		
Cast Time: 1 standard action Range: Touch Components: V,S Duration: Instantaneous Save: W 1/2 SR: Yes		
Brief Description: Cures 8 + 1/level damage (max. +5) to worshipper of your patron		
Effect: Creature		

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(C)ure (D)omain (I)nitiate I(N)dicator (S)chool

Level: 1 (continued)

Grave Strike	School: Divination	Source: CoAdv (150)
Cast Time: 1 swift action Range: Personal Components: V,D Duration: 1 round Save: None SR: No		
Brief Description: Your strikes are capable of dealing sneak attack damage to undead		
Effect: You		
Indicators: Good		
Hide from Undead	School: Abjuration	Source: PHB (241)
Cast Time: 1 standard action Range: Touch Components: V,S,D Duration: 10 min./level (D) Save: W neg.; see text SR: Yes		
Brief Description: Undead cant perceive one subject/level		
Effect: One creature/level		
Inflict Light Wounds	School: Necromancy	Source: PHB (244)
Cast Time: 1 standard action Range: Touch Components: V,S Duration: Instantaneous Save: W 1/2 SR: Yes		
Brief Description: Touch attack, 1d8 damage + 1/level (max +5)		
Effect: Creature		
Magic Stone	School: Transmutation	Source: PHB (251)
Cast Time: 1 standard action Range: Touch Components: V,S,D Duration: 30 minutes or discharge Save: W neg. SR: Yes		
Brief Description: Three stones gain +1 on attack rolls, deal 1d6+1 damage		
Effect: Up to three pebbles		
Magic Weapon	School: Transmutation	Source: PHB (251)
Cast Time: 1 standard action Range: Touch Components: V,S,D Duration: 1 min./level Save: W neg. SR: Yes		
Brief Description: Weapon gains +1 bonus		
Effect: Weapon		
Nimbus of Light	School: Evocation	Source: CoDiv (170)
Cast Time: 1 standard action Range: Personal Components: V,S,D Duration: 1 min./level or discharge (D) Save: None SR: No		
Brief Description: You shed light in a 30-ft. radius; you may coalesce the light around your arm as a move action and make ranged touch attack up to 30 ft. dealing 1d8 + 1/round since casting (max. +1/caster level), ending the spell		
Effect: You		
Indicators: Light		
Omen of Peril	School: Divination	Source: CoDiv (171)
Cast Time: 1 round Range: Personal Components: V,F Duration: Instantaneous Save: None SR: No		
Brief Description: Gives you a vision of how dangerous your immediate future (the next hour) is likely to be; accuracy chance 70% + 1% per level (max. 90%); three possible results - Safety, Peril, Great danger		
Effect: You		
Costly Component: Focus: Marked sticks, bon		
Protection from Chaos	School: Abjuration	Source: PHB (266)
Cast Time: 1 standard action Range: Touch Components: V,S,M/D Duration: 1 min./level (D) Save: W neg. SR: No		
Brief Description: +2 to AC and saves, counter mind control, hedge out elementals and outsiders		
Effect: Creature		
Indicators: Lawful		
Protection from Evil	School: Abjuration	Source: PHB (266)
Cast Time: 1 standard action Range: Touch Components: V,S,M/D Duration: 1 min./level (D) Save: W neg. SR: No		
Brief Description: +2 to AC and saves, counter mind control, hedge out elementals and outsiders		
Effect: Creature		
Indicators: Good		
Protection from Good	School: Abjuration	Source: PHB (266)
Cast Time: 1 standard action Range: Touch Components: V,S,M/D Duration: 1 min./level (D) Save: W neg. SR: No		
Brief Description: +2 to AC and saves, counter mind control, hedge out elementals and outsiders		
Effect: Creature		
Indicators: Evil		

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(C)ure (D)omain (I)nitiate (N)icator (S)chool

Level: 1 (continued)

Protection from Law Cast Time: 1 standard action Range: Touch Components: V,S,M/D Duration: 1 min./level (D) Save: W neg. SR: No Brief Description: +2 to AC and saves, counter mind control, hedge out elementals and outsiders Effect: Creature Indicators: Chaotic	School: Abjuration		Source: PHB (266)
Remove Fear Cast Time: 1 standard action Range: Close Components: V,S Duration: 10 minutes; see text Save: W neg. SR: Yes Brief Description: Suppresses fear or gives +4 on saves against fear Effect: One creature plus one more creature per four levels, no two of which can be more than 30 ft. apart Notes: Counters and dispels Cause Fear	School: Abjuration		Source: PHB (271)
Resurgence Cast Time: 1 standard action Range: Touch Components: V,S,D Duration: Instantaneous Save: W neg. SR: Yes Brief Description: Grants subject a second save against an ongoing spell, spell-like ability, or supernatural ability Effect: Creature	School: Abjuration		Source: CoDiv (177)
Sanctuary Cast Time: 1 standard action Range: Touch Components: V,S,D Duration: 1 round/level Save: W neg. SR: No Brief Description: Opponents cant attack you, and you cant attack Effect: Creature	School: Abjuration		Source: PHB (274)
Shield of Faith Cast Time: 1 standard action Range: Touch Components: V,S,M Duration: 1 min./level Save: W neg. SR: Yes Brief Description: Grants +2 deflection bonus to AC +1/six levels (max. +5 at 18th level) Effect: Creature	School: Abjuration		Source: PHB (278)
Summon Monster I Cast Time: 1 round Range: Close Components: V,S,F/D Duration: 1 round/level (D) Save: None SR: No Brief Description: Calls extraplanar creature to fight for you Effect: One summoned creature Indicators: Lawful Good Earth Evil Air Chaotic Water Fire	School: Conjuration	Sub: Summoning	Source: PHB (285)
Summon Undead I Cast Time: 1 round Range: Close Components: V,S,F Duration: 1 round/level Save: None SR: No Brief Description: Summon an undead creature to fight for you Effect: One summoned creature Indicators: Evil	School: Conjuration	Sub: Summoning	Source: MoF (125)
Summon Undead I Cast Time: 1 round Range: Close Components: V,S,F Duration: 1 round/level Save: None SR: No Brief Description: Summon an undead creature to fight for you Effect: One summoned creature Indicators: Evil	School: Conjuration	Sub: Summoning	Source: PGtF (114)
Vigor, Lesser Cast Time: 1 standard action Range: Touch Components: V,S Duration: 10 rounds + 1 rd./level (max. 15 rds.) Save: W neg. SR: Yes Brief Description: Grants fast healing 1 hp/round Effect: Living creature	School: Conjuration	Sub: Healing	Source: CoDiv (186)
Vision of Glory Cast Time: 1 standard action Range: Touch Components: V,S,D Duration: 1 minute or discharge Save: None SR: Yes Brief Description: Target gains +1 morale bonus on next saving throw Effect: Creature	School: Divination		Source: MoF (131)

Notes:

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Level: 2

Darkness

School: Evocation

Source: PHB (216)

Cast Time: 1 standard action Range: Touch Components: V,M/D Duration: 10 min./level (D) Save: None SR: No

Brief Description: 20-ft. radius of supernatural shadow

Effect: Object

Notes: Counters and dispels and light spell of equal or lower level

Indicators: Darkness

Wind Wall

School: Evocation

Source: PHB (302)

Cast Time: 1 standard action Range: Medium Components: V,S,M/D Duration: 1 round/level Save: None; see text SR: Yes

Brief Description: Deflects arrows, smaller creatures, and gases

Effect: Wall up to 10 ft./level long and 5 ft./level high (S)

Indicators: Air

Aid

School: Enchantment

Sub: Compulsion

Source: PHB (196)

Cast Time: 1 standard action Range: Touch Components: V,S,D Duration: 1 min./level Save: None SR: Yes

Brief Description: +1 on attack rolls and saves against fear, 1d8 temp hp +1 / level (max +10)

Effect: Living creature touched

Indicators: Mind

Calm Emotions

School: Enchantment

Sub: Compulsion

Source: PHB (207)

Cast Time: 1 standard action Range: Medium Components: V,S,D Duration: Concentration, up to 1 rd./lvl (D) Save: W neg. SR: Yes

Brief Description: Calms creatures, negating emotion effects

Effect: Creatures in a 20-ft.-radius spread

Indicators: Mind

Enthrall

School: Enchantment

Sub: Charm

Source: PHB (227)

Cast Time: 1 round Range: Medium Components: V,S Duration: 1 hour or less Save: W neg.; see text SR: Yes

Brief Description: Captivates all within range

Effect: Any number of creatures

Indicators: Sonic Mind Language

Hold Person

School: Enchantment

Sub: Compulsion

Source: PHB (241)

Cast Time: 1 standard action Range: Medium Components: V,S,F/D Duration: 1 round/level (D); see text Save: W neg.; see text SR: Yes

Brief Description: Paralyzes one humanoid for 1 round/level

Effect: One humanoid creature

Indicators: Mind

Wave of Grief

School: Enchantment

Source: CoDiv (188)

Cast Time: 1 standard action Range: Close Components: S,M Duration: 1 round/level Save: W neg. SR: Yes

Brief Description: Targets suffer -3 morale penalty on attacks, saves, and checks

Effect: Cone

Indicators: Mind Evil

Zone of Truth

School: Enchantment

Sub: Compulsion

Source: PHB (303)

Cast Time: 1 standard action Range: Close Components: V,S,D Duration: 1 min./level Save: W neg. SR: Yes

Brief Description: Subjects within range cannot lie

Effect: 20-ft.-radius emanation

Indicators: Mind

Align Weapon

School: Transmutation

Source: PHB (197)

Cast Time: 1 standard action Range: Touch Components: V,S,D Duration: 1 min./level Save: W neg. SR: Yes

Brief Description: Weapon becomes good, evil, lawful, or chaotic

Effect: Weapon touched or 50 projectiles

Indicators: Lawful Good Evil Chaotic

Augury

School: Divination

Source: PHB (202)

Cast Time: 1 minute Range: Personal Components: V,S,M,F Duration: Instantaneous Save: None SR: No

Brief Description: Learn whether an action will be good or bad

Effect: You

Costly Component: Incense worth 25 gp. Foc

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Level: 2 (continued)

Aura against Flame Cast Time: 1 standard action Range: Personal Components: V,S Duration: 1 round/level Save: None SR: Yes Brief Description: Ignore 12 fire damage/round and extinguish fires Effect: You	School: Abjuration	Source: MoF (78)
Bears Endurance Cast Time: 1 standard action Range: Touch Components: V,S,D Duration: 1 min./level Save: W neg. SR: Yes Brief Description: Subject gains +4 to CON Effect: Creature	School: Transmutation	Source: PHB (203)
Body Blades Cast Time: 1 standard action Range: Personal Components: V,S Duration: 1 min./level Save: None SR: No Brief Description: You attack as if armed, deal bonus damage, harm grapplers Effect: You	School: Transmutation	Source: MoF (82)
Brambles Cast Time: 1 standard action Range: Touch Components: V,S,M Duration: 1 round/level Save: None SR: No Brief Description: Wooden weapon sprouts magical thorns, dealing piercing and bludgeoning damage, gaining +1 attack bonus and +1/level (max. +10) damage bonus Effect: Wooden weapon	School: Transmutation	Source: CoDiv (156)
Bulls Strength Cast Time: 1 standard action Range: Touch Components: V,S,M/D Duration: 1 min./level Save: W neg. SR: Yes Brief Description: Subject gains +4 to STR Effect: Creature	School: Transmutation	Source: PHB (207)
Consecrate Cast Time: 1 standard action Range: Close Components: V,S,M,D Duration: 2 hours/level Save: None SR: No Brief Description: Fills area with positive energy, making undead weaker Effect: 20-ft.-radius emanation Notes: Counters and dispels Desecrate Costly Component: 25 gp worth of silver dust Indicators: Good	School: Evocation	Source: PHB (212)
Cure Moderate Wounds Cast Time: 1 standard action Range: Touch Components: V,S Duration: Instantaneous Save: W 1/2; see text SR: Yes Brief Description: Cures 2d8 damage + 1/level (max +10), damages undead Effect: Creature	School: Conjuration Sub: Healing	Source: PHB (216)
Curse of Ill Fortune Cast Time: 1 standard action Range: Medium Components: V,S,D Duration: 1 min./level Save: W neg. SR: Yes Brief Description: Subject suffers -3 penalty on attacks, saves, and checks Effect: One living creature	School: Transmutation	Source: CoDiv (160)
Curse of Ill Fortune Cast Time: 1 standard action Range: Medium Components: V,S,D Duration: 1 min./level Save: W neg. SR: Yes Brief Description: Subject suffers -3 penalty on attacks, saves, and checks Effect: One living creature	School: Transmutation	Source: MoF (86)
Death Knell Cast Time: 1 standard action Range: Touch Components: V,S Duration: Instantaneous/10 min./HD of subject; see text Save: W neg. SR: Yes Brief Description: Kills dying creature; you gain 1d8 temp hp, +2 to STR, and +1 level Effect: Living creature Indicators: Death Evil	School: Necromancy	Source: PHB (217)
Deific Vengeance Cast Time: 1 standard action Range: Close Components: V,S,D Duration: Instantaneous Save: W 1/2 SR: Yes Brief Description: Target takes 1d6 damage/two levels (max. 5d6), or 1d6 damage/level (max. 10d6) if undead Effect: One creature	School: Conjuration Sub: Summoning	Source: CoDiv (161)

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Level: 2 (continued)

Delay Poison Cast Time: 1 standard action Range: Touch Components: V,S,D Duration: 1 hour/level Save: F neg. SR: Yes Brief Description: Stops poison from harming subject for 1 hour/level Effect: Creature	School: Conjuration Sub: Healing	Source: PHB (217)
Desecrate Cast Time: 1 standard action Range: Close Components: V,S,M,D Duration: 2 hours/level Save: None SR: Yes Brief Description: Fills area with negative energy, making undead stronger Effect: 20-ft.-radius emanation Notes: Counters and dispels Consecrate Costly Component: 25 gp worth of powdered s Indicators: Evil	School: Evocation	Source: PHB (218)
Divine Insight Cast Time: 1 standard action Range: Personal Components: V,S,D Duration: 1 hour/level or discharge (D) Save: None SR: No Brief Description: Grants insight bonus equal to 5 + caster level (max. +15) on any single skill check Effect: You	School: Divination	Source: CoAdv (147)
Eagles Splendor Cast Time: 1 standard action Range: Touch Components: V,S,M/D Duration: 1 min./level Save: W neg. SR: Yes Brief Description: Subject gains +4 to CHA Effect: Creature	School: Transmutation	Source: FR (68)
Eagles Splendor Cast Time: 1 standard action Range: Touch Components: V,S,M/D Duration: 1 min./level Save: W neg. SR: Yes Brief Description: Subject gains +4 to CHA Effect: Creature	School: Transmutation	Source: PHB (225)
Find Traps Cast Time: 1 standard action Range: Personal Components: V,S Duration: 1 min./level Save: None SR: No Brief Description: Notice traps as a rogue does Effect: You	School: Divination	Source: PHB (230)
Gentle Repose Cast Time: 1 standard action Range: Touch Components: V,S,M/D Duration: 1 day/level Save: W neg. SR: Yes Brief Description: Preserves one corpse Effect: Corpse	School: Necromancy	Source: PHB (235)
Hand of Divinity Cast Time: 1 standard action Range: Touch Components: V,S,D Duration: 1 min./level Save: W neg.; see text SR: Yes Brief Description: Gives +2 sacred or profane save bonus to worshipper of your patron Effect: Creature Indicators: Good Evil	School: Evocation	Source: MoF (98)
Healing Lorecall Cast Time: 1 standard action Range: Personal Components: V,S,M Duration: 1 min./level Save: None SR: No Brief Description: Use ranks in Heal skill in place of caster level for conjuration (healing) spell effects, remove conditions dependent on number of ranks in Heal skill Effect: You	School: Divination	Source: CoAdv (151)
Inflict Moderate Wounds Cast Time: 1 standard action Range: Touch Components: V,S Duration: Instantaneous Save: W 1/2 SR: Yes Brief Description: Touch attack, 2d8 damage + 1/level (max +10) Effect: Creature	School: Necromancy	Source: PHB (244)
Iron Silence Cast Time: 1 standard action Range: Touch Components: V,S,D Duration: 1 hour/level (D) Save: W neg. SR: Yes Brief Description: Armor check penalties do not apply to affected armor for Hide and Move Silently checks Effect: One suit of armor per three levels	School: Transmutation	Source: CoAdv (153)

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Level: 2 (continued)

Make Whole Cast Time: 1 standard action Range: Close Components: V,S Duration: Instantaneous Save: W neg. SR: Yes Brief Description: Repairs an object Effect: One object of up to 10 cu. ft./level	School: Transmutation		Source: PHB (252)
Owls Wisdom Cast Time: 1 standard action Range: Touch Components: V,S,M/D Duration: 1 min./level Save: W neg. SR: Yes Brief Description: Subject gains +4 to WIS Effect: Creature	School: Transmutation		Source: PHB (259)
Remove Paralysis Cast Time: 1 standard action Range: Close Components: V,S Duration: Instantaneous Save: W neg. SR: Yes Brief Description: Frees one or more creatures from paralysis or slow effect Effect: Up to four creatures, no two of which can be more than 30 ft. apart	School: Conjuration	Sub: Healing	Source: PHB (271)
Resist Energy Cast Time: 1 standard action Range: Touch Components: V,S,D Duration: 10 min./level Save: F neg. SR: Yes Brief Description: Subject gains resistance 10 to one energy type (resistance 20 at 7th level, 30 at 11th level) Effect: Creature	School: Abjuration		Source: PHB (272)
Restoration, Lesser Cast Time: 3 rounds Range: Touch Components: V,S Duration: Instantaneous Save: W neg. SR: Yes Brief Description: Dispel magical ability penalty or repairs 1d4 ability damage Effect: Creature	School: Conjuration	Sub: Healing	Source: PHB (272)
Shatter Cast Time: 1 standard action Range: Close Components: V,S,M/D Duration: Instantaneous Save: See text SR: Yes Brief Description: Sonic vibrations damage objects or crystalline creatures Effect: 5-ft.-radius spread; or one solid object or one crystalline creature Indicators: Sonic	School: Evocation		Source: PHB (278)
Shield Other Cast Time: 1 standard action Range: Close Components: V,S,F Duration: 1 hour/level (D) Save: W neg. SR: Yes Brief Description: You take half of subjects damage Effect: One creature Costly Component: Focus: Pair of platinum r	School: Abjuration		Source: PHB (278)
Silence Cast Time: 1 standard action Range: Long Components: V,S Duration: 1 min./level (D) Save: W neg.; see text SR: Yes Brief Description: Negates sound Effect: 20-ft.-radius emanation centered on a creature, object, or point in space	School: Illusion	Sub: Glamer	Source: PHB (279)
Sound Burst Cast Time: 1 standard action Range: Close Components: V,S,F/D Duration: Instantaneous Save: F par. SR: Yes Brief Description: Deals 1d8 sonic damage to subjects; may stun them Effect: 10-ft.-radius spread Indicators: Sonic	School: Evocation		Source: PHB (281)
Spiritual Weapon Cast Time: 1 standard action Range: Medium Components: V,S,D Duration: 1 round/level (D) Save: None SR: Yes Brief Description: Magical weapon attacks on its own Effect: Magic weapon of force Indicators: Force	School: Evocation		Source: PHB (283)
Status Cast Time: 1 standard action Range: Touch Components: V,S Duration: 1 hour/level Save: W neg. SR: Yes Brief Description: Monitors condition, position of allies Effect: One living creature per three levels	School: Divination		Source: PHB (284)

Notes:

(C)ure (D)omain (I)nitiate I(N)dicator (S)chool

Level: 2 (continued)

Stone Bones

School: Transmutation

Source: MoF (123)

Cast Time: 1 standard action Range: Touch Components: V,S,F Duration: 10 min./level Save: W neg. SR: Yes

Brief Description: Corporeal undead gains +3 natural armor bonus

Effect: Corporeal undead creature

Summon Monster II

School: Conjuration

Sub: Summoning

Source: PHB (286)

Cast Time: 1 round Range: Close Components: V,S,F/D Duration: 1 round/level (D) Save: None SR: No

Brief Description: Calls extraplanar creature(s) to fight for you

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

Indicators: Lawful Good Earth Evil Air Chaotic Water Fire

Summon Undead II

School: Conjuration

Sub: Summoning

Source: MoF (126)

Cast Time: 1 round Range: Close Components: V,S,F Duration: 1 round/level Save: None SR: No

Brief Description: Summon one or more undead creatures to fight for you

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

Indicators: Evil

Summon Undead II

School: Conjuration

Sub: Summoning

Source: PGtF (114)

Cast Time: 1 round Range: Close Components: V,S,F Duration: 1 round/level Save: None SR: No

Brief Description: Summon one or more undead creatures to fight for you

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

Indicators: Evil

Undetectable Alignment

School: Divination

Source: PHB (297)

Cast Time: 1 standard action Range: Close Components: V,S Duration: 24 hours Save: W neg. SR: Yes

Brief Description: Conceals alignment for 24 hours

Effect: One creature or object