Bless

School enchantment (compulsion) [mind-affecting]
Casting Time 1 standard action
Components V, S, DF
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*.

Cure Light Wounds

School conjuration (healing)
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.

Enhance Water

School transmutation
Casting Time 1 round
Components V, S
Range touch
Target 1 pint of water/level
Duration instantaneous
Saving Throw Fort negates (harmless, object); **Spell Resistance** yes (harmless, object)
This spell transforms water into an alcoholic beverage, typically ale, beer, mead, or wine. The alcohol is of middling quality but perfectly drinkable. The spell also serves to remove poisons, diseases, minerals, and other toxins from the water as it transforms. The more contaminants that exist in the water, the darker the ale or the more full-bodied the wine becomes. The beverage's alcohol content is not affected by the presence or absence of contaminants.
This spell does not work on unholy water, potions, or other liquids with magical power.

Hedging Weapons

School abjuration [force]
Casting Time 1 standard action
Components V, S, DF
Range personal
Target you
Duration 1 minute/level (D)
A weapon made from divine force appears and floats near you. This weapon takes the shape of your deity's favored weapon (if you have no deity, the weapon appears as a simple weapon with special significance to you). You gain one additional weapon at 6th level and every 4 caster levels thereafter—two at 6th, three at 10th, four at 14th, and a maximum of five weapons at 18th level. The weapon averts and deflects attacks, granting you a +1 deflection bonus to AC for each weapon summoned (maximum +5 at 18th level). As a standard action, you can grasp a weapon and throw it as a ranged attack at any target you can see within 30 feet of you (even if it's a type of weapon that can't normally be thrown).. On a successful hit, the weapon deals 2d6 points of force damage to the target. This force weapon has the same threat range and critical multiplier as a standard weapon of its type, but no other special abilities. Because it deals force damage, DR doesn't apply.
Each weapon thrown lowers the total deflection bonus to your AC by 1 as it disappears immediately after the attack action. The spell immediately ends once you throw all the weapons.

Memory Lapse

School enchantment [mind-affecting]
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Targets one living creature
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes
You cause the target to forget what happened from the casting of the spell back to the beginning of its last turn. This may allow a retry on a Diplomacy, Intimidate, or opposed skill check, though only with respect to the target, not other creatures that may be present.

Ray of Sickening

School necromancy
Casting Time 1 standard action
Components V, S, M (a drop of sweat)
Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration 1 min./level
Saving Throw Fortitude negates; **Spell Resistance** yes

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Ray of Sickening (cont)

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.
The subject is immediately sickened for the spell's duration.
This spell has no effect on a creature that is already sickened. Unlike normal sickening, the effect ends as soon as the spell's duration expires.

Shield of Faith

School abjuration
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).

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