Bestow Curse

School necromancy [curse]
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration permanent
Saving Throw Will negates; **Spell Resistance** yes
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*.

Cure Serious Wounds

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

Searing Light

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

Sands of Time

School necromancy
Casting Time 1 standard action
Components V, S
Range touch
Target touched creature or object
Duration 10 minutes/level or instantaneous (see text)
Saving Throw none; **Spell Resistance** yes
You temporarily age the target, immediately advancing it to the next age category. The target immediately takes the age penalties to Strength, Dexterity, and Constitution for its new age category, but does not gain the bonuses for that category. A creature whose age is unknown is treated as if the spell advances it to middle age. Ageless or immortal creatures are immune to this spell.
If you cast this on an object, construct, or undead creature, it takes 3d6 points of damage + 1 point per caster level (maximum +15) as time weathers and corrodes it. This version of the spell has an instantaneous duration.

Borrow Fortune

School evocation
Casting Time 1 immediate action
Components V
Range personal
Targets you
Duration instantaneous; see text
When you make a d20 roll, you may choose to immediately cast this spell to reroll that die before success or failure is known, keeping the more favorable result. For the next two rounds following your casting of the spell, you must roll two dice each time a d20 roll is called for, keeping the less favorable result.

Dispel Magic

School abjuration
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.

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Dispel Magic (cont)

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 + your caster level) and compare that to the spell with highest caster level (DC = 11 + 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 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 + 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.

Prayer

School enchantment (compulsion) [mind-affecting]; Level cleric/oracle 3, inquisitor 3, paladin 3

Casting Time 1 standard action

Components V, S, DF

Range 40 ft.

Area all allies and foes within a 40-ft.-radius burst centered on you

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a -1 penalty on such rolls.

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