

### Shield of Faith

**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.

**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.

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### Barkskin

**School** transmutation; **Level** druid 2, ranger 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** living creature touched

**Duration** 30 min.

**Saving Throw** none;

**Spell Resistance** yes (harmless)

*Barkskin* toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus.

The enhancement bonus provided by *barkskin* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

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**Water Walk**

**School** transmutation [water]; **Level** cleric 3, ranger 3

**Duration** 50 min.

**Saving Throw** Will negates (harmless);

**Spell Resistance** yes (harmless)

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.

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