

Bane

1

CLERIC

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - 50 ft.
Area - 50-ft.-radius burst, centered on you
Duration - 1 min./level
Saving Throw - Will negates; SR - yes

Bane fills your enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects. Bane counters and dispels bless.

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Bless

1

CLERIC

School - enchantment/compulsion
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; SR - 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.

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Curse Water

1

CLERIC

School - necromancy
Casting Time - 1 minute
Components - V, S, M (5 lbs. of powdered silver worth 25 gp)
Range - touch
Target - flask of water touched
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

This spell imbues a flask (1 pint) of water with negative energy, turning it into unholy water (see Equipment). Unholy water damages good outsiders the way holy water damages undead and evil outsiders.

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Doom

1

CLERIC

School - necromancy
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Target - one living creature
Duration - 1 min./level
Saving Throw - Will negates; SR - yes

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

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Protection From Good

1

CLERIC

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creature touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by good creatures. The target receives a new saving throw against control by good creatures and good summoned creatures cannot touch the target.

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Protection From Law

1

CLERIC

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creature touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by lawful creatures.

The target receives a new saving throw against control by lawful creatures and lawful summoned creatures cannot touch the target.

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Shield Of Faith

1

CLERIC

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); SR - 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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Align Weapon

2

CLERIC

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - weapon touched or 50 projectiles (all of which must be together at the time of casting)
Duration - 1 min./level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment.

You can't cast this spell on a natural weapon, such as an unarmed strike. When you make a weapon chaotic, evil, good, or lawful, align weapon is a chaotic, evil, good, or lawful spell, respectively.

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Cure Moderate Wounds

2

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; SR - yes (harmless); see text

CLERIC

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

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Owl's Wisdom

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (feathers or droppings from an owl)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

CLERIC

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, and rangers (and other Wisdom-based spellcasters) who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

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Resist Energy

2

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 10 min./level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

CLERIC

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

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Silence

2

School - illusion/glamour
Casting Time - 1 round
Components - V, S
Range - long (400 ft. + 40 ft./level)
Area - 20-ft.-radius emanation centered on a creature, object, or point in space
Duration - 1 round/level (D)
Saving Throw - Will negates; see text or none (object); SR - yes; see text or no (object)

CLERIC

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a silence spell are immune to sonic or language-based attacks, spells, and effects.

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Animate Dead

3

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (an onyx gem worth at least 25 gp per Hit Die of the undead)
Range - touch
Target - one or more corpses touched
Duration - instantaneous
Saving Throw - none; SR - no

CLERIC

This spell turns corpses into undead skeletons or zombies (see the Pathfinder RPG Bestiary) that obey your spoken commands.

The undead can be made to follow you, or they can be made to remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again.

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of animate dead. The desecrate spell doubles this limit.

The undead you create remain under your control indefinitely.

No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Undead you control through the Command Undead feat

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Animate Dead (Cont.)

do not count toward this limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Zombies: A zombie can be created only from a mostly intact corpse.

The corpse must be that of a creature with a physical anatomy.

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Bestow Curse

3

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - permanent
Saving Throw - Will negates; SR - yes

CLERIC

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.

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Blindness/Deafness

3

School - necromancy
Casting Time - 1 standard action
Components - V
Range - medium (100 ft. + 10 ft./level)
Target - one living creature
Duration - permanent (D)
Saving Throw - Fortitude negates; SR - yes

CLERIC

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

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Dispel Magic

3

CLERIC

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - one spellcaster, creature, or object
Target - one spellcaster, creature, or object
Duration - instantaneous
Saving Throw - none; SR - 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. The 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.

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Dispel Magic (Cont.)

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.

Dispel Magic (Cont.)

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.

Glyph Of Warding

3

CLERIC

School - abjuration
Casting Time - 10 minutes
Components - V, S, M (powdered diamond worth 200 gp)
Range - touch
Area - object touched or up to 5 sq. ft./level
Target - object touched or up to 5 sq. ft./level
Duration - permanent until discharged (D)
Saving Throw - see text; SR - no (object) and yes; see text

This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph of warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set all of the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, HD, or level.

Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three different drawers, each can be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be

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Glyph Of Warding (Cont.)

placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Misdemeanor, polymorph, and nondetection (and similar magical effects) can fool a glyph, though nonmagical disguises and the like can't. Read magic allows you to identify a glyph of warding with a DC 13 Knowledge (arcana) check.

Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Note: Magic traps such as glyph of warding are hard to detect and disable. While any character can use Perception to find a glyph, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 28 for glyph of warding.

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast glyph deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting

Glyph Of Warding (Cont.)

the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving Throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph.

Invisibility Purge

3

CLERIC

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility.

Anything invisible becomes visible while in the area.

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Chaos Hammer

4

CLERIC

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - 20-ft.-radius burst
Duration - instantaneous (1d6 rounds); see text
Saving Throw - Will partial; see text; SR - yes

You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to lawful creatures (or 1d6 points of damage per caster level, maximum 10d6, to lawful outsiders) and slows them for 1d6 rounds (see the slow spell). A successful Will save reduces the damage by half and negates the slow effect.

The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not slowed. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

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Divine Power

4

CLERIC

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 round/level

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. You gain a +1 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks for every three caster levels you have (maximum +6). You also gain 1 temporary hit point per caster level. Whenever you make a full-attack action, you can make an additional attack at your full base attack bonus, plus any appropriate modifiers. This additional attack is not cumulative with similar effects, such as haste or weapons with the speed special ability.

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Summon Monster IV

4

CLERIC

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, F/DF (a tiny bag and a small candle)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

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Unholy Blight

4

CLERIC

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - 20-ft.-radius spread
Duration - instantaneous (1d4 rounds); see text
Saving Throw - Will partial; SR - yes

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by remove disease or heal, but remove curse is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

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Dispel Good

5

CLERIC

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - you and a touched good creature from another plane, or you and an enchantment or good spell on a touched creature or object
Duration - 1 round/level or until discharged, whichever comes first
Saving Throw - see text; SR - see text

This spell functions like dispel evil, except that you are surrounded by dark, wavering unholy energy, and the spell affects good creatures and spells rather than evil ones.

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Righteous Might

5

CLERIC

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 round/level

Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one. You gain a +4 size bonus to Strength and Constitution and take a -2 penalty to your Dexterity. You gain a +2 enhancement bonus to your natural armor. You gain DR 5/evil (if you normally channel positive energy) or DR 5/good (if you normally channel negative energy). At 15th level, this DR becomes 10/evil or 10/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category. This spell doesn't change your speed. Determine space and reach as appropriate to your new size.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process (see Chapter 7 for rules on breaking objects). If you fail, you are constrained without harm by the materials enclosing you-the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell.

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Righteous Might (Cont.)

Melee weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical effects that increase size do not stack.

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Slay Living

5

CLERIC

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - living creature touched
Duration - instantaneous
Saving Throw - Fortitude partial; SR - yes

You can attempt to slay any one living creature. When you cast this spell, your hand seethes with eerie dark fire. You must succeed on a melee touch attack to touch the target. The target takes 12d6 points of damage + 1 point per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

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Spell Resistance

5

CLERIC

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

The target gains spell resistance equal to 12 + your caster level.

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True Seeing

5

School - divination
Casting Time - 1 standard action
Components - V, S, M (an eye ointment that costs 250 gp)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

CLERIC

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

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Antilife Shell

6

School - abjuration
Casting Time - 1 round
Components - V, S, DF
Range - 10 ft.
Area - 10-ft.-radius emanation, centered on you
Duration - 1 min./level
Saving Throw - none; SR - yes

CLERIC

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

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Blade Barrier

6

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form is 20 ft. high
Duration - 1 min./level (D)
Saving Throw - Reflex half or Reflex negates; see text; SR - yes

CLERIC

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall.

Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

A blade barrier provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

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Harm

6

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half; see text; SR - yes

CLERIC

Harm charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, harm deals half this amount. Harm cannot reduce the target's hit points to less than 1.

If used on an undead creature, harm acts like heal.

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