

Kaarim 12-13, Cleric 13 – Spells

Detect Magic

Cleric 0

School divination

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none; **Spell Resistance** no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds

Moderate - 1d6 minutes

Strong - 1d6 x 10 minutes

Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Guidance

Cleric 0

School divination / void elemental

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 minute or until discharged

Saving Throw Will negates (harmless); **Spell Resistance** yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Light

Cleric 0

School evocation / wood elemental [light]

Casting Time 1 standard action

Components V, M/DF (a firefly)

Range touch

Target object touched

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Read Magic

Cleric 0

School divination

Casting Time 1 standard action

Components V, S, F (a clear crystal or mineral prism)

Range personal

Target you

Duration 10 min./level

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

Command (x2)**Cleric 1****School** enchantment (compulsion) [mind-affecting, language-dependent]**Casting Time** 1 standard action**Components** V**Range** close (25 + 5 ft./2 levels)**Target** one living creature**Duration** 1 round**Saving Throw** DC 17 Will negates; **Spell Resistance** yes

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless. If the subject can't carry out your command on its next turn, the spell automatically fails.

Comprehend Languages**Cleric 1****School** divination**Casting Time** 1 standard action**Components** V, S, M/DF (pinch of soot and salt)**Range** personal**Target** you**Duration** 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

Magic Weapon**Cleric 1****School** transmutation / metal elemental**Casting Time** 1 standard action**Components** V, S, DF**Range** touch**Target** weapon touched**Duration** 1 min./level**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Protection from Chaos**Cleric 1****School** abjuration [lawful]**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); **Spell Resistance** no; see text

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

Protection from Evil

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as *charm person*, *command*, and *dominate person*). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using *magic jar*), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Remove Fear**Cleric 1****School** abjuration**Casting Time** 1 standard action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** one creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart**Duration** 10 minutes; see text**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove fear counters and dispels cause fear.

Shield of Faith**Cleric 1****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).

Align Weapon (law only)**Cleric 2****School** transmutation [lawful]**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); **Spell Resistance** yes (harmless, object)

This variant can only make a weapon lawful-aligned.

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.

Bull's Strength**Cleric 2****School** transmutation**Casting Time** 1 standard action**Components** V, S, M/DF (a few hairs, or a pinch of dung, from a bull)**Range** touch**Target** creature touched**Duration** 1 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Hold Person**Cleric 2****School** enchantment (compulsion) [mind-affecting]**Casting Time** 1 standard action**Components** V, S, F/DF**Range** medium (100 + 10 ft./level)**Target** one humanoid creature**Duration** 1 round/level (D); see text**Saving Throw** DC 18 Will negates; see text; **Spell Resistance** yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Spiritual Weapon**Cleric 2****School** evocation [force]**Casting Time** 1 standard action**Components** V, S, DF**Range** medium (100 + 10 ft./level)**Effect** magic weapon of force**Duration** 1 round/level (D)**Saving Throw** none; **Spell Resistance** yes

A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the reduction in damage associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers. Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the spiritual weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action. A spiritual weapon cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object). If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows: chaos (battleaxe), evil (light flail), good (warhammer), law (longsword).

Status**Cleric 2****School** divination**Casting Time** 1 standard action**Components** V, S**Range** touch**Target** one living creature touched per three levels**Duration** 1 hour/level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

Undetectable Alignment**Cleric 2**

School abjuration
Casting Time 1 standard action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature or object
Duration 24 hours
Saving Throw DC 18 Will negates (object); **Spell Resistance** yes (object)

An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.

Weapon of Awe**Cleric 2**

School transmutation
Casting Time 1 standard action
Components V, S, DF
Range touch
Target weapon touched
Duration 1 minute/level
Saving Throw DC 18 Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You transform a single weapon into an awe-inspiring instrument. The weapon gains a +2 sacred bonus on damage rolls, and if the weapon scores a critical hit, the target of that critical hit becomes shaken for 1 round with no saving throw. This is a mind-affecting fear effect. A ranged weapon affected by this spell applies these effects to its ammunition.

You can't cast this spell on a natural weapon, but you can cast it on an unarmed strike.

Appears in: Advanced Player's Guide

Blindness/Deafness**Cleric 3**

School necromancy
Casting Time 1 standard action
Components V
Range medium (100 + 10 ft./level)
Target one living creature
Duration permanent (D)
Saving Throw DC 19 Fortitude negates; **Spell Resistance** yes

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

Fly**Cleric 3**

School transmutation / air elemental
Casting Time 1 standard action
Components V, S, F (a wing feather)
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field.

Invisibility Purge**Cleric 3**

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

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.

Protection from Energy**Cleric 3**

School abjuration / all elements
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 10 min./level or until discharged
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

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

Searing Light**Cleric 3**

School evocation
Casting Time 1 standard action
Components V, S
Range medium (100 + 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).

Wrathful Mantle**Cleric 3**

School evocation [force, light]
Casting Time 1 standard action
Components V, S, DF
Range touch or 5 ft.; see text
Target creature touched or all creatures within 5 ft.; see text
Duration 1 minute/level
Saving Throw DC 19 Will negates (harmless); **Spell Resistance** yes (harmless)

A shimmering mantle of light shrouds the subject, casting light like a torch. The subject of the spell gains a +1 resistance bonus on all saving throws per four caster levels (maximum +5 at 20th level). The subject can end the wrathful mantle at any time as a swift action to deal 2d8 points of force damage to all creatures within 5 feet.

Appears in: Advanced Player's Guide

Dimension Door**Cleric 4**

School conjuration (teleport)
Casting Time 1 standard action
Components V
Range long (400 + 40 ft./level)
Target you and touched objects or other touched willing creatures
Duration instantaneous
Saving Throw none and Will negates (object); **Spell Resistance** no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired - whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Dimensional Anchor**Cleric 4**

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

A green ray springs from your hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell. A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

Dismissal**Cleric 4**

School abjuration
Casting Time 1 standard action
Components V, S, DF
Range close (25 + 5 ft./2 levels)
Target one extraplanar creature
Duration instantaneous
Saving Throw DC 20 Will negates; see text; **Spell Resistance** yes

This spell forces an extraplanar creature back to its proper plane if it fails a Will save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Divine Power**Cleric 4**

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.

Freedom of Movement**Cleric 4**

School abjuration
Casting Time 1 standard action
Components V, S, M (a leather strip bound to the target), DF
Range personal or touch
Target you or creature touched
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

Order's Wrath**Cleric 4**

School evocation [lawful]
Casting Time 1 standard action
Components V, S
Range medium (100 + 10 ft./level)
Area nonlawful creatures within a burst that fills a 30-ft. cube
Duration instantaneous (1 round); see text
Saving Throw DC 20 Will partial; see text; **Spell Resistance** yes

You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell. The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to chaotic creatures (or 1d6 points of damage per caster level, maximum 10d6, to chaotic outsiders) and causes them to be dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect. The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Will save.

Dispel Chaos

Cleric 5

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

This spell functions like *dispel evil*, except that you are surrounded by constant, blue lawful energy, and the spell affects chaotic creatures and spells rather than evil ones.

Dispel Evil

Shimmering, white holy energy surrounds you. This energy has three effects. First, you gain a +4 deflection bonus to AC against attacks by evil creatures. Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell. Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell. Spells that can't be dispelled by dispel magic also can't be dispelled by dispel evil. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

Flame Strike

Cleric 5

School evocation [fire]
Casting Time 1 standard action
Components V, S, DF
Range medium (100 + 10 ft./level)
Area cylinder (10-ft. radius, 40-ft. high)
Duration instantaneous
Saving Throw DC 21 Reflex half; **Spell Resistance** yes

A flame strike evokes a vertical column of divine fire. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

Righteous Might

Cleric 5

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

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. 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.

True Seeing

Cleric 5

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

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.

Wall of Stone

Cleric 5

School conjuration / earth elemental (creation) [earth]
Casting Time 1 standard action
Components V, S, M/DF (a small block of granite)
Range medium (100 + 10 ft./level)
Effect stone wall whose area is up to one 5-ft. square/level (S)
Duration instantaneous
Saving Throw see text; **Spell Resistance** no

This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object. Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area. Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness. It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Blade Barrier

Cleric 6

School evocation [force]

Casting Time 1 standard action

Components V, S

Range medium (100 + 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 DC 22 Reflex half or Reflex negates; see text; **Spell**

Resistance yes

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.

Dispel Magic, Greater

Cleric 6

School abjuration / void elemental

Casting Time 1 standard action

Components V, S

Range medium (100 + 10 ft./level)

Target one spellcaster, creature, or object; or a 20-ft.- radius burst

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell functions like *dispel magic*, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use *greater dispel magic* in one of three ways: a targeted dispel, area dispel, or a counterspell:

Targeted Dispel: This functions as a targeted *dispel magic*, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When *greater dispel magic* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel magic*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel magic* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel magic* spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as *dispel magic*, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

Dispel Magic

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 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 stonewall (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 stonewall (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 stonewall would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no

Harm

Cleric 6

School necromancy

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw DC 22 Will half; see text; **Spell Resistance** yes

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.

Hold Monster

Cleric 6

School enchantment (compulsion) [mind-affecting]

Casting Time 1 standard action

Components V, S, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail)

Range medium (100 + 10 ft./level)

Target one living creature

Duration 1 round/level (D); see text

Saving Throw DC 22 Will negates; see text; **Spell Resistance** yes

This spell functions like *hold person*, except that it affects any living creature that fails its Will save.

Hold Person

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Dictum**Cleric 7****School** evocation [lawful, sonic]**Casting Time** 1 standard action**Components** V**Range** 40 ft.**Area** nonlawful creatures in a 40-ft.-radius spread centered on you**Duration** instantaneous**Saving Throw** none or Will negates; see text; **Spell Resistance** yes

Any nonlawful creature within the area of a dictum spell suffers the following ill effects.

HD- Effect

Equal to caster level - Deafened

Up to caster level -1 - Staggered, deafened

Up to caster level -5 - Paralyzed, staggered, deafened

Up to caster level -10 - Killed, paralyzed, staggered, deafened

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

Staggered: The creature is staggered for 2d4 rounds. Save reduces the staggered effect to 1d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the dictum or not. The banishment effect allows a Will save (at a -4 penalty) to negate. Creatures whose Hit Dice exceed your caster level are unaffected by dictum.

Repulsion**Cleric 7****School** abjuration**Casting Time** 1 standard action**Components** V, S, F/DF**Range** up to 10 ft./level**Area** up to 10-ft.-radius/level emanation centered on you**Duration** 1 round/level (D)**Saving Throw** DC 23 Will negates; **Spell Resistance** yes

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. The creature is not forced back. The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.