Afflictions

Diseases and poisons are types of afflictions, as are curses and radiation. An affliction can infect a creature for a long time, progressing through different and often increasingly debilitating stages. The level of an affliction is the level of the monster, hazard, or item causing the affliction or, in the case of a spell, is listed in the affliction entry for that spell.

Format

Whether appearing in a spell, as an item, or within a creature’s stat block, afflictions appear in the following format.

Name andTraits

The affliction’s name is given first, followed by its traits in parentheses—including the trait for the type of affliction (curse, disease, poison, and so forth). If the affliction needs to have a level specified, it follows the parentheses, followed by any unusual details, such as restrictions on removing the conditions imposed by an affliction.

Saving Throw

When you’re first exposed to the affliction, you must attempt a saving throw against it. This first attempt to stave off the affliction is called the initial save. An affliction usually requires a Fortitude save, but the exact save and its DC are listed after the name and type of affliction. Spells that can poison you typically use the caster’s spell DC.

On a successful initial saving throw, you are unaffected by that exposure to the affliction. You do not need to attempt further saving throws against it unless you are exposed to the affliction again.

If you fail the initial saving throw, after the affliction’s onset period elapses (if applicable), you advance to stage 1 of the affliction and are subjected to the listed effect. On a critical failure, after its onset period (if applicable), you advance to stage 2 of the affliction and are subjected to that effect instead. The stages of an affliction are described below.

Onset

Some afflictions have onset times. For these afflictions, once you fail your initial save, you don’t gain the effects for the first stage of the affliction until the onset time has elapsed. If this entry is absent, you gain the effects for the first stage (or the second stage on a critical failure) immediately upon failing the initial saving throw.

MaximumDuration

If an affliction lasts only a limited amount of time, it lists a maximum duration. Once this duration passes, the affliction ends. Otherwise, it lasts until you succeed at enough saves to recover, as described in Stages below.

Stages

An affliction typically has multiple stages, each of which lists an effect followed by an interval in parentheses. When you reach a given stage of an affliction, you are subjected to the effects listed for that stage.

At the end of a stage’s listed interval, you must attempt a new saving throw. On a success, you reduce the stage by 1; on a critical success, you reduce the stage by 2. You are then subjected to the effects of the new stage. If the affliction’s stage is ever reduced below stage 1, the affliction ends and you don’t need to attempt further saves unless you’re exposed to the affliction again.

On a failure, the stage increases by 1; on a critical failure, the stage increases by 2. You are then subjected to the effects listed for the new stage. If a failure or critical failure would increase the stage beyond the highest listed stage, the affliction instead repeats the effects of the highest stage.

Spells For Clerics

**Weapon Surge** Focus 1

Range touch; Targets 1 weapon you're wielding/Holding your weapon aloft, you fill it with divine energy. On your next Strike with that weapon before the start of your next turn, you gain a +1 status bonus to the attack roll and the weapon deals an additional die of damage. If the weapon has a striking rune, this instead increases the number of dice from the striking rune by 1 (to a maximum of 3 extra weapon dice).If the target weapon leaves your possession, weapon surge immediately ends.

**Harm LVL2 (DC20 Fort)(2d8 damamge)**
**(somatic)** The spell has a range of touch.
**(somatic, verbal)** The spell has a range of 30 feet. If you're healing an undead creature, increase the Hit Points restored by 8.
**(material, somatic, verbal)** You disperse negative energy in a 30-foot emanation. This targets all living and undead creatures in the area.

**Heightened (+1)** The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

**Spiritual Weapon lvl 2 (+12 to hit)(d8+3 force)**

A weapon made of pure magical force materializes and attacks foes you designate within range. This weapon has a ghostly appearance and manifests as a club, a dagger, or your deity's favored weapon.
When you cast the spell, the weapon appears next to a foe you choose within range and makes a Strike against it. Each time you Sustain the Spell, you can move the weapon to a new target within range (if needed) and Strike with it. The spiritual weapon uses and contributes to your multiple attack penalty.
The weapon's Strikes are melee spell attacks. Regardless of its appearance, the weapon deals force damage equal to 1d8 plus your spellcasting ability modifier. You can deal damage of the type normally dealt by the weapon instead of force damage (or any of the available damage types for a versatile weapon). No other statistics or traits of the weapon apply, and even a ranged weapon attacks adjacent creatures only. Despite making a spell attack, the spiritual weapon is a weapon for purposes of triggers, resistances, and so forth.
The weapon doesn't take up space, grant flanking, or have any other attributes a creature would. The weapon can't make any attack other than its Strike, and feats or spells that affect weapons do not apply to it.

**Command (DC 20 Will)**

You shout a command that's hard to ignore. You can command the target to approach you, run away (as if it had the fleeing condition), release what it's holding, drop prone, or stand in place. It can't Delay or take any reactions until it has obeyed your command. The effects depend on the target's Will save.

**Success** The creature is unaffected.
**Failure** For the first action on its next turn, the creature must use a single action to do as you command.
**Critical Failure** The target must use all its actions on its next turn to obey your command.

**Heal @ LVL 1

Ray of Enfeeblement** (+12 to hit) (30’ range)
A ray with the power to sap a foe's strength flashes from your hand. Attempt a ranged spell attack against the target. If you succeed, that creature attempts a Fortitude save in order to determine the spell's effect. If you critically succeed on your attack roll, use the outcome for one degree of success worse than the result of its save.

Critical Success The target is unaffected.

Success The target becomes enfeebled 1.

Failure The target becomes enfeebled 2.

Critical Failure The target becomes enfeebled 3.

**Daze (DC 20 Will)**

You cloud the target's mind and daze it with a mental jolt. The jolt deals mental damage equal to your spellcasting ability modifier; the target must attempt a basic Will save. If the target critically fails the save, it is also stunned 1.

**Divine Lance (+12 to hit) (lvl2 cantrip) (2d4+3 Evil)**

You unleash a beam of divine energy. Choose an alignment your deity has (chaotic, evil, good, or lawful). You can't cast this spell if you don't have a deity or if your deity is true neutral. Make a ranged spell attack roll against the target's AC. On a hit, the target takes damage of the chosen alignment type equal to 1d4 + your spellcasting ability modifier (double damage on a critical hit). The spell gains the trait of the alignment you chose.

Heightened (+1) The damage increases by 1d4.

**Forbidding Ward**

You ward an ally against the attacks and hostile spells from the target enemy. The target ally gains a +1 status bonus to Armor Class and saving throws against the target enemy's attacks, spells, and other effects.

**Message**

**Shield**

**Auldegrund Spells

Glibness lvl4**
Falsehoods pass your lips as smoothly as silk. You gain a +4 status bonus to Deception checks to Lie and against Perception checks to discern if you are telling the truth, and you add your level even if you're untrained. If the implausibility of your lies prompts a circumstance penalty or a DC increase, reduce that penalty or increase by half.

**Summon Animal (Lion only) Heightened (4th)** Level 3.Lion

Creature 3

NLargeAnimal

Source Bestiary pg. 52

Perception **+9**; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +8, Athletics +11, Stealth +10

Str +4, Dex +3, Con +2, Int -4, Wis +2, Cha -2

**AC 19**; Fort +9, Ref +10, Will +7

**HP 45**
Speed 30 feet

Melee jaws **+11** [+6/+1], Damage 1d10+6 piercing plus Grab
Melee claw **+11** [+7/+3] (agile), Damage 1d8+6 slashing
Pack Attack The lion deals 1d4 extra damage to any creature that's within reach of at least two of the lion's allies
Pounce The lion Strides and makes a Strike at the end of that movement. If the lion began this action hidden, it remains hidden until after this ability's Strike.Sneak Attack The lion deals 1d6 extra precision damage to flat-footed creatures.

**Crisis of Faith (DC22 Will)**

You assault the target's faith, riddling the creature with doubt and mental turmoil that deal 6d6 mental damage, or 6d8 mental damage if it can cast divine spells. The effects are determined by its Will save.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage; if the target can cast divine spells, it's stupefied 1 for 1 round.

Critical Failure The target takes double damage, is stupefied 1 for 1 round, and can't cast divine spells for 1 round.

To many deities, casting this spell on a follower of your own deity without significant cause is anathema.

**Undetectable Alignment**

**True Strike (x3)**A glimpse into the future ensures your next blow strikes true. The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.