

Judge Maerdrahl, Cleric 14 – Spells

Bleed

Cleric 0

School: Necromancy
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Save: DC 13 Will negates
Resistance: Yes

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

Detect Magic

Cleric 0

School: Divination
Components: V, S
Casting Time: 1 action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Save: None
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.

Light

Cleric 0

School: Evocation / Wood Elemental [Light]
Components: V, M/DF (a firefly)
Casting Time: 1 action
Range: Touch
Target: Object touched
Duration: 10 min./level
Save: None
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
Components: V, S, F (a clear crystal or mineral prism)
Casting Time: 1 action
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.

Charm Person

Cleric 1

School: Enchantment / Wood Elemental (Charm) [Mind-Affecting]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One humanoid creature
Duration: 1 hour/level
Save: DC 14 Will negates
Resistance: Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

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Command Cleric 1

School: Enchantment (Compulsion) [Mind-Affecting, language-dependent]

Components: V

Casting Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Save: DC 14 Will negates

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

Components: V, S, M/DF (pinch of soot and salt)

Casting Time: 1 action

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.

Doom Cleric 1

School: Necromancy [Fear, Mind-Affecting]

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 + 10 ft./level)

Target: One living creature

Duration: 1 min./level

Save: DC 14 Will negates

Resistance: Yes

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

Entropic Shield Cleric 1

School: Abjuration

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 min./level (D)

A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

Obscuring Mist Cleric 1

School: Conjuration / Water Elemental (Creation)

Components: V, S

Casting Time: 1 action

Range: 20 ft.

Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high

Duration: 1 min./level (D)

Save: None

Resistance: No

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater.

Calm Emotions Cleric 2

School: Enchantment (Compulsion) [Mind-Affecting]

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 + 10 ft./level)

Area: Creatures in a 20-ft.-radius spread

Duration: Concentration, up to 1 round/level (D)

Save: DC 15 Will negates

Resistance: Yes

This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures. This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as bless, good hope, and rage, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell, condition, or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Enthrall

Cleric 2

School: Enchantment (Charm) [Mind-Affecting, Sonic, language-dependent]

Components: V, S

Casting Time: 1 round

Range: Medium (100 + 10 ft./level)

Target: Any number of creatures

Duration: 1 hour or less

Save: DC 15 Will negates; see text

Resistance: Yes

If you have the attention of a group of creatures, you can use this spell to hold them enthralled. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw. A target with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes. The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing. If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell. If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

Hold Person

Cleric 2

School: Enchantment (Compulsion) [Mind-Affecting]

Components: V, S, F/DF (a small, straight piece of iron)

Casting Time: 1 action

Range: Medium (100 + 10 ft./level)

Target: One humanoid creature

Duration: 1 round/level (D); see text

Save: DC 15 Will negates; see text

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.

Resist Energy

Cleric 2

School: Abjuration / All Elements

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Save: Fortitude negates (harmless)

Resistance: Yes (harmless)

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.

Silence

Cleric 2

School: Illusion (Glamer)

Components: V, S

Casting Time: 1 round

Range: Long (400 + 40 ft./level)

Area: 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 round/level (D)

Save: DC 15 Will negates; see text or none (object)

Resistance: Yes; see text or no (object)

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.

Zone of Truth

Cleric 2

School: Enchantment (Compulsion) [Mind-Affecting]

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 1 min./level

Save: DC 15 Will negates

Resistance: Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

Bestow Curse

Cleric 3

School: Necromancy
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Permanent
Save: DC 16 Will negates
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.

Contagion

Cleric 3

School: Necromancy [Evil]
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Save: DC 16 Fortitude negates
Resistance: Yes

The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. For more information on these diseases, see page 557.

Dispel Magic

Cleric 3

School: Abjuration / Void Elemental
Components: V, S
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One spellcaster, creature, or object
Duration: Instantaneous
Save: None
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. 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.

Invisibility Purge

Cleric 3

School: Evocation
Components: V, S
Casting Time: 1 action
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.

Searing Light

Cleric 3

School: Evocation
Components: V, S
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Save: None
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).

Suggestion

Cleric 3

School: Enchantment (Compulsion) [Mind-Affecting, language-dependent]
Components: V, M (a snake's tongue and a honeycomb)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One living creature
Duration: 1 hour/level or until completed
Save: DC 16 Will negates
Resistance: Yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed. A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).

Chaos Hammer

Cleric 4

School: Evocation [Chaotic]
Components: V, S
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Area: 20-ft.-radius burst
Duration: Instantaneous (1d6 rounds); see text
Save: DC 17 Will partial; see text
Resistance: 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.

Cure Critical Wounds

Cleric 4

School: Conjuration (Healing)
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Save: Will half (harmless); see text
Resistance: Yes (harmless); see text

This spell functions like cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).

Discern Lies

Cleric 4

School: Divination
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: Concentration, up to 1 round/level
Save: DC 17 Will negates
Resistance: No

Each round, you concentrate on one target, who must be within range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different target.

Freedom of Movement

Cleric 4

School: Abjuration
Components: V, S, M, DF (a leather strip bound to the target)
Casting Time: 1 action
Range: Personal or touch
Target: You or creature touched
Duration: 10 min./level
Save: Will negates (harmless)
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.

Unholy Blight

Cleric 4

School: Evocation [Evil]
Components: V, S
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Area: 20-ft.-radius spread
Duration: Instantaneous (1d4 rounds); see text
Save: DC 17 Will partial
Resistance: 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.

Charm Monster Cleric 5

School: Enchantment / Wood Elemental (Charm) [Mind-Affecting]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One living creature
Duration: 1 day/level
Save: DC 18 Will negates
Resistance: Yes

This spell functions like charm person, except that the effect is not restricted by creature type or size.

Command, Greater Cleric 5

School: Enchantment (Compulsion) [Mind-Affecting, language-dependent]
Components: V
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Save: DC 18 Will negates
Resistance: Yes

This spell functions like command, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same command.

Flame Strike Cleric 5

School: Evocation [Fire]
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Area: Cylinder (10-ft. radius, 40-ft. high)
Duration: Instantaneous
Save: DC 18 Reflex half
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.

Slay Living Cleric 5

School: Necromancy [Death]
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Save: DC 18 Fortitude partial
Resistance: 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.

Animate Objects Cleric 6

School: Transmutation
Components: V, S
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One Small object per caster level; see text
Duration: 1 round/level
Save: None
Resistance: No

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate. An animated object can be of any nonmagical material. You may animate one Small or smaller object or a corresponding number of larger objects as follows: A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32. You can change the designated target or targets as a move action, as if directing an active spell. See the Pathfinder RPG Bestiary for the statistics of animated objects. This spell cannot affect objects carried or worn by a creature.

Animate objects can be made permanent with a permanency spell.

Banishment Cleric 6

School: Abjuration
Components: V, S, F, Special
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One or more extraplanar creatures, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Save: DC 19 Will negates
Resistance: Yes

A banishment spell is a more powerful version of the dismissal spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished. You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's spell resistance (if any), and the saving throw DC increases by 2. Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4).

Blade Barrier Cleric 6

School: Evocation [Force]
Components: V, S
Casting Time: 1 action
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)
Save: DC 19 Reflex half or Reflex negates; see text
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

Components: V, S

Casting Time: 1 action

Range: Medium (100 + 10 ft./level)

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

Duration: Instantaneous

Save: None

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:

Area Dispel: 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.

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.

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.

Destruction

Cleric 7

School: Necromancy [Death]

Components: V, S, F (holy or unholy symbol costing 500 gp)

Casting Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Save: DC 20 Fortitude partial

Resistance: Yes

This spell instantly delivers 10 points of damage per caster level. If the spell slays the target, it consumes the remains utterly in holy (or unholy) fire (but not its equipment or possessions). If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell (and was slain) is to use true resurrection, a carefully worded wish spell followed by resurrection, or miracle.

Symbol of Weakness

Cleric 7

School: Necromancy [Death]

Components: V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)

Casting Time: 10 minutes

Range: 0 ft.; see text

Effect: One symbol

Duration: See text

Save: DC 20 Fortitude negates

Resistance: Yes

This spell functions like symbol of death, except that every creature within 60 feet of a symbol of weakness instead suffers crippling weakness that deals 3d6 points of Strength damage. Unlike symbol of death, symbol of weakness has no hit point limit; once triggered, a symbol of weakness simply remains active for 10 minutes per caster level. A creature can only be affected by this symbol once.

Note: Magic traps such as symbol of weakness are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of weakness and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for symbol of weakness.

Word of Chaos

Cleric 7

School: Evocation [Chaotic, Sonic]

Components: V

Casting Time: 1 action

Range: 40 ft.

Area: Nonchaotic creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Save: None or Will negates; see text

Resistance: Yes

Any nonchaotic creature within the area of a word of chaos spell suffers the following ill effects, depending on their HD.

HD - Effect

Equal to caster level - Deafened

Up to caster level -1 - Stunned, deafened

Up to caster level -5 - Confused, stunned, deafened

Up to caster level -10 - Killed, confused, stunned, 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.

Stunned: The creature is stunned for 1 round. Save negates.

Confused: The creature is confused for 1d10 minutes. This is a mind-affecting enchantment effect. Save reduces the confused 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, nonchaotic 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 word of chaos or not. The banishment effect allows a Will save (at a -4 penalty) to negate. Creatures whose HD exceed your caster level are unaffected by word of chaos.