

# Nameless Cleric's Spells

## Animate Dead (241)

**School** necromancy [evil]; **Level** cleric 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (an onyx gem worth at least 25 gp per Hit Die of the undead)

**Range** touch

**Targets** one or more corpses touched

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

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

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

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

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Undead you control through the Command Undead feat do not count toward this limit.

## Cause Fear (252) DC 13 / DC 13 / DC 14

**School** necromancy [fear, mind-affecting]; **Level** bard 1, cleric 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one living creature with 5 or fewer HD

**Duration** 1d4 rounds or 1 round; see text

**Saving Throw** Will partial; **Spell Resistance** yes

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6

or more HD are immune to this effect. *Cause fear* counters and dispels *remove fear*.

## Dispel Magic (272)

**School** abjuration; **Level** bard 3, cleric 3, druid 4, paladin 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Target or Area** one spellcaster, creature, or object

**Duration** instantaneous

**Saving Throw** none; **Spell 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 non-magical 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.

### **Divine Favor (273)**

**School** evocation; **Level** cleric 1, paladin 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

## **Doom (274) DC 13 DC 13 DC 14**

**School** necromancy [fear, mind-affecting]; **Level** cleric 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** medium (100 ft. + 10 ft./level)

**Target** one living creature

**Duration** 1 min./level

**Saving Throw** Will negates; **Spell Resistance** yes

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

### **Guidance (292)**

**School** divination; **Level** cleric 0, druid 0

**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.

## **Inflict Light Wounds (300) DC 14 DC 15 DC 16**

**School** necromancy; **Level** cleric 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Will half; **Spell Resistance** yes

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

## **Inflict Moderate Wounds (300) DC 15 DC 16**

**School** necromancy; **Level** cleric 2

This spell functions like *inflict light wounds*, except that you deal 2d8 points of damage + 1 point per caster level (maximum +10).

## **Inflict Serious Wounds (301) DC 16**

**School** necromancy; **Level** cleric 3

This spell functions like *inflict light wounds*, except that you deal 3d8 points of damage + 1 point per caster level (maximum +15).

## **Spiritual Weapon (348)**

**School** evocation [force]; **Level** cleric 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** medium (100 ft. + 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).

## **DEATH DOMAIN (PHB 186)**

**Death Touch:** You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).

# BBEG's Spells

## **Animate Dead (241)**

**School** necromancy [evil]; **Level** cleric 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (an onyx gem worth at least 25 gp per Hit Die of the undead)

**Range** touch

**Targets** one or more corpses touched

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

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

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

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

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Undead you control through the Command Undead feat do not count toward this limit.

## **Cause Fear (252) DC 14 / DC 15 / DC 15**

**School** necromancy [fear, mind-affecting]; **Level** bard 1, cleric 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one living creature with 5 or fewer HD

**Duration** 1d4 rounds or 1 round; see text

**Saving Throw** Will partial; **Spell Resistance** yes

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6

or more HD are immune to this effect. *Cause fear* counters and dispels *remove fear*.

## **Desecrate (265)**

**School** evocation [evil]; **Level** cleric 2

**Casting Time** 1 standard action

**Component** V, S, M (a vial of unholy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area), DF

**Range** close (25 ft. + 5 ft./2 levels)

**Area** 20-ft.-radius emanation

**Duration** 2 hours/level

**Saving Throw** none; **Spell Resistance** yes

This spell imbues an area with negative energy. The DC to resist negative channeled energy within this area gains a +3 profane bonus. Every undead creature entering a *desecrated* area gains a +1 profane bonus on all attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD.

## **Dispel Magic (272)**

**School** abjuration; **Level** bard 3, cleric 3, druid 4, paladin 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Target or Area** one spellcaster, creature, or object

**Duration** instantaneous

**Saving Throw** none; **Spell 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 non-magical 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.

### **Divine Favor (273)**

**School** evocation; **Level** cleric 1, paladin 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

## **Doom (274) DC 14 DC 15 DC 15**

**School** necromancy [fear, mind-affecting]; **Level** cleric 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** medium (100 ft. + 10 ft./level)

**Target** one living creature

**Duration** 1 min./level

**Saving Throw** Will negates; **Spell Resistance** yes

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

### **Freedom of Movement (287)**

**School** abjuration; **Level** bard 4, cleric 4, druid 4, ranger 4

**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.

**Guidance (292)**

**School** divination; **Level** cleric 0, druid 0

**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.

**Inflict Critical Wounds (300) DC 19**

**School** necromancy; **Level** cleric 4

This spell functions like *inflict light wounds*, except that you deal 4d8 points of damage + 1 point per caster level (maximum +20).

**Inflict Light Wounds (300) DC 14**

**DC 15 DC 16**

**School** necromancy; **Level** cleric 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Will half; **Spell Resistance** yes

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

**Inflict Moderate Wounds (300) DC 16**

**DC 17**

**School** necromancy; **Level** cleric 2

This spell functions like *inflict light wounds*, except that you deal 2d8 points of damage + 1 point per caster level (maximum +10).

**Inflict Serious Wounds (301) DC 17**

**DC 18**

**School** necromancy; **Level** cleric 3

This spell functions like *inflict light wounds*, except that you deal 3d8 points of damage + 1 point per caster level (maximum +15).

**Protection from Energy (327)**

**School** abjuration; **Level** cleric 3, druid 3, ranger 2, sorcerer/wizard 3

**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.

**Resistance (334)**

**School** abjuration; **Level** bard 0, cleric 0, druid 0, paladin 1, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M/DF (a miniature cloak)

**Range** touch

**Target** creature touched

**Duration** 1 minute

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

**Resistance** yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

*Resistance* can be made permanent with a *permanency* spell.

**Spiritual Weapon (348)**

**School** evocation [force]; **Level** cleric 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** medium (100 ft. + 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).

## **DEATH DOMAIN (PHB 186)**

**Death Touch:** You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).