

## Chorkak, Cleric 12 – 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 15 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.

### Guidance

Cleric 0

**School:** Divination / Void Elemental  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 minute or until discharged  
**Save:** Will negates (harmless)  
**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.

### 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.

### Bane

Cleric 1

**School:** Enchantment (Compulsion) [Fear, Mind-Affecting]  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** 50 ft.  
**Area:** 50-ft.-radius burst, centered on you  
**Duration:** 1 min./level  
**Save:** DC 16 Will negates  
**Resistance:** Yes

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

### Bless

Cleric 1

**School:** Enchantment (Compulsion) [Mind-Affecting]  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** 50 ft.  
**Area:** The caster and all allies within a 50-ft. burst, centered on the caster  
**Duration:** 1 min./level  
**Save:** None  
**Resistance:** Yes (harmless)

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels bane.

## Chorkak, Cleric 12 – Spells

### Curse Water

Cleric 1

**School:** Necromancy [Evil]  
**Components:** V, S, M (5 lbs. of powdered silver worth 25 gp)  
**Casting Time:** 1 minute  
**Range:** Touch  
**Target:** flask of water touched  
**Duration:** Instantaneous  
**Save:** DC 16 Will negates (object)  
**Resistance:** Yes (object)

This spell imbues a flask (1 pint) of water with negative energy, turning it into unholy water (see Chapter 6). Unholy water damages good outsiders the way holy water damages undead and evil outsiders.

### 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 16 Will negates  
**Resistance:** Yes

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

### Protection from Good

Cleric 1

**School:** Abjuration [Evil]  
**Components:** V, S, M/DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 min./level (D)  
**Save:** Will negates (harmless)  
**Resistance:** No; see text

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

### Protection from Law

Cleric 1

**School:** Abjuration [Chaotic]  
**Components:** V, S, M/DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 min./level (D)  
**Save:** Will negates (harmless)  
**Resistance:** No; see text

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

### Shield of Faith

Cleric 1

**School:** Abjuration  
**Components:** V, S, M (parchment with a holy text written on it)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 min./level  
**Save:** Will negates (harmless)  
**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

Cleric 2

**School:** Transmutation  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Weapon touched or 50 projectiles (all of which must be together at the time of casting)  
**Duration:** 1 min./level  
**Save:** Will negates (harmless, object)  
**Resistance:** Yes (harmless, object)

Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment. You can't cast this spell on a natural weapon, such as an unarmed strike. When you make a weapon chaotic, evil, good, or lawful, align weapon is a chaotic, evil, good, or lawful spell, respectively.

### Cure Moderate Wounds

Cleric 2

**School:** Conjuraction (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 2d8 points of damage + 1 point per caster level (maximum +10).

### Desecrate

Cleric 2

**School:** Evocation [Evil]  
**Components:** V, S, M, DF (a vial of unholy water and 25 gp worth, 5 pounds, of silver dust, all of which must be sprinkled around the area)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Area:** 20-ft.-radius emanation  
**Duration:** 2 hours/level  
**Save:** None  
**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.

If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (+6 profane bonus to negative channeled energy DCs, +2 profane bonus and +2 hit points per HD for undead created in the area). Furthermore, anyone who casts animate dead within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level). If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the desecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Desecrate counters and dispels consecrate.

## Chorkak, Cleric 12 – Spells

### Owl's Wisdom

Cleric 2

**School:** Transmutation  
**Components:** V, S, M/DF (feathers or droppings from an owl)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 min./level  
**Save:** Will negates (harmless)  
**Resistance:** Yes

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

### 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 17 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.

### Animate Dead

Cleric 3

**School:** Necromancy [Evil]  
**Components:** V, S, M (an onyx gem worth at least 25 gp per Hit Die of the undead)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** One or more corpses touched  
**Duration:** Instantaneous  
**Save:** None  
**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.

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

**Zombies:** A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a physical anatomy.

### Bestow Curse

Cleric 3

**School:** Necromancy  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Permanent  
**Save:** DC 18 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.

## Chorkak, Cleric 12 – Spells

Dispel Magic	Cleric 3	Dominate Animal	Cleric 3
<p><b>School:</b> Abjuration / Void Elemental  <b>Components:</b> V, S  <b>Casting Time:</b> 1 action  <b>Range:</b> Medium (100 + 10 ft./level)  <b>Target:</b> One spellcaster, creature, or object  <b>Duration:</b> Instantaneous  <b>Save:</b> None  <b>Resistance:</b> No</p> <p>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.</p> <p><b>Targeted Dispel:</b> 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 <i>summon monster</i>), 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.</p> <p><b>Counterspell:</b> 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.</p>		<p><b>School:</b> Enchantment (Compulsion) [Mind-Affecting]  <b>Components:</b> V, S  <b>Casting Time:</b> 1 round  <b>Range:</b> Close (25 + 5 ft./2 levels)  <b>Target:</b> One animal  <b>Duration:</b> 1 round/level  <b>Save:</b> DC 18 Will negates  <b>Resistance:</b> Yes</p> <p>This spell allows you to enchant the targeted animal and direct it with simple commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the dominated animal) are simply ignored.</p> <p>Dominate animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.</p>	

**Glyph of Warding****Cleric 3****School:** Abjuration**Components:** V, S, M (powdered diamond worth 200 gp)**Casting Time:** 10 minutes**Range:** Touch**Target:** Object touched or up to 5 sq. ft./level**Duration:** Permanent until discharged (D)**Save:** DC 18 See text**Resistance:** No (object) and yes; see text

This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph of warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on. You set all of the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, HD, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three different drawers, each can be separately warded. When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible. Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead, polymorph, and nondetection (and similar magical effects) can fool a glyph, though nonmagical disguises and the like can't. Read magic allows you to identify a glyph of warding with a DC 13 Knowledge (arcana) check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Note: Magic traps such as glyph of warding are hard to detect and disable. A rogue (only) can use the Perception skill to find the glyph and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for glyph of warding. Depending on the version selected, a glyph either blasts the intruder or activates a spell.

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

**Spell Glyph:** You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph.

**Invisibility Purge****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.

**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 19 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.

**Divine Power****Cleric 4****School:** Evocation**Components:** V, S, DF**Casting Time:** 1 action**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.

**Summon Monster IV****Cleric 4****School:** Conjuration / All Elements (Summoning)**Components:** V, S, F/DF (a tiny bag and a small candle)**Casting Time:** 1 round**Range:** Close (25 + 5 ft./2 levels)**Effect:** One summoned creature**Duration:** 1 round/level (D)**Save:** None**Resistance:** No

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

**Summon Nature's Ally IV****Cleric 4****School:** Conjuration (Summoning)**Components:** V, S, DF**Casting Time:** 1 round**Range:** Close (25 + 5 ft./2 levels)**Effect:** One summoned creature**Duration:** 1 round/level (D)**Save:** None**Resistance:** No

This spell functions like summon nature's ally I, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

## Chorkak, Cleric 12 – Spells

### 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 19 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.

### Dispel Good

Cleric 5

**School:** Abjuration [Evil]  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**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  
**Save:** DC 20 See text  
**Resistance:** See text

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

### Righteous Might

Cleric 5

**School:** Transmutation  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**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.

### Slay Living

Cleric 5

**School:** Necromancy [Death]  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** Instantaneous  
**Save:** DC 20 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.

### Spell Resistance

Cleric 5

**School:** Abjuration  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 min./level  
**Save:** Will negates (harmless)  
**Resistance:** Yes (harmless)

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

### True Seeing

Cleric 5

**School:** Divination  
**Components:** V, S, M (an eye ointment that costs 250 gp)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 min./level  
**Save:** Will negates (harmless)  
**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.

### Antilife Shell

Cleric 6

**School:** Abjuration  
**Components:** V, S, DF  
**Casting Time:** 1 round  
**Range:** 10 ft.  
**Area:** 10-ft.-radius emanation, centered on you  
**Duration:** 1 min./level (D)  
**Save:** None  
**Resistance:** Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures. The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead. This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

### 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 21 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.

### Harm

Cleric 6

**School:** Necromancy

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Save:** DC 21 Will half; see text

**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.