

Shiso Sukbutter, Cleric 7 – Spells

Bleed Cleric 0

School necromancy
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw DC 14 Will negates; **Spell 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.

Create Water Cleric 0

School conjuration (creation) [water]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Effect up to 2 gallons of water/level
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large - possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

Note: Conjunction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Detect Fiendish Presence Cleric 0

School divination
Casting Time 1 action
Components V, S
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 10 min./level (D)
Saving Throw none; **Spell Resistance** no

This spell functions like *detect evil*, except that it detects only outsiders with the evil subtype, as well as the lingering effects caused by their gifts, presence, and spells. It can also detect clerics and paladins of fiendish deities, including Asmodeus, archdevils, daemonic harbingers, and demon lords.

Detect Evil

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of evil.

2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the table on the previous page. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If *detect evil* 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

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell. Each round, you can turn to detect evil 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.

Appears in : Agents of Evil

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Detect Magic Cleric 0

School divination
Casting Time 1 action
Components V, S
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)
Saving Throw none; **Spell Resistance** no

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

1st Round: Presence or absence of magical auras.

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

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

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

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

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

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds
 Moderate - 1d6 minutes
 Strong - 1d6 x 10 minutes
 Overwhelming - 1d6 days

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

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

Detect Poison Cleric 0

School divination
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature, one object, or a 5-ft. cube
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. 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.

Enhanced Diplomacy Cleric 0

School divination
Casting Time 1 action
Components V, S
Range creature touched
Duration 1 minute or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You imbue the subject with divine diplomacy skills. The creature gets a +2 competence bonus on a single Diplomacy or Intimidate check. It must choose to use the bonus before making the roll to which it applies.

Appears in : Taldor, Echoes of Glory

Guidance Cleric 0

School divination / void elemental
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 minute or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes

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

Light Cleric 0

School evocation / wood elemental [light]
Casting Time 1 action
Components V, M/DF (a firefly)
Range touch
Target object touched
Duration 10 min./level
Saving Throw none; **Spell Resistance** no

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

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

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Mending Cleric 0

School transmutation / metal elemental
Casting Time 10 minutes
Components V, S
Range 10 ft.
Target one object of up to 1 lb./level
Duration instantaneous
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Purify Food and Drink Cleric 0

School transmutation
Casting Time 1 action
Components V, S
Range 10 ft.
Target 1 cu. ft./level of contaminated food and water
Duration instantaneous
Saving Throw DC 14 Will negates (object); **Spell Resistance** yes (object)

This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magic potions. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Read Magic Cleric 0

School divination
Casting Time 1 action
Components V, S, F (a clear crystal or mineral prism)
Range personal
Target you
Duration 10 min./level

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

Read magic can be made permanent with a permanency spell.

Resistance Cleric 0

School abjuration
Casting Time 1 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.

Scrivener's Chant Cleric 0

School transmutation
Casting Time 1 action
Components V, S, M (fine sand and a vial of ink.)
Range 5 ft.
Duration concentration, up to 1 minute/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (object)

This spell imbues a quill with animate energy and rapidly transcribes words from one page to another. The quill copies a written work at the rate of one normal-sized page per minute. The Linguistics skill can be used to make a convincing copy, but otherwise the reproduction is written in the hand of the caster. You must concentrate upon the material being duplicated for the spell's duration and provide new blank pages as required. The *scrivener's chant* requires blank paper and a quill or other writing materials, in addition to the material components.

This spell cannot duplicate magical writing (including spells and magical scrolls), though it can duplicate non-magical writing from a magical source.

Appears in : Seekers of Secrets

Sign of the Dawnflower Cleric 0

School divination
Casting Time 1 action
Components S, F (your holy symbol, or a depiction of either Sarenrae's holy symbol or the goddess herself)
Range medium (100 ft. + 10 ft./level)
Target one creature/level
Duration 1 hour/level
Saving Throw none; **Spell Resistance** no

As *message*, except the only information you can transmit is that you are a worshiper of Sarenrae. Once notified, the target can reply that he understands your sign. The spell transmits meaning, not sound, and transcends language barriers.

Message

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Appears in : Taldor, Echoes of Glory

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Sotto Voce

Cleric 0

School necromancy [fear, mind-affecting, sonic]
Casting Time 1 action
Components V
Range close (25 + 5 ft./2 levels)
Duration 1+ Rounds
Saving Throw DC 14 Will negates; **Spell Resistance** yes

Your dry, rasping whisper fills a living creature of 4 or fewer Hit Dice with unnatural dread. The affected creature must make a Will save or be shaken for 1 round.

Appears in : Faction Guide

Spark

Cleric 0

School evocation / fire elemental [fire]
Casting Time 1 action
Components V or S
Range close (25 + 5 ft./2 levels)
Target one Fine object
Duration instantaneous
Saving Throw DC 14 Fortitude negates (object); **Spell Resistance** yes (object)

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object.

Appears in : Advanced Player's Guide

Stabilize

Cleric 0

School conjuration (healing)
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Vigor

Cleric 0

School transmutation
Casting Time 1 action
Components V, S
Range touch
Duration 1 minute or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes

This spell infuses the subject with a small surge of strength. The creature gets a +1 competence bonus on a single melee damage roll. It must choose to use the bonus before making the roll to which it applies. Ranged or spell attacks are unaffected by this spell.

Appears in : Orcs of Golarion

Virtue

Cleric 0

School transmutation
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration 1 min.
Saving Throw none; **Spell Resistance** yes (harmless)

With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.

Abadar's Truthtelling

Cleric 1

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration 1 minute/level
Saving Throw DC 15 Will Negates; **Spell Resistance** yes

This spell functions identically to the spell *zone of truth*, except as noted above. The target momentarily takes on the semblance of a being of perfect order, like an archon or inevitable, so that all who can see the target know it is affected by the spell. This divine guise flickers over the target for only an instant and does not allow it to pass as a member of a different race.

Zone of Truth

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.

Appears in : Curse of the Crimson Throne, Inner Sea Gods

Abstemiousness

Cleric 1

School transmutation
Casting Time 1 action
Components V
Range touch
Target a handful of berries, grains, nuts, or rice
Duration 1 hour
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Sometimes Irori smiles on his worshipers, granting them a reprieve from physical hunger. This spell magically enhances a handful of simple food, imbuing it with enough nutrition to satisfy a Medium or smaller creature for a full day. The spell does not create food, and thus will not alone prevent someone from starving, but it can extend even limited reserves for lengthy periods.

Appears in : Faiths of Balance, Inner Sea Gods

Abundant Ammunition

Cleric 1

School conjuration (summoning)
Casting Time 1 action
Components V, S, M/DF (a single piece of ammunition)
Target one container touched
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

When cast on a container such as a quiver or a pouch that contains nonmagical ammunition or shuriken (including masterwork ammunition or shuriken, but not special materials, alchemical attributes, or nonmagical treatments on the ammunition), at the start of each round this spell replaces any ammunition taken from the container the round before. The ammunition taken from the container the round before vanishes. If, after casting this spell, you cast a spell that enhances projectiles, such as *align weapon* or *greater magic weapon*, on the same container, all projectiles this spell conjures are affected by that spell.

Appears in : Ultimate Combat

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Air Bubble Cleric 1

School conjuration / air elemental (creation)
Casting Time 1 action
Components S, M/DF (a small bladder filled with air)
Range touch
Target one creature or one object no larger than a Large twohanded weapon
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The *air bubble* allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage.

A firearm within an *air bubble* can be loaded - assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device - and fired. When shooting such a firearm underwater, the shot still takes the standard -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the *air bubble* explodes, the explosion occurs normally.

Appears in : Ultimate Combat

Alleviate Addiction Cleric 1

School conjuration (healing)
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration 1 hour/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The subject ignores the effects of addictions. The subject can naturally recover from damage dealt by the drug if she is under the effects of this spell for the entire duration of her rest.

Appears in : Black Markets

Ant Haul Cleric 1

School transmutation
Casting Time 1 action
Components V, S, M/DF (a small pulley)
Range touch
Target creature touched
Duration 2 hours/level
Saving Throw DC 15 Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The target's carrying capacity triples (see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook). This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

Appears in : Advanced Player's Guide

Aspect of the Nightingale Cleric 1

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

You take on an aspect of a nightingale. Your voice becomes clear and pleasant. You gain a +2 competence bonus on Perform (sing) checks and a +2 competence bonus on Diplomacy checks. Once per minute, if you are subject to a charm effect that allows a saving throw, you may roll twice and take the more favorable result.

Appears in : Inner Sea Gods, Jade Regent

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<p>Authenticating Gaze Cleric 1</p> <p>School divination Casting Time 1 action Components V, S, M/DF (a miniature magnifying glass or spectacles) Range personal Duration 1 minute/level</p> <p>Your understanding of the written word becomes analytical and discerning. You gain an insight bonus equal to your caster level (maximum +10) on Appraise checks to determine the value of books and scrolls and on Linguistics checks to detect forgeries, and you can attempt a Linguistics check to detect a forged document at a glance, rather than taking the normal 1 round of examination per page. In addition, you immediately detect whether written works within 30 feet and within your line of sight have a magical aura and the strength of any such auras, as though you had concentrated on each written work for 1 round using <i>detect magic</i>.</p> <p>Detect Magic You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.</p> <p><i>1st Round</i>: Presence or absence of magical auras. <i>2nd Round</i>: Number of different magical auras and the power of the most potent aura. <i>3rd Round</i>: 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).</p> <p>Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.</p> <p><i>Aura Strength</i>: 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, <i>detect magic</i> indicates the stronger of the two.</p> <p><i>Lingering Aura</i>: 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 <i>detect magic</i> 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:</p> <p>Original Strength - Duration of Lingering Aura Faint - 1d6 rounds Moderate - 1d6 minutes Strong - 1d6 x 10 minutes Overwhelming - 1d6 days</p> <p>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.</p> <p><i>Detect magic</i> can be made permanent with a <i>permanency</i> spell.</p> <p>Appears in : Black Markets</p>	<p>Bane Cleric 1</p> <p>School enchantment (compulsion) [fear, mind-affecting] Casting Time 1 action Components V, S, DF Range 50 ft. Area 50-ft.-radius burst, centered on you Duration 1 min./level Saving Throw DC 15 Will negates; Spell Resistance yes</p> <p>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.</p> <p>Bleeding Strike Cleric 1</p> <p>School necromancy Casting Time 1 action Components V, S Range touch Effect one slashing melee weapon touched Duration 1 round/level or until discharged Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)</p> <p>You imbue a slashing melee weapon with the ability to create a bleeding wound. As a free action when the weapon hits a living creature, the wielder can discharge this spell to add 1 point of bleed damage to the weapon's base damage. This bleeding is difficult to stop; add your spellcasting ability modifier (Wisdom for clerics, and so on) to the DC to stop the bleeding.</p> <p>Appears in : Wrath of the Righteous</p> <p>Blend with Surroundings Cleric 1</p> <p>School illusion (glamer) Casting Time 1 round Components V, S, M/DF (a chess piece) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 10 minutes/level Saving Throw Fortitude negates (harmless) or Will disbelieves (if interacted with); Spell Resistance yes (harmless)</p> <p>This spell changes the appearance of the affected creature so that it better blends in with its surroundings. As chosen by you, the affected creature takes on the appearance of a statue, furniture, a tree, a bush, a rock, or another object of similar size. As long as the target stays still, it gains a +20 bonus on Stealth checks, and it can use Stealth even if it is being observed. The target's armor blends in perfectly with the illusory shape, and the target's armor check penalty on Stealth checks is negated for the duration of the spell. If the target moves at all while this spell is in effect, the spell ends.</p> <p>Appears in : Dirty Tactics Toolbox</p> <p>Bless Cleric 1</p> <p>School enchantment (compulsion) [mind-affecting] Casting Time 1 action Components V, S, DF Range 50 ft. Area the caster and all allies within a 50-ft. burst, centered on the caster Duration 1 min./level Saving Throw none; Spell Resistance yes (harmless)</p> <p>Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.</p> <p>Bless counters and dispels bane.</p>
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Shiso Sukbutter, Cleric 7 – Spells

Bless Water Cleric 1

School transmutation [good]
Casting Time 1 minute
Components V, S, M (5 pounds of powdered silver worth 25 gp)
Range touch
Target flask of water touched
Duration instantaneous
Saving Throw DC 15 Will negates (object); **Spell Resistance** yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water (see page 160).

Blessed Fist Cleric 1

School transmutation [good]
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 minute/level
Saving Throw none; **Spell Resistance** yes

The target is considered to be armed even when unarmed, so it doesn't provoke attacks of opportunity when it attacks foes with unarmed strikes. Its unarmed strikes can deal lethal or nonlethal damage (target's choice). If the target already has this ability (such as from the monk unarmed strike ability or the Improved Unarmed Strike feat), its unarmed strikes gain a +1 enhancement bonus on attack rolls and damage rolls, and they count as good-aligned weapons for the purposes of overcoming damage reduction.

Appears in : Advanced Class Guide

Blessing of the Watch Cleric 1

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, DF
Range 50 ft.
Area the caster and all allies within a 50-ft. burst, centered on the caster
Duration 1 hour/level
Saving Throw none; **Spell Resistance** yes (harmless)

This spell functions like *bless*, except as noted. It works only in the caster's home city, and in areas under the jurisdiction of the city watch. For example, if the watch patrols a shantytown outside the city walls but not the ruined subterranean tunnels that lie beneath the city, the spell works in the former area but not the latter.

Bless

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.

Appears in : Curse of the Crimson Throne, Inner Sea Gods

Burning Disarm Cleric 1

School transmutation [fire]
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target held metal item of one creature or 15 lbs. of unattended metal
Duration instantaneous
Saving Throw DC 15 Reflex negates (object, see text); **Spell Resistance** yes (object)

This spell causes a metal object to instantly become red hot. A creature holding the item may attempt a Reflex save to drop it and take no damage (even if it is not their turn), otherwise the hot metal deals 1d4 points of fire damage per caster level (maximum 5d4). Circumstances that prevent the creature from dropping the item (such as a locked gauntlet) mean the creature gets no saving throw. The heat does not harm the item, and it does not get hot enough or last long enough to ignite flammable objects. The item cools to its previous temperature almost instantly. If cast underwater, burning disarm deals half damage and boils the surrounding water.

Appears in : Cheliox, Empire of Devils

Carrion Compass Cleric 1

School divination
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one undead creature
Duration 10 minutes/level
Saving Throw DC 15 Will negates; **Spell Resistance** no

You animate one of the target's fetid organs so that it leads you to the undead creature's most recent controller or the cause of the creature's undeath. The organ (typically the heart, the brain, or an eyeball) floats in front of you at chest level and slowly leads you to the undead creature's most recent controller at a rate of 30 feet per round, always staying within your range of vision. If the creature from which the organ originated had no controller, but rather was created deliberately by another creature, the organ instead leads you to that creator. If the undead was animated by an effect or event at a particular location, the organ leads you to that location. If the creature was animated by none of the methods above, if it was selfcreated, or if the creature's most recent controller no longer exists, the spell fails. Once the organ is within 10 feet of its intended destination, the spell ends, and the organ falls to the ground.

The organ cannot engage in combat or execute any other task aside from leading you to its intended target. It may pass through small slits and crevices, though it will not leave your range of vision. The organ cannot travel more than 5 miles from the spot where you cast the spell. If the undead creature to which the organ belonged is destroyed, the spell ends and the organ falls to the ground.

Appears in : Undead Slayer's Handbook

Cause Fear Cleric 1

School necromancy [fear, mind-affecting]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one living creature with 5 or fewer HD
Duration 1d4 rounds or 1 round; see text
Saving Throw DC 15 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.

Shiso Sukbutter, Cleric 7 – Spells

Celestial Healing	Cleric 1	Ceremony	Cleric 1
School conjuration (healing) [good] Casting Time 1 round Components V, S, M (1 drop of blood from a good outsider or 1 dose of holy water worth 25 gp) Range touch Target creature touched Duration 1 round/2 levels Saving Throw Will negates (harmless); Spell Resistance yes (harmless)	Cleric 1	School transmutation Casting Time 8 hours Components V, S, DF Range touch or medium (100 ft. + 10 ft./level) (see text) Target willing, living creature or creatures touched or one creature/level (see text) Duration 1 hour/level or 1 day/level (see text) Saving Throw DC 15 Will negates (see text); Spell Resistance yes	Cleric 1

You anoint a wounded creature with the blood of an outsider with the good subtype (such as an angel) or holy water, giving it fast healing 1. The target radiates the aura of a good creature for the duration of the spell and can sense the righteousness of the magic, though this has no long-term effect on the target's alignment. If the target has its own evil aura, this is not suppressed by celestial healing, and can also be detected normally.

Appears in : Arcane Anthology

You harness divine power to create one of four different ceremonies—a funeral, holiday fete, marriage, or naming—and can also create two domain-based ceremonies. Each ceremony provides a boon to two living, touched subjects for 1 hour per caster level, representing the divine gifts granted by your deity as well as the normal morale-boosting benefits of participating in an officiated ceremony. Bonuses granted by these boons are sacred bonuses if you channel positive energy or profane bonuses if you channel negative energy. (Bonuses in this section are referred to simply as sacred bonuses for ease of reading.) Only subjects whose alignments are within one step of your deity can be affected by this spell.

If you are using the downtime system from Pathfinder RPG Ultimate Campaign, you may use additional resources to augment the effect of a particular ceremony. You may spend 10 Goods, Labor, or Influence or 2 Magic to create a larger ceremony and grant an additional boon that lasts for 1 day per caster level (up to a maximum of 5 days). The type of capital spent should reflect the preparation required for the specific ceremony. Augmented boons affect the creatures touched as well as a number of intelligent, properly aligned creatures within medium range equal to your caster level (up to a maximum of 10 creatures), granting all subjects the benefits of the original boon as well as the benefits of an augmented boon, representing the divine gifts granted to these witnesses by your god.

Unless otherwise stated, use-activated abilities are supernatural abilities and abilities that emulate the effects of a spell are spell-like abilities; in either case, abilities granted by a boon are generally usable only once or until the duration of the spell ends, whichever comes first. Spell-like abilities are cast at a creature's highest caster level gained, or, if the creature has no caster level, CL 1st. Constant or passive effects and bonuses granted by this spell can be dispelled as normal, using your caster level to do so.

Funeral: A funeral service must involve a corpse and at least one willing companion or next of kin. The subject gains a +2 sacred bonus against death effects.

Holiday Fete: A holiday fete may involve up to two willing creatures. The subject gains a +1 sacred bonus on Fortitude saves.

Marriage: A marriage must involve two willing creatures. The subject gains a +1 sacred bonus on saves against fear and emotion effects.

Naming: A naming must involve a willing parent or parents and a newborn (who is touched but unaffected). The subject can use *sanctuary* once.

The augmented versions of these four ceremonies are identical, granting the subject a +2 sacred bonus on all saving throws.

In addition to these four ceremonies, each cleric gains two more ceremonies according to her domain. For information on domain ceremonies and their relevant boons, see *Quests and Campaigns* pg 24-25.

Appears in : *Quests & Campaigns*

Shiso Sukbutter, Cleric 7 – Spells

Clarion Call Cleric 1

School illusion
Casting Time 1 action
Components V, S, M (a piece of brass)
Range touch
Target creature touched
Duration 10 minutes/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The subject of this spell gains two benefits. First, the affected creature gains the ability to create a sound like the blast of a mighty horn or trumpet simply by miming the action of sounding one. Second, the subject can speak in a booming voice that carries easily over great distances, lowering the DC of any check to hear what is said by –15. This spell is particularly prized by battlefield commanders and champions who wish to make themselves clearly heard or gain the attention of their allies or foes.

Appears in : Knights of the Inner Sea

Cloak of Secrets Cleric 1

School illusion (glamer)
Casting Time 1 minute
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Area 5-ft.-radius emanation centered on a point in space
Duration 10 minutes/level (D)
Saving Throw none; **Spell Resistance** no

This spell forms an invisible bubble that filters all speech coming from inside the affected area so that creatures outside hear a completely different version of the conversation. The bubble also disguises lip movements to match the false conversation. Any creature listening to the conversation for at least 1 round can attempt a DC 15 Sense Motive check to realize that the apparent conversation doesn't actually make any sense. The bubble also obscures the verbal components of spells cast within the area so it's impossible to identify spells by their verbal components alone, and anyone outside the bubble attempting a Spellcraft check to identify a spell cast within the bubble takes a –5 penalty on the check. Furthermore, the bubble renders any language-dependent spells and effects used within the bubble ineffective against creatures outside the area.

Appears in : Heroes of the Streets

Command Cleric 1

School enchantment (compulsion) [language-dependent, mind-affecting]
Casting Time 1 action
Components V
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration 1 round
Saving Throw DC 15 Will negates; **Spell Resistance** yes

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

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

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

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

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

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

Compel Hostility Cleric 1

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, M (a drop of your blood)
Range personal
Target you
Duration 1 round/level
Saving Throw see text; **Spell Resistance** see text

Whenever a creature you can see that threatens you makes an attack against one of your allies, as an immediate action, you can compel that creature to attack you instead. When you compel a creature to attack you, you must first overcome that creature's spell resistance, and the creature can attempt a Will saving throw to ignore the compulsion.

A summoner casting this spell can choose his eidolon as the target of the spell.

Appears in : Ultimate Combat

Shiso Sukbutter, Cleric 7 – Spells

Compelling Question	Cleric 1	Cultural Adaptation	Cleric 1
<p>School enchantment / illumination [language-dependent, mind-affecting] Casting Time 1 action Components V Range close (25 + 5 ft./2 levels) Target one creature Duration instantaneous Saving Throw DC 15 Will negates; Spell Resistance yes</p> <p>You ask another creature one simple question that it can answer with a single word. On the target's next turn, if it fails the save, it must answer you as truthfully as possible as a free action. The GM may assign modifiers to the saving throw based on how important the target considers the information. Asking someone whether she is the king's murderer, for example, involves a closely guarded secret and provides a +2 circumstance bonus. An assassin or inquisitor always gains a +4 competence bonus to this saving throw.</p> <p>Appears in : Deep Magic, Midgard Player's Guide, Zobeck Gazetteer</p>		<p>School divination / wood elemental Casting Time 1 action Components V, S, M/DF (a document written in the language of the culture to be emulated) Range personal Target you Duration 10 minutes/level</p> <p>When casting this spell, you must concentrate on a culture or subculture to which you wish to adapt. If you speak the native language of the culture in question, then for the duration of this spell, you speak the language with a native accent. The spell doesn't teach you the language in question, but can be combined with tongues or a similar spell. Your body language and gestures mark you as a native of the culture, and you unconsciously make small decisions that help you blend in. Combined, these grant you a +2 circumstance bonus on Diplomacy checks to influence members of the culture to which you have adapted, which doesn't stack with other circumstance bonuses you might possess by virtue of being a member of the chosen culture. You also gain a +2 circumstance bonus on Disguise checks to pass yourself off as if you were a member of the culture, if you are not.</p> <p>This doesn't provide benefits when disguising yourself as a specific member of the culture, though it negates any circumstance penalties you might otherwise have taken due to not acting appropriately for that person's culture. Finally, the DCs of enchantment (charm) spells you cast against natives of the culture to which you are attuned increase by 1.</p> <p>Appears in : Humans of Golarion, Ultimate Intrigue</p>	
Comprehend Languages	Cleric 1		
<p>School divination Casting Time 1 action Components V, S, M/DF (pinch of soot and salt) Range personal Target you Duration 10 min./level</p> <p>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.</p> <p>Comprehend languages can be made permanent with a permanency spell.</p>			
Coward's Cowl	Cleric 1		
<p>School enchantment [mind-affecting] Casting Time 1 action Components V, S Range close (25 + 5 ft./2 levels) Target one creature Duration 1 minute/level Saving Throw Will negates (harmless); Spell Resistance no</p> <p>You imbue the target with a compulsion to avoid threats, enhancing its defensive instincts. So long as the affected creature does not move closer to enemies during its turn, or moves at least 5 feet away from adjacent enemies, it gains a +1 morale bonus to its AC, and a +1 morale bonus on saves and on attack rolls made as readied actions and attacks of opportunity. Alternatively, if the affected creature does not close with its enemies, it can increase the DC of all spells it casts as part of a readied action by 1. If the subject of the spell willingly moves toward a threatening creature, the spell immediately ends.</p> <p>While affected by <i>coward's cowl</i>, a creature takes a -2 penalty on all saving throws against fear effects.</p> <p>Appears in : Agents of Evil</p>			
Cure Light Wounds	Cleric 1		
<p>School conjuration (healing) Casting Time 1 action Components V, S Range touch Target creature touched Duration instantaneous Saving Throw Will half (harmless); see text; Spell Resistance yes (harmless); see text</p> <p>When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.</p>			
Dancing Lantern	Cleric 1		
<p>School transmutation / fire elemental [fire, light] Casting Time 1 action Components V, S, F (a lantern) Range touch Effect animates one lantern Duration 1 hour/level (D) Saving Throw none; Spell Resistance no</p> <p>You can animate a lantern and order it to follow you. The lantern floats at shoulder height and remains within 5 feet of you, no matter how fast you move. The lantern cannot support any additional weight. The lantern illuminates its normal area, even if it does not have any oil in it. For the purposes of spells or effects targeting it the lantern always acts as if in your possession even when not directly on your person. A dancing lantern can be made permanent with a permanency spell.</p> <p>Appears in : Advanced Player's Guide</p>			

Shiso Sukbutter, Cleric 7 – Spells

Deadeye's Lore

Cleric 1

School divination
Casting Time 1 round
Components V, S
Range personal
Target you
Duration 1 hour/level

While subject to this spell, you take upon yourself the mantle of the hunter, channeling the insights of the spirits of the wild. You gain a +4 sacred bonus on all Survival checks for the duration of the spell, and you do not have to move at half your speed while traveling through the wilderness or while tracking.

Appears in : Faiths of Purity, Ultimate Combat

Deathwatch

Cleric 1

School necromancy
Casting Time 1 action
Components V, S
Range 30 ft.
Area cone-shaped emanation
Duration 10 min./level
Saving Throw none; **Spell Resistance** no

Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct). Deathwatch sees through any spell or ability that allows creatures to feign death.

Decompose Corpse

Cleric 1

School necromancy
Casting Time 1 action
Components V, S, M (a pinch of dried toadstool)
Range touch
Target one corpse or corporeal undead
Duration instantaneous or 1 minute; see text
Saving Throw DC 15 Fortitude negates (object); **Spell Resistance** yes (object)

Using this spell, the caster rapidly decomposes the flesh from a single corpse of size Huge or smaller, leaving behind a perfectly cleaned skeleton. If it is cast on a non-skeletal corporeal undead, the creature takes a -2 penalty on all rolls and to its Armor Class and CMD for 1 minute.

Appears in : Ultimate Magic

Detect Chaos

Cleric 1

School divination
Casting Time 1 action
Components V, S, DF
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 10 min./level (D)
Saving Throw none; **Spell Resistance** no

This spell functions like *detect evil*, except that it detects the auras of chaotic creatures, clerics of chaotic deities, chaotic spells, and chaotic magic items, and you are vulnerable to an overwhelming chaotic aura if you are lawful.

Detect Evil

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of evil.

2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the table on the previous page. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If *detect evil* 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

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell. Each round, you can turn to detect evil 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 Charm

Cleric 1

School divination

Casting Time 1 action

Components V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

As *detect magic*, except you immediately detect the strength and location of each charm, compulsion, and possession aura on all creatures in the area. You can attempt to identify the properties of each aura (see Spellcraft in the Pathfinder RPG Core Rulebook).

In addition to noticing the targets of these effects, you can recognize when creatures in the area are using these effects on others by making a Sense Motive check as a standard action (DC 20 + caster level). If you succeed, you may make a Spellcraft check to identify what magic it is using (even if the target is not in the area).

Appears in : Adventurer's Guide, Andoran, Spirit of Liberty

Shiso Sukbutter, Cleric 7 – Spells

Detect Demon	Cleric 1	Detect Evil	Cleric 1
<p>School divination Casting Time 1 action Components V, S, DF Range 60 ft. Area cone-shaped emanation Duration concentration, up to 10 minutes / level (D) Saving Throw none (see text); Spell Resistance no</p> <p>You sense the presence of a specific kind of evil—that of demons, their servants, and the Abyss. The amount of information revealed depends on how long you study a particular area or subject.</p> <p><i>1st Round:</i> Presence or absence of creatures with the demon subtype, creatures possessed by demons, creatures under the effects of spells or spell-like abilities cast by demons, or creatures otherwise tainted by demons. Creatures tainted by demons include tieflings with demonic heritages, sorcerers with abyssal bloodlines, creatures affected by a succubus's profane gift, creatures with demonic implants (see page 44 of <i>Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned, Vol. 2</i>), or creatures who have the Demonic Obedience feat (Lords of Chaos 8), and those under significant demonic influence as determined by the GM. This spell does not detect creatures of chaotic evil alignment who are not demons or significantly influenced by demons. Additionally, this spell detects whether or not a portal or similar magical passage leads to the Abyss.</p> <p><i>2nd Round:</i> Number of evil auras shed by creatures with the demon subtype in the area, as well as the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's strength is overwhelming; if the creature has HD equal to at least twice your character level, you are stunned for 1 round and the spell ends.</p> <p><i>3rd Round:</i> The power and location of each aura, and what demon lord, if any, a demon is most closely affiliated with. If an aura is outside your line of sight, you discern the direction but not its exact location. Affiliation to a demon lord is only revealed when the creature detected is a demon (not merely a creature tainted by a demon). Demons receive a Will saving throw to resist revealing what demon lord they are affiliated with. If the demon succeeds at this saving throw or is not forsworn to a demon lord, you know only that this aspect of the spell returned no information.</p> <p>Aside from what is detailed above, this spell otherwise functions similarly to detect evil in terms of aura power, lingering auras, overwhelming auras, and so forth.</p> <p>Detect Evil You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.</p> <p><i>1st Round:</i> Presence or absence of evil.</p> <p><i>2nd Round:</i> Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.</p> <p><i>3rd Round:</i> The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.</p> <p>Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the table on the previous page. If an aura falls into more than one strength category, the spell indicates the stronger of the two.</p> <p>Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect evil is cast and directed at such a creature or magic item). If detect evil is cast and directed at such a</p>		<p>School divination Casting Time 1 action Components V, S, DF Range 60 ft. Area cone-shaped emanation Duration concentration, up to 10 min./level (D) Saving Throw none; Spell Resistance no</p> <p>You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.</p> <p><i>1st Round:</i> Presence or absence of evil.</p> <p><i>2nd Round:</i> Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.</p> <p><i>3rd Round:</i> The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.</p> <p>Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the table on the previous page. If an aura falls into more than one strength category, the spell indicates the stronger of the two.</p> <p>Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect evil is cast and directed at such a</p>	
		<p>Original Strength Duration of Lingering Aura</p> <p>Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6 x 10 minutes Overwhelming 1d6 days</p> <p>Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell. Each round, you can turn to detect evil 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.</p>	

Shiso Sukbutter, Cleric 7 – Spells

Detect Good	Cleric 1	Detect Law	Cleric 1
<p>School divination Casting Time 1 action Components V, S, DF Range 60 ft. Area cone-shaped emanation Duration concentration, up to 10 min./level (D) Saving Throw none; Spell Resistance no</p> <p>This spell functions like <i>detect evil</i>, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil.</p> <p>Detect Evil You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.</p> <p>1st Round: Presence or absence of evil.</p> <p>2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.</p> <p>3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.</p> <p>Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the table on the previous page. If an aura falls into more than one strength category, the spell indicates the stronger of the two.</p> <p>Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect evil 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:</p> <p>Original Strength Duration of Lingering Aura</p> <p>Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6 x 10 minutes Overwhelming 1d6 days</p> <p>Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell. Each round, you can turn to detect evil 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.</p>		<p>School divination Casting Time 1 action Components V, S, DF Range 60 ft. Area cone-shaped emanation Duration concentration, up to 10 min./level (D) Saving Throw none; Spell Resistance no</p> <p>This spell functions like <i>detect evil</i>, except that it detects the auras of lawful creatures, clerics of lawful deities, lawful spells, and lawful magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic.</p> <p>Detect Evil You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.</p> <p>1st Round: Presence or absence of evil.</p> <p>2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.</p> <p>3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.</p> <p>Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the table on the previous page. If an aura falls into more than one strength category, the spell indicates the stronger of the two.</p> <p>Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect evil 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:</p> <p>Original Strength Duration of Lingering Aura</p> <p>Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6 x 10 minutes Overwhelming 1d6 days</p> <p>Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell. Each round, you can turn to detect evil 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.</p>	

Shiso Sukbutter, Cleric 7 – Spells

Detect Radiation	Detect Undead
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School divination
Casting Time 1 action
Components V, S
Range 120 ft.
Area spherical emanation, centered on you
Duration 10 minute/level
Saving Throw none; **Spell Resistance** no

You detect radiation in the surrounding area. You see radioactive auras as a glowing green shimmer in the air that emanates from radioactive objects; the brighter and more intense the green, the more powerful the radioactivity. This glow does not provide illumination or allow you to see in darkness, apart from being able to see the glow itself. The spell can penetrate barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it - although radiation can seep into such barriers, causing them to become radioactive (and thus visible to the spell) in time.

Appears in : Technology Guide

Detect the Faithful	Cleric 1
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School divination
Casting Time 1 action
Components V, S, DF
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

You can detect other worshipers of your deity (mortal worshipers, outsider servants, and so on). The amount of information revealed depends on how long you focus on a particular area or subject.

- 1st Round:* Presence or absence of the faithful.
- 2nd Round:* Number of individual faithful in the area.
- 3rd Round:* The exact location of each worshiper. If a fellow worshiper is outside your line of sight, then you discern his direction but not his exact location.

Each round, you can rotate to detect worshipers in a new area. The spell can penetrate barriers, but a sheet of lead, 1 foot of stone, 1 inch of common metal, or 3 feet of wood or dirt blocks it. A creature's personal interpretation of its beliefs determines whether or not it is of the same faith as you—hence heretics and splinter cultists of your deity still count as worshipers of that deity. Furthermore, since the spell picks up a creature's current beliefs and feelings, a creature actively pretending to be a member of the same faith also appears to the spell to be a member. Thus, the spell is still useful in locating potential hidden members of the same faith among the general populace, but on its own, it doesn't weed out spies.

Appears in : Taldor, Echoes of Glory, Ultimate Intrigue

School divination
Casting Time 1 action
Components V, S, M/DF (earth from a grave)
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

- 1st Round: Presence or absence of undead auras.
- 2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below.

Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead 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, as given on the table below.

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|--|--|
| HD- Strength - Lingering Aura Duration | |
| 1 or lower - Faint - 1d6 rounds | |
| 2-4 - Moderate - 1d6 minutes | |
| 5-10 - Strong - 1d6 x 10 minutes | |
| 11 or higher - Overwhelming - 1d6 days | |

Each round, you can turn to detect undead 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.

Diagnose Disease	Cleric 1
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School divination
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target or Area one creature, one object, or a 5-ft. cube
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You determine whether a creature, object, or area carries any sort of disease or infestation (including molds, slimes, and similar hazards), or any exceptional or supernatural effects causing the sickened or nauseated effects. If there is disease present, you know what disease it is and its effects. If the target is a creature, you gain a +4 bonus on Heal checks to treat the creature's disease. The spell can penetrate many 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.

Appears in : Ultimate Magic

Shiso Sukbutter, Cleric 7 – Spells

Divine Favor **Cleric 1**

School evocation
Casting Time 1 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 **Cleric 1**

School necromancy [fear, mind-affecting]
Casting Time 1 action
Components V, S, DF
Range medium (100 + 10 ft./level)
Target one living creature
Duration 1 min./level
Saving Throw DC 15 Will negates; **Spell Resistance** yes

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

Dream Feast **Cleric 1**

School conjuration (creation)
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The next time the target sleeps (within 8 hours), she dreams of a rich feast with her favorite food and drink. When she awakens, she is sated as if she ate and drank a nutritious meal, regardless of what she dreamed she ate. The target must sleep for at least 1 hour to gain the benefits of this spell. Being awakened during this period interrupts the spell and cancels its effects.

If you sleep with this spell prepared, you may automatically expend it while you sleep to gain the spell's benefit. This expenditure does not count as spellcasting for the purpose of determining available spell slots (you could go to sleep at midnight, expend this spell during an 8-hour period of sleep, and still prepare your full allotment of spells in the morning).

Appears in : Inner Sea Gods, Rise of the Runelords Anniversary Edition

Ears of the City **Cleric 1**

School divination
Casting Time 1 action
Components V, S, M/DF (a small piece of a brick)
Range touch
Target one creature
Duration 1 round/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target of this spell sees and hears a stream of past scenes and pieces of conversations related to local people and events. The flashes are so brief that it is impossible to identify individual people or places, but when the target concentrates on a particular topic or individual, she can piece together a coherent narrative told in a multitude of changing voices in her mind.

Each round for the duration of the spell, the target can attempt a Diplomacy check to gather information as though she had spent 1d4 hours talking to local people. Since the information gathering doesn't involve actual interaction with people, only observation, the target can use her Perception skill instead of her Diplomacy skill. While thus concentrating, the target is effectively blind and deaf.

Appears in : Heroes of the Streets

Egorian Diplomacy **Cleric 1**

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, M (a bent coin)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instant; see text
Saving Throw DC 15 Will negates; **Spell Resistance** yes

As part of casting this spell, you can attempt a single Intimidate skill check to make a target act friendly toward you. If you succeed, the target assists you normally, but *Egorian diplomacy* clouds the memory of any threats or pressure you applied. The target remembers assisting you, but can't remember why, and its attitude toward you doesn't worsen as a result of being intimidated.

Whether a creature fails or succeeds at its saving throw, it becomes immune to further castings of *Egorian diplomacy* for 24 hours.

Appears in : Spymaster's Handbook

Endure Elements **Cleric 1**

School abjuration
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 24 hours
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Shiso Sukbutter, Cleric 7 – Spells

Enhance Water Cleric 1

School transmutation
Casting Time 1 round
Components V, S
Range touch
Target 1 pint of water/level
Duration instantaneous
Saving Throw Fortitude negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell transforms water into an alcoholic beverage, typically ale, beer, mead, or wine. The alcohol is of middling quality but perfectly drinkable. The spell also serves to remove poisons, diseases, minerals, and other toxins from the water as it transforms. The more contaminants that exist in the water, the darker the ale or the more full-bodied the wine becomes. The beverage's alcohol content is not affected by the presence or absence of contaminants.

This spell does not work on unholy water, potions, or other liquids with magical power.

Appears in : Faiths of Purity, Inner Sea Gods

Entropic Shield Cleric 1

School abjuration
Casting Time 1 action
Components V, S
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.

Face of the Devourer Cleric 1

School transmutation (polymorph)
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 minute/level
Saving Throw Fort negates (harmless); **Spell Resistance** yes (harmless)

You transform the target's face into a hideous shape, such as a half-melted visage with insect legs instead of teeth, seeping pits instead of eyes, and suckered tongues dangling from its misshapen mouth. You do not choose what shape the target's face takes, and the shape is different every time you cast the spell. This transformation does not interfere with the target's senses or its ability to breathe, though it might prevent it from speaking. The target gains a +4 circumstance bonus on Intimidate checks.

If the target does not normally have a bite attack, it gains a bite attack as a natural weapon for the duration of the spell. This bite attack deals 1d6 points of damage if the target is Medium, 1d4 points of damage if the target is Small, or 1d8 points of damage if the creature is Large. The target may use this bite as a primary attack or a secondary attack.

Appears in : Inner Sea Gods, Legacy of Fire

Fairness Cleric 1

School enchantment (compulsion) [mind-affecting]
Casting Time 1 round
Components V, S, DF
Range close (25 + 5 ft./2 levels)
Target one humanoid creature per level
Duration 1 minute/level
Saving Throw DC 15 Will negates; **Spell Resistance** yes

Humanoid creatures affected by this spell must trade fairly with others to the best of their knowledge. If they know the fair value (or even an estimated fair value) of a good or service, they cannot allow a trade to proceed if it would benefit one side unfairly, preventing them from cheating another while under the influence of this spell. The symbol of Abadar appears above the heads of those affected by this spell, making those affected and unaffected by the spell immediately apparent.

Appears in : Faiths of Balance, Inner Sea Gods

Fallback Strategy Cleric 1

School abjuration
Casting Time 1 action
Components V, S, DF
Range personal
Target you
Duration 1 minute/level or until discharged; see text

While this spell is active, you may reroll one attack roll, combat maneuver check, or skill check before the result of the roll or check is known. You must take the result of the reroll, even if it's worse than the original roll. Once the reroll is used, the spell ends. You can have no more than one *fallback strategy* active on you at the same time.

Appears in : Gods & Magic, Inner Sea Gods

Firebelly Cleric 1

School abjuration
Casting Time 1 action
Components V, S, DF
Range personal
Target you
Duration 1 minute/level
Saving Throw DC 15 Reflex half, see text; **Spell Resistance** yes, see text

A magical fire warms your belly, granting fire resistance 5 and making your gut hot to the touch (but not enough to damage you or anything else). As a standard action, you can breathe a 15-foot cone of flame that deals 1d4 points of fire damage (Reflex half, SR applies). Each time you use this breath weapon, reduce the remaining duration of the spell by 1 minute.

Appears in : Inner Sea Gods, Shattered Star

Shiso Sukbutter, Cleric 7 – Spells

Forbid Action

Cleric 1

School enchantment (compulsion) [language-dependent, mind-affecting]

Casting Time 1 action

Components V

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

Target one creature

Duration 1 round

Saving Throw DC 15 Will negates; **Spell Resistance** yes

You forbid the target a single course of action, which it avoids to the best of its ability. You may demand the target not take actions that fall into one of the following options.

Attack: The target cannot take any action that involves an attack roll, or uses a spell or ability that targets a foe or an area that includes a foe.

Cast: Target cannot cast spells or use spell-like abilities.

Communicate: The target cannot take any actions that allow it to communicate with anyone. This includes such acts as speaking, Bluff checks to pass secret messages, writing, and using telepathy. It does not prevent verbalizations made for purposes other than communication, such as command words or the verbal component of spellcasting.

Draw: Target cannot ready or prepare any item, weapon, component, or equipment.

Move: The target can take no act that would cause it to end up in a different location. The target does not resist being moved by others (and thus can be picked up or dragged, or can float along on a raft), but does not consciously attempt to move (including not directing a mount to move). The target is free to take any actions not forbidden by the caster. For example, a target affected by this spell's demand to not move is still free to cast spells, make attacks, or shout for help.

Appears in : Ultimate Magic

Gorum's Armor

Cleric 1

School transmutation

Casting Time 1 action

Components V, S, M

Range touch

Duration 10 minutes/level

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

The targeted suit of armor or shield sprouts thousands of tiny iron spikes like porcupine quills. These do not harm the armor's wearer (though donning or removing armor under the effects of this spell takes twice as long), but they act as armor spikes or shield spikes (as appropriate). Any creature attacking the wearer with natural weapons takes 1 point of piercing damage for each attack that hits. At 5th level, the spikes gain a +1 enhancement bonus on attack and damage rolls; this bonus increases to +2 at 10th level. At 15th level, the spikes also gain the *anarchic* weapon quality.

Material: 1 iron spike.

Appears in : Gods & Magic, Inner Sea World Guide

Guardian Armor

Cleric 1

School conjuration (teleportation)

Casting Time Immediate

Components V, S, F (armor worn)

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

Target one willing creature; see below

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

This spell teleports the suit of armor you are wearing off of your body and onto an ally within range; the target must be the same size and general shape as you. This armor appears on the target's body fully formed and properly donned, granting the creature the immediate benefit of its protection. If the target of *guardian armor* was already wearing armor, the armor wearing it is removed from the target's body and falls undamaged into an adjacent square.

Appears in : Armor Master's Handbook

Hairline Fractures

Cleric 1

School transmutation [earth]

Casting Time 1 action

Components V, S, M (a broken twig)

Range touch

Target 5-foot-square section of stone or a creature with the earth subtype

Duration 1 round/level

Saving Throw DC 15 Fortitude negates (object); **Spell Resistance** yes (object)

With a single touch, you create temporary hairline fractures in a piece of stone or a creature with the earth subtype. If you cast this spell on a section of stone, you reduce its hardness to 5 and its hit points to 10/inch of thickness. If you cast this spell on a creature with the earth subtype, that creature takes a –2 penalty to AC for the spell's duration. *Make whole* reverses this spell's effect.

Appears in : Faiths of Purity, Inner Sea Gods

Haze of Dreams

Cleric 1

School enchantment (charm) [emotion, mind-affecting]

Casting Time 1 action

Components V, M (a pinch of sand)

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

Target one creature

Duration 1 round/level

Saving Throw DC 15 Will negates; **Spell Resistance** yes

You fill an enemy's head with waking dreams, a reminder of the pleasures, delights, and terrors to be found in the dream world. While in this strange dream state, the target moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *haze of dreams* effects do not stack, nor does this spell's effect stack with *slow*.

Appears in : Faiths of Purity, Inner Sea Gods

Hide from Undead**Cleric 1**

School abjuration
Casting Time 1 action
Components V, S, DF
Range touch
Target one touched creature/level
Duration 10 min./level (D)
Saving Throw DC 15 Will negates (harmless); see text; **Spell Resistance** yes

Undead cannot see, hear, or smell creatures warded by this spell. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures (such as skeletons or zombies) are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. If it has reason to believe unseen opponents are present, however, it can attempt to find or strike them. If a warded creature attempts to channel positive energy, turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.

Ice Armor**Cleric 1**

School transmutation [cold, water]
Casting Time 1 minute
Components V, S, F (5 gallons of water)
Range 0 ft.; see text
Effect a suit of armor made of ice
Duration 1 hour/level or until destroyed
Saving Throw none; **Spell Resistance** no

You create a suit of armor made of ice. While cold to the touch, it does not harm the wearer, especially if worn over normal clothing (though it can hasten the effects of exposure in cold environments). It offers the same protection as a breastplate, except it has hardness 0 and 30 hit points. If the intended wearer is immersed in water when you cast this spell, you may form the armor around the wearer (who may be you); otherwise the wearer must don the armor normally. Attacks against the wearer that create heat or fire degrade the armor, reducing its armor bonus by 1 for every 5 points of fire damage the wearer takes; when the armor's bonus to AC reaches 0, the armor is destroyed and the spell ends. Because the ice is slightly buoyant, the wearer gains a +2 circumstance bonus on Swim checks, except when swimming downward. Druids can wear *ice armor* without penalty.

Appears in : Inner Sea Gods, Serpent's Skull

Inflict Light Wounds**Cleric 1**

School necromancy
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw DC 15 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.

Ironbeard**Cleric 1**

Racial Spell for Dwarf
School transmutation
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Effect +1 to target's AC
Duration 1 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell causes a brushy beard of stiff iron to erupt from the face of a willing target. The *ironbeard* grants a +1 armor bonus to AC, and this bonus stacks with any armor worn by the creature. The *ironbeard* may also be used as a weapon equivalent to cold iron armor spikes. The *ironbeard* makes it difficult to speak, so any spellcasting with a verbal component has a 20% spell failure chance.

Appears in : Advanced Race Guide

Karmic Blessing**Cleric 1**

Racial Spell for Samsaran
School divination [good]
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 round/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target treats one skill of your choice as a class skill.

Appears in : Advanced Race Guide

Know the Enemy**Cleric 1**

School divination
Casting Time 1 minute
Components V, S, DF
Range personal
Target you
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You commune with the divine, reflecting on one type of creature you encountered in the last day. You may make a Knowledge check regarding that creature type with a +10 insight bonus.

Appears in : Ultimate Magic

Kreighton's Perusal**Cleric 1**

School divination
Casting Time 1 action
Components V, S
Range touch
Target book touched
Duration instantaneous
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You gain a brief but incomplete understanding of one book's contents, equivalent to having skimmed its pages for 1 hour. This insight is not sufficient to translate unknown languages, decipher codes, or memorize text, but it does allow the caster to learn what topics the book discusses—invaluable to a Pathfinder who must make a snap decision when performing research or deciding whether or not to abscond with a volume. In addition, you instantly benefit from any bonuses or effects the book would normally grant to anyone who reads it for 1 hour (such as the bonuses gained from reading volumes of the *Pathfinder Chronicles*; see pages 26–27).

Appears in : Pathfinder Society Primer

Shiso Sukbutter, Cleric 7 – Spells

<p>Liberating Command Cleric 1</p> <p>School transmutation / wood elemental Casting Time Immediate Components V Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous Saving Throw Will negates (harmless); Spell Resistance yes (harmless)</p> <p>If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level (maximum +20). This spell has no effect if the target could not get free by using the Escape Artist skill (for example, if he were under the effects of a <i>hold person</i> spell or paralyzed by Strength damage).</p> <p>Appears in : Andoran, Spirit of Liberty, Ultimate Combat</p>	<p>Magic Stone Cleric 1</p> <p>School transmutation Casting Time 1 action Components V, S, DF Range touch Target up to three pebbles touched Duration 30 minutes or until discharged Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)</p> <p>You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.</p>
<p>Lighten Object Cleric 1</p> <p>School transmutation Casting Time 1 action Components V, M (goose down) Range close (25 ft. + 5 ft./2 levels) Target 1 object of up to 1 cubic ft./level Duration 1 minute/level Saving Throw DC 15 Will negates (object); Spell Resistance yes (object)</p> <p>The target's weight decreases by half. If this spell is cast on armor, the armor's armor check penalty decreases by 1, though its categorization as light, medium, or heavy does not change.</p> <p>Appears in : Faiths of Balance, Inner Sea Gods</p>	<p>Magic Weapon Cleric 1</p> <p>School transmutation / metal elemental Casting Time 1 action Components V, S, DF Range touch Target weapon touched Duration 1 min./level Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)</p> <p>Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.</p>
<p>Lucky Number Cleric 1</p> <p>School transmutation Casting Time 1 action Components V, S Range touch Target one willing creature Duration 24 hours or until discharged Saving Throw none; Spell Resistance no</p> <p>You are able to tweak tiny variables affecting a creature's immediate future in order to grant the target a bit of luck at the right time. Roll a d20; once during the duration of <i>lucky number</i>, when the target creature rolls that result (regardless of what type of dice the target rolls), the creature has the option to either reroll the result or add a +2 luck bonus to the result. The creature must decide to use this ability before the success or failure of the original roll is known. A creature can have only one lucky number at a time. If <i>lucky number</i> is cast on a creature already affected by that spell, the new number replaces the previous one.</p> <p>Appears in : Occult Mysteries</p>	<p>Marid's Mastery Cleric 1</p> <p>Racial Spell for Undine School transmutation / water elemental [water] Casting Time 1 action Components V, S Range touch Target willing creature touched Duration 1 minute/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)</p> <p>The target gains a +1 bonus on attack and damage rolls if it and its opponent are touching water. If the opponent or the target is touching the ground, the target takes a -4 penalty on attack and damage rolls.</p> <p>Appears in : Advanced Race Guide</p>

Mighty Fist of the Earth Cleric 1

Racial Spell for Oread
School conjuration (creation) [earth]
Casting Time 1 action
Components V, S, DF
Range close (25 ft.+5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You create a fist-sized rock that flies toward one enemy. Make an unarmed strike attack roll against the target as if it were in your threatened area. If the attack is successful, the rock deals bludgeoning damage to the target as if you had hit the target with your unarmed strike. If you have a *ki* pool, as long as you have at least 1 point in your *ki* pool, the rock counts as a *ki* strike.

At 4th level, a qinggong monk (*Ultimate Magic* 51) may select this spell as a *ki* power costing 1 *ki* point to activate (if the monk has 0 *ki* points after activating this *ki* power, the rock does not count as a *ki* strike).

Appears in : Advanced Race Guide

Moment of Greatness Cleric 1

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, M/DF (rabbit fur)
Range 50 ft.
Target the caster and allies within a 50-ft. burst centered on the caster
Duration 1 minute/level or until discharged
Saving Throw none; **Spell Resistance** yes (harmless)

Each creature affected by this spell is given the potential for greater success and glory. If the affected creature is benefiting from a morale bonus of any type, it can double that morale bonus on one roll or check, before making the roll. Once an affected creature uses this spell's effect, the spell is discharged for that subject.

Appears in : Ultimate Combat

Murderous Command Cleric 1

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration 1 round
Saving Throw DC 15 Will negates; **Spell Resistance** yes

You give the target a mental urge to kill its nearest ally, which it obeys to the best of its ability. The target attacks its nearest ally on its next turn with a melee weapon or natural weapon. If necessary, it moves to or charges to the nearest ally in order to make this attack. If it is unable to reach its closest ally on its next turn, the target uses its turn to get as close as possible to the ally.

Appears in : Ultimate Magic

Murderous Crow Cleric 1

Racial Spell for Orc
School conjuration (summoning) [see text]
Casting Time 1 round
Components V, S, F (a crow's feather)
Range medium (100 ft. + 10 ft./level)
Effect one crow
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

You conjure a supernaturally vicious and clever crow to watch over you on the battlefield. Choose one of the following templates; the crow has that template and this spell gains the descriptor listed in parentheses: celestial (good), entropic^{B2}, (chaotic), fiendish (evil), or resolute^{B2} (lawful). In addition to its normal abilities, the crow gains the Improved Steal^{APG} feat as a bonus feat and gains an eye rake attack. If both of its claw attacks hit the same living foe in a single round, that foe must succeed at a DC 13 Reflex save or be blinded as the bird scratches and tears at the foe's eyes. The blindness lasts for 1d4 days or until healed with *remove blindness*.

If the focus leaves your possession, the crow vanishes and the spell ends.

Appears in : Inner Sea Races

Obscuring Mist Cleric 1

School conjuration / water elemental (creation)
Casting Time 1 action
Components V, S
Range 20 ft.
Effect cloud spreads in 20-ft. radius from you, 20 ft. high
Duration 1 min./level (D)
Saving Throw none; **Spell 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.

Opportunistic Loyalty Cleric 1

School enchantment (compulsion)
Casting Time Immediate
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw DC 15 Will negates; **Spell Resistance** yes

Cast this spell when a creature within range casts a spell that provides an effect for its allies (such as *bless* or *prayer*). You are considered an ally of the caster for the purposes of that spell. Although you are momentarily considered an ally, the caster need not target you if the spell requires that the caster select one or more allies to be affected by the spell (as does *haste*). This spell does not allow a target spell to affect more creatures than described in its target entry. If this spell would raise the total number of affected targets above that allowed by the target spell, *opportunistic loyalty* has no effect.

Appears in : Ironfang Invasion

Peace Bond**Cleric 1**

School abjuration
Casting Time 1 action
Components V, S, M/DF (a glass cube)
Range close (25 ft. + 5 ft./2 levels)
Area one or more 5-ft. cubes, no two of which can be more than 30 ft. apart
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

This spell creates one glowing rune of peace, plus one per 2 caster levels above 1st (to a maximum of five runes at 9th level). An identical symbol appears on your forehead for the duration of the spell and cannot be disguised (though it is visible only if you are visible). Each rune illuminates a 5-foot cube, preventing any spell you cast of up to 3rd level and that has a defined area (as opposed to targets or an effect) from entering or affecting the 5-foot cube. For example, creatures and items within any square affected by *peace bond* take no damage from a *fireball* you cast. However, if you cast *stinking cloud*, the noxious vapors are an effect and enter such cubes normally. This spell does not break line of effect within any other spells you cast; it simply negates all effects of your 1st-, 2nd- and 3rd-level area spells within the *peace bond's* area. *Peace bond* offers no protection against your spell-like abilities or supernatural area effects.

Appears in : Heroes of the Streets

Pesh Vigor**Cleric 1**

School transmutation
Casting Time 1 action
Components V, S, M (a dose of pesh worth 15 gp)
Range touch
Target living creature touched
Duration 1 round/level; see text
Saving Throw DC 15 Will negates; **Spell Resistance** yes

The target gains a +2 enhancement bonus to its Strength. Once per round as a free action, the target can choose to increase the enhancement bonus by 2 for 1 round; if it does so, it takes 1d6 points of nonlethal damage and the spell's duration decreases by 1 additional round. For every 5 caster levels you have, the target can choose to increase the enhancement bonus by an additional 2, taking an additional 1d6 points of nonlethal damage and decreasing the duration by 1 additional round per increase to the Strength bonus, to a maximum enhancement bonus of +10 and 4d6 points of nonlethal damage at caster level 15th. The subject can't spend more rounds than remain in the duration. When the spell ends, the subject becomes fatigued.

Appears in : Black Markets, Dark Markets: A Guide to Katapesh

Pick Your Poison**Cleric 1**

School conjuration (healing) [mind-affecting]
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration 10 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell temporarily converts even the deadliest poison affecting a creature into an intoxicating alcohol. If the subject is affected by a poison effect while under the effects of this spell, instead of the poison's normal effect, she feels intoxicated as if she'd just had a very strong drink and takes a -2 penalty on attacks, saves, and checks for the duration of the spell. When the spell's duration expires, the penalty ends and the poison's normal effects apply. *Pick your poison* does not affect any poison effects that occurred before the spell was cast.

Appears in : Gods & Magic, Inner Sea Gods

Poisoned Egg**Cleric 1**

School transmutation [poison]
Casting Time 1 action
Components V, S, DF
Range touch
Target one egg
Duration 1 minute/level
Saving Throw none (object); **Spell Resistance** no (object)

You transform the contents of a normal egg into a single dose of small centipede poison (injury; *save* DC 11; *frequency* 1/round for 4 rounds; *effect* 1 Dex; *cure* 1 save). The poison reverts to a normal egg at the end of the spell's duration (the reverted egg substance is harmless unless the poisoned creature is vulnerable to eggs). The egg may be raw or cooked but must be whole and not empty when you cast the spell. When applying the poisoned egg's contents to a weapon, the wielder has no chance of poisoning herself, as though she had the poison use class feature.

Appears in : Gods & Magic, Inner Sea Gods

Protection from Chaos**Cleric 1**

School abjuration [lawful]
Casting Time 1 action
Components V, S, M/DF
Range touch
Target creature touched
Duration 1 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** no; see text

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

Protection from Evil

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

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

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

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

Shiso Sukbutter, Cleric 7 – Spells

Protection from Evil	Cleric 1	Protection from Law	Cleric 1
<p>School abjuration [good] Casting Time 1 action Components V, S, M/DF Range touch Target creature touched Duration 1 min./level (D) Saving Throw Will negates (harmless); Spell Resistance no; see text</p>		<p>School abjuration [chaotic] Casting Time 1 action Components V, S, M/DF Range touch Target creature touched Duration 1 min./level (D) Saving Throw Will negates (harmless); Spell Resistance no; see text</p>	
<p>This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.</p> <p>First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.</p> <p>Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as <i>charm person</i>, <i>command</i>, and <i>dominate person</i>). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using <i>magic jar</i>), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.</p> <p>Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.</p>		<p>This spell functions like <i>protection from evil</i>, 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.</p> <p>Protection from Evil</p> <p>This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.</p> <p>First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.</p> <p>Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as <i>charm person</i>, <i>command</i>, and <i>dominate person</i>). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using <i>magic jar</i>), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.</p> <p>Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.</p>	

Shiso Sukbutter, Cleric 7 – Spells

Ray of Sickening **Cleric 1**

School necromancy
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Duration 1 round/level
Saving Throw DC 15 Fortitude half; **Spell Resistance** yes

This spell functions as *ray of exhaustion*, except the target is sickened if it fails its save and unaffected if it makes its save.

Ray of Exhaustion

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued.

A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Appears in : Dark Markets: A Guide to Katapesh, Ultimate Magic

Read Weather **Cleric 1**

School divination
Casting Time 1 minute
Components V, S, F (a set of marked sticks or bones worth at least 25 gp)
Range personal
Target you
Duration instantaneous

This spell allows you to forecast the weather at your location for the next 48 hours, providing you with advance warning of storms, tornadoes, and so on. This forecast reveals only the weather that would arise naturally, and does not take into account any magical occurrences that might change the weather.

Appears in : Faiths of Balance, Inner Sea Gods

Recharge Innate Magic **Cleric 1**

Racial Spell for Gnome
School transmutation
Casting Time 1 action
Components V, S
Range personal
Target you
Duration instantaneous

You channel magic energy into your own aura, recharging your innate magic abilities. You regain one use of all 0-level and 1st-level spell-like abilities you can use as a result of a racial trait.

Appears in : Advanced Race Guide

Refine Improvised Weapon **Cleric 1**

School transmutation
Casting Time 1 action
Components V, S, DF
Range touch
Target one improvised weapon
Duration 1 hour/level (D)
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You transform an improvised weapon into an equivalent simple or martial weapon of masterwork quality. This effect does not alter the weapon's shape or appearance in any way. For example, if this spell is cast on a chair leg, a butter knife, or a pitchfork, the items function as a masterwork club, a masterwork dagger, or a masterwork trident, respectively, but the items look no different than they did before the spell was cast.

Appears in : Advanced Class Guide

Reinforce Armaments **Cleric 1**

School transmutation / metal elemental
Casting Time 1 action
Components V, S, M/DF (a metal pin)
Range touch
Target one armor suit or weapon touched
Duration 10 minutes/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You reinforce a weapon or armor suit to give it a temporarily upgrade or mitigate the fragile quality (see page 146). A suit of armor or weapon touched that has the fragile quality is not considered to have the fragile quality for the spell's duration. Normal armor suits or weapons subjected to this spell instead gain the masterwork quality for the spell's duration and their hardness is doubled. If this spell is cast on masterwork or magical armor or weapons, their hardness is doubled for the duration of the spell.

Appears in : Ultimate Combat

Remove Fear **Cleric 1**

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

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

Remove fear counters and dispels cause fear.

Remove Sickness**Cleric 1****School** conjuration (healing)**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** one creature**Duration** 10 minutes/level; see text**Saving Throw** DC 15 Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You quell feelings of illness and nausea in the target, giving it a +4 morale bonus on saving throws against disease, nausea, and sickened effects. If the subject is already under the influence of one of these effects when receiving the spell, that effect is suppressed for the duration of the spell.

Appears in : Ultimate Magic**Restore Corpse****Cleric 1****School** necromancy**Casting Time** 1 action**Components** V, S**Range** touch**Target** corpse touched**Duration** instantaneous**Saving Throw** none; **Spell Resistance** no

You grow flesh on a decomposed or skeletonized corpse of a Medium or smaller creature, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did when the creature died. The new flesh is somewhat rotted and not fit for eating.

Appears in : Ultimate Magic**Rite of Bodily Purity****Cleric 1****School** abjuration [meditative]**Casting Time** 1 hour**Components** V, M (soothing incense worth 100 gp)**Range** personal**Target** you**Duration** 24 hours or until discharged

You energize your body's immune system, improving your ability to resist toxins and ailments. You gain a +2 resistance bonus on saving throws to resist diseases, drugs, and poisons. Additionally, at any time during the spell's duration, whenever you fail a saving throw to resist a disease, drug, or poison, you can expend the spell's remaining duration as an immediate action in order to reroll that saving throw. You must take the second result, even if it's worse. The +2 resistance bonus granted by the spell applies to the reroll, but after you make this reroll, the spell ends.

Appears in : Divine Anthology**Rite of Centered Mind****Cleric 1****School** abjuration [meditative]**Casting Time** 1 hour**Components** V, M (soothing incense worth 100 gp)**Range** personal**Target** you**Duration** 24 hours or until discharged

You heighten your awareness of your own thoughts, allowing you to more easily resist outside influences. You gain a +1 resistance bonus on saving throws to resist mind-affecting effects. This resistance bonus is increased to +2 if the effect is an emotion or fear effect. Additionally, at any time during the spell's duration, whenever you fail a saving throw to resist a mind-affecting effect, you can expend the spell's remaining duration as an immediate action in order to reroll that saving throw. You must take the second result, even if it's worse. The +2 resistance bonus granted by the spell applies to the reroll, but after you make this reroll, the spell ends.

Appears in : Divine Anthology**Sanctify Corpse****Cleric 1****School** evocation [good]**Casting Time** 1 action**Components** V, S, M (a pinch of silver dust), DF**Range** touch**Area** corpse touched**Duration** 24 hours**Saving Throw** none; **Spell Resistance** no

This spell blesses a corpse with positive energy, preventing it from being turned into an undead creature. Attempts to raise the corpse as an undead automatically fail. If the corpse is of a person slain by a creature that creates undead out of its slain foes (such as a shadow, vampire, or wraith), that effect is delayed until the end of this spell. It is possible to protect a corpse for an extended time by casting this spell each day.

Sanctify corpse can be made permanent with a permanency spell by a caster of 9th level or higher for the cost of 500 gp.

Appears in : Ultimate Magic**Sanctuary****Cleric 1****School** abjuration**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** creature touched**Duration** 1 round/level**Saving Throw** DC 15 Will negates; **Spell Resistance** no

Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

Shadow Trap**Cleric 1**

School illusion (shadow)
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft./level)
Target one creature
Duration 1 round/level (D)
Saving Throw DC 15 Will negates; **Spell Resistance** yes

You pin the target's shadow to its current location, causing the target to become entangled and preventing it from moving farther than 5 feet from its original position, as if its shadow were anchored to the terrain. Each round on its turn, the target can attempt a new saving throw to end the effect as a full-round action. A flying creature can only hover in place or fall while entangled in this manner. This spell automatically fails when cast on a creature that doesn't throw a shadow, and it ends if the creature is entirely in an area with no illumination.

Appears in : Blood of Shadows

Shield of Faith**Cleric 1**

School abjuration
Casting Time 1 action
Components V, S, M (parchment with a holy text written on it)
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell creates a shimmering, magical field around the target that averts and deflects attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Shield Speech**Cleric 1**

School abjuration
Casting Time 1 action
Components V, S
Range 10 ft.
Target you and one other creature
Duration 1 minute/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You can securely communicate with one creature within range. So long as your target remains within 10 feet of you, you and it can speak freely to each other without fear of being overheard. Communications that involve shield speech cannot be spied on, such as with a *divination* spell, and observers of the conversation can tell you are communicating but cannot read lips or hear the conversation unless they are the target of the spell. If you or the target speak to any other creatures, they can hear you normally (only communication between you and the target is protected). The spell does not shield writing, sign language, or any form of communication other than speaking.

Appears in : Taldor, Echoes of Glory

Shield the Banner**Cleric 1**

School abjuration
Casting Time 1 action
Components V, S, DF
Range touch
Duration 1 minute/level
Saving Throw DC 15 Will negates; **Spell Resistance** no

This spell is used to protect one of a tribe's most valuable possessions: its tribal banner. Any creature (other than a member of the tribe which the standard represents) attempting to directly attack or touch the standard must make a Will save. This spell functions as *sanctuary*, but only protects a standard or banner. In addition, the spell grants a +2 bonus to the standard's hardness, and +10 to the standard's hit points for the duration of the spell.

Sanctuary

Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

Appears in : Orcs of Golarion

Speak Local Language**Cleric 1**

School divination / wood elemental
Casting Time 1 action
Components V, M/DF (a worn-out coin)
Range touch
Target creature touched
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** no

This spell functions as *tongues*, except the creature touched gains only the ability to speak and understand a regional human language, such as Varisian or Common (Taldane in the Inner Sea region or Tien in Tian Xia), and the language granted must be one you know. You must select the language at the time of casting.

The language can't be a dead language, such as Ancient Osiriani or Jistka. The target speaks the language with a native accent, but the spell doesn't impart knowledge about any culture associated with the language, nor does it change the target's appearance.

Tongues

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a permanency spell.

Appears in : Heroes of the Streets

Starsight**Cleric 1**

School divination
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 10 minutes/level

You can observe the night sky and all of its celestial bodies as if it were a clear night, regardless of weather conditions that would otherwise block your view. Your vision penetrates any light pollution from nonmagical sources, though this spell doesn't function in daylight, indoors, or underground. You see through forest canopies and similar natural obstructions, but only for the purpose of stargazing. For the spell's duration, you gain a +2 insight bonus on Knowledge (geography) checks relating to the stars and planets and Survival checks to avoid getting lost.

Appears in : People of the Stars

Stone Shield**Cleric 1**

Racial Spell for Oread
School conjuration / earth elemental (creation) [earth]
Casting Time 1 immediate action
Components V, S, DF
Range 0 ft.
Effect stone wall whose area is one 5-ft square.
Duration 1 round
Saving Throw none; **Spell Resistance** no

A 1-inch-thick slab of stone springs up from the ground, interposing itself between you and an opponent of your choice. The *stone shield* provides you with cover from that enemy (*Core Rulebook* 195) until the beginning of your next turn, granting you a +4 bonus to Armor Class and a +2 bonus on Reflex saving throws. If the opponent's attack misses you by 4 or less, the attack strikes the shield instead. The *stone shield* has hardness 8 and 15 hit points. If the shield is destroyed, the spell ends and the shield crumbles away into nothingness. Spells and effects that damage an area deal damage to the shield.

You cannot use this spell if you are not adjacent to a large area of earth or stone such as the ground or a wall. At 4th level, a quinggong monk (*Ultimate Magic*) may select this spell as a ki power costing 1 ki point to activate.

Appears in : Advanced Race Guide

Stunning Barrier**Cleric 1**

School abjuration
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 round/level or until discharged
Saving Throw DC 15 None and will negates (see text); **Spell Resistance** no and yes (see text)

You are closely surrounded by a barely visible magical field. The field provides a +1 deflection bonus to AC and a +1 resistance bonus on saves. Any creature that strikes you with a melee attack is stunned for 1 round (Will negates). Once the field has stunned an opponent, the spell is discharged.

Appears in : Advanced Class Guide

Summon Minor Monster**Cleric 1**

School conjuration (summoning)
Casting Time 1 round
Components V, S, F/DF
Range close (25 + 5 ft./2 levels)
Effect 1d3 summoned creatures
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell functions as *summon monster I*, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature. As with animals summoned with *summon monster I*, you may apply one alignment-appropriate template to these animals.

Summon Monster I

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish). When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Monster Tables

1st Level : Dire rat*, Dog*, Dolphin*, Eagle*, Fire beetle*, Frog, poison*, Pony (horse)*, Viper (snake)*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Appears in : Ultimate Magic

Summon Monster I**Cleric 1**

School conjuration (summoning)
Casting Time 1 round
Components V, S, F/DF
Range close (25 + 5 ft./2 levels)
Effect one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish). When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Monster Tables

1st Level : Dire rat*, Dog*, Dolphin*, Eagle*, Fire beetle*, Frog, poison*, Pony (horse)*, Viper (snake)*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Sun Metal**Cleric 1**

School transmutation [fire]
Casting Time 1 action
Components V, S
Range touch
Target one melee weapon
Duration 1 round/level (see text)
Saving Throw DC 15 Fortitude negates (object); **Spell Resistance** yes (object)

The target weapon ignites into flame that does not hurt the weapon or the wielder, but damages those hit by the weapon.

When the weapon's wielder hits with this weapon, it deals an additional 1d4 points of fire damage. This damage is not multiplied in the case of a critical hit. This effect immediately ends if the weapon is submerged in water. This effect does not stack with the *flaming* or *flaming burst* weapon special ability or any other effect that grants the weapon extra fire damage.

It does not function on weapons with the *frost* or *icy burst* weapon special ability or any other effect that grants a weapon extra cold damage.

Appears in : Faiths of Purity, Ultimate Combat

Sure Casting**Cleric 1**

School divination
Casting Time 1 action
Components V, F (a square of cloth and a needle)
Range personal
Target you
Duration 1 round (see text)

You gain temporary insight into your enemies' magical defenses. When you next cast a spell before the end of the next round, treat your caster level as 5 higher than normal for the purpose of overcoming spell resistance. This bonus doesn't increase any other effects that depend on caster level, such as the spell's damage or range, and affects only the first spell cast after *sure casting*.

Appears in : Pathfinder Society Primer

Tap Inner Beauty**Cleric 1**

School divination
Casting Time 1 action
Components V, M (a tiny mirror)
Range personal
Target you
Duration 1 minute/level

This spell allows you to tap into the natural beauty of your soul and let it shine from your eyes and your speech. While the spell is active, you gain a +2 insight bonus on all Charisma ability checks and Charisma-based skill checks.

Appears in : Faiths of Purity, Inner Sea Gods

Theft Ward**Cleric 1**

Racial Spell for Tengu
School abjuration
Casting Time 1 action
Components V
Range touch
Target one Object
Duration 1 day
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You ward a single object in your possession against theft. You gain a +10 bonus on Perception checks to notice someone trying to take the object from you.

Appears in : Advanced Race Guide

Touch of Blindness**Cleric 1**

School necromancy [darkness, shadow]
Casting Time 1 action
Components V
Range touch
Target creature or creatures touched (up to one/level)
Duration 1 round/level (see text)
Saving Throw DC 15 Fortitude negates; **Spell Resistance** yes

A touch from your hand, which is engulfed in darkness, disrupts a creature's vision by coating its eyes in supernatural darkness. Each touch causes the target to become blinded for 1 round unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per caster level. Any touch attack not used after 1 round per caster level is lost.

Appears in : Blood of Shadows

Touch of Bloodletting**Cleric 1**

School necromancy
Casting Time 1 action
Components V, S
Range touch
Target living creature touched
Duration 1 round/level
Saving Throw DC 15 Will negates; **Spell Resistance** yes

This spell causes any existing wounds that the target possesses to bleed profusely. If the creature's current total hit points are less than its maximum, this spell causes the creature to take 1 point of bleed damage each round and become exhausted for the duration of the spell. A successful DC 15 Heal check or any spell that cures hit point damage negates the effects of this spell.

Appears in : Faiths of Corruption, Inner Sea Gods

Tracking Mark**Cleric 1**

School evocation
Casting Time 1 action
Components S, DF
Range long (400 ft. + 40 ft./level)
Target one creature
Duration 10 minutes/level (D)
Saving Throw DC 15 Will negates; **Spell Resistance** yes

You gain a supernatural ability to detect tracks and other clues left behind by the target. You treat the DCs of all Survival checks made to track the target as if they were 5 lower than normal, and you gain a +5 bonus on Perception checks made to notice the target if it is using Stealth or recognize it if it is using Disguise.

Appears in : Inner Sea Gods, Kingmaker

Unbreakable Heart**Cleric 1**

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Duration 1 round/level
Saving Throw Will Negates (harmless); **Spell Resistance** yes (harmless)

The target creature gains a +4 morale bonus on saving throws against mind-affecting effects that rely on negative emotions (such as *crushing despair*, *rage*, or fear effects) or that would force him to harm an ally (such as *confusion*). If the target is already under such an effect when receiving this spell, that effect is suppressed for the duration of this spell. It does not affect mind-affecting effects based on positive emotions (such as *good hope* or the inspire courage bard ability). A creature can still be charmed or otherwise magically controlled while under this spell's effects, but if such a creature ever receives a new saving throw against that effect as a result of being ordered to attempt to harm or otherwise oppose a true ally, he can roll that saving throw twice and take the better result as his actual roll. *Calm emotions* counters and dispels *unbreakable heart*.

Appears in : Gods & Magic, Inner Sea World Guide

Unwelcome Halo**Cleric 1**

School evocation [light]
Casting Time 1 action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target one nongood creature
Duration 1 minute/level
Saving Throw DC 15 Will negates; **Spell Resistance** yes

This spell causes the target to glow as if surrounded by a halo of light. This halo sheds normal light in a 20-foot radius from the creature, and increases the light level by one step for an additional 20 feet. This halo makes it impossible for the creature to gain concealment in nonmagical darkness, and in dim or darker conditions, the creature's glow can be seen even if it is not within direct line of sight.

If *unwelcome halo* is brought into an area of magical darkness (or vice versa), the effects of both spells are temporarily negated, so that the otherwise prevailing light conditions exist within the overlapping fields of effect.

Appears in : Inner Sea Gods

Watchful Eye**Cleric 1**

School abjuration
Casting Time 1 action
Components V, S, F
Duration 1 minute/level

In order to prepare this spell, the caster must spend an hour performing a ritual in which he beseeches Torag (or a member of his family) for the aid of one of his divine family members. For 24 hours after the ritual, the caster may prepare spells of the requested deity. The caster may only attune himself to one additional deity at a time.

This spell emulates Folgrit's motherly protection. It functions as *shield other*, except as noted above, and you must maintain line of effect to the target.

Shield Other

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject. If you and the subject of the spell move out of range of each other, the spell ends.

Appears in : Dwarves of Golarion

Weapons Against Evil**Cleric 1**

School transmutation
Casting Time 1 action
Components V, DF
Range close (25 ft. + 5 ft./2 levels)
Target one weapon/level, no two of which can be more than 20 ft. apart
Duration 1 round/level
Saving Throw Fortitude negates (harmless, object); **Spell Resistance** yes (harmless, object)

Each weapon this spell affects each shines with pale light that dimly illuminates a 5-foot square. These weapons also ignore the DR of evil creatures that have DR 5 or lower, as long as the damage reduction is not DR/epic.

Appears in : Faiths of Purity, Inner Sea Gods

Weaponwand**Cleric 1**

School transmutation
Casting Time 1 round
Components V, S, F (a magic wand)
Range touch
Target one weapon
Duration 1 minute/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

When you cast this spell on a weapon, you cause a portion of the weapon to open like the skin of a partially peeled apple, revealing a space large enough to insert a single wand within. As part of the spell's casting, you can insert a single wand into the weapon, at which point the weapon returns to its original form with the wand held inside of it without negatively impacting the weapon's integrity. For the spell's duration, a character who wields the transmuted weapon is also considered to be wielding the wand as well. You can attack normally with the weapon or use the weapon as if it were the encased wand. If the effect created by the wand requires an attack roll to successfully strike a foe, you may make the attack roll as if you were making an attack with the weapon at its highest bonus (including any bonuses the weapon would normally receive) rather than just a normal attack with the wand - doing so does not allow you to add the weapon's damage to the wand's attack roll, but instead allows you to use your skill with the weapon to boost your chance of hitting with the spell.

At the end of the spell's duration, the encased wand is ejected from the weapon. If you have a free hand, you may catch the weapon as a free action; otherwise, the wand drops to the ground. If the weapon housing the wand is broken or destroyed during the duration of *weaponwand*, the encased wand is similarly broken or destroyed.

Appears in : Inner Sea Magic

Winter Feathers**Cleric 1**

Racial Spell for Tengu
School abjuration
Casting Time 1 action
Components V, S
Range touch
Target feathered creature touched.
Duration 24 hours
Saving Throw Will negates(harmless); **Spell Resistance** yes (harmless)

The target's feathers thicken and fluff up to ward against winter's chill. The target suffers no harm from being in a cold environment, and can exist comfortably in conditions as low as -50 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected. This spell doesn't provide any protection from cold damage, nor does it protect against other environmental hazards associated with cold weather (such as slipping on ice, blindness from snow, and so on).

When you cast this spell, you may have the target's feathers turn white for the duration, granting it a +4 circumstance bonus on Stealth checks to hide in ice and snow.

Appears in : Advanced Race Guide

Abeyance**Cleric 2**

School abjuration
Casting Time 1 minute
Components V, S, M (a flask of holy water worth 25 gp), DF
Range touch
Target creature touched
Duration 24 hours
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Abeyance suppresses the effects of a single curse on a creature. It does not restore any damage or drain that might have been caused by the curse. *Abeyance* cannot suppress curses that cannot be removed by *remove curse*, but it can suppress curses such as lycanthropy that require *remove curse* along with additional measures. An individual curse can be suppressed only once by *abeyance*, even if cast by a different caster.

Abeyance does not allow a creature to divest itself of cursed objects, though it can suppress a curse contracted from an object.

Appears in : Mummy's Mask

Aboleth's Lung**Cleric 2**

Racial Spell for Gillman
School transmutation
Casting Time 1 action
Components V, S, M/DF (piece of seaweed)
Range touch
Target living creatures touched
Duration 1 hour/level; see text
Saving Throw DC 16 Will negates; **Spell Resistance** yes

The targets are able to breathe water, freely. However, they can no longer breathe air. Divide the duration evenly among all the creatures you touch. This spell has no effect on creatures that can already breathe water.

Appears in : Advanced Race Guide

Admonishing Ray **Cleric 2** **Air Step** **Cleric 2**

School evocation [force]
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You blast your enemies with rays of nonlethal force. You may fire one ray, plus one additional ray for every four levels you possess beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of nonlethal damage. This is a force effect. The rays may be fired at the same or different targets, but all rays must be fired simultaneously and aimed at targets within 30 feet of each other. The rays hit about as hard as a punch from a strong adult human, and can knock away unattended objects weighing up to 10 pounds if that amount of force could normally do so.

Appears in : Taldor, Echoes of Glory

Aid **Cleric 2**

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, DF
Range touch
Target living creature touched
Duration 1 min./level
Saving Throw none; **Spell Resistance** yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 temporary hit points at caster level 10th).

School transmutation [air]
Casting Time 1 action
Components V, S, M (a goose feather)
Range personal
Target you
Duration 1 minute/level

This spell functions as *air walk*, except you can rise no higher than 1 foot off the ground, you cannot pass over liquid, and the air you walk on is less stable than solid ground. When walking on air, you ignore difficult terrain that is less than 1 foot high, you do not trigger effects based on weight (such as a pressure plate), and any creature trying to track you through areas you crossed with this spell takes a -10 penalty on its Perception or Survival check to do so. However, because of the instability of the air you walk on, your speed is reduced by 10 feet (to a minimum of 5 feet) and you take a -4 penalty on Acrobatics, Climb, and Ride checks.

If you have 1 rank in Fly, your speed is not reduced when using this spell, and you can cross over liquid at half speed.

If you have 5 ranks in Fly, you can cross liquid at full speed and do not take the penalties to your skill checks.

Air Walk

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed. A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field. You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.

Appears in : Advanced Class Guide

Alchemical Tinkering **Cleric 2**

Racial Spell for Ratfolk
School transmutation
Casting Time 1 action
Components V, S
Range touch
Target firearm or alchemical item touched
Duration 1 minute/level
Saving Throw DC 16 Fortitude negates (object); **Spell Resistance** yes

You transform one alchemical item or firearm into another alchemical item or firearm of the same or lesser cost. Magic items are unaffected by this spell. At the end of the spell's duration, alchemical items used while transformed are destroyed and do not return to a usable state and firearms transformed revert back to their original type

Appears in : Advanced Race Guide

Align Weapon**Cleric 2**

School transmutation
Casting Time 1 action
Components V, S, DF
Range touch
Target weapon touched or 50 projectiles (all of which must be together at the time of casting)
Duration 1 min./level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

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.

Alter Summoned Monster**Cleric 2**

School conjuration (summoning)
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft./ 2 levels)
Target one summoned creature
Duration instantaneous
Saving Throw DC 16 Will negates; **Spell Resistance** yes

You swap a creature summoned by a conjuration (summoning) spell for a creature you could summon with a *summon monster* or *summon nature's ally* spell. The new creature must be an option from a spell of the same level or lower as the spell that summoned the target. The new creature cannot be summoned into an environment that cannot support it. The target can attempt a Will saving throw to negate this effect, but if the target is under your control, it receives no saving throw. *Alter summoned monster* does not alter the duration of the spell that summoned the target, nor does it affect any additional creatures summoned by the same spell as the target. The new creature has the same conditions and amount of damage as the target creature, and remains affected by all curses, diseases, poisons, and penalties that affected the target, but no other spells or effects carry over. *Alter summoned monster* is a spell of the same alignment type or types as the creature for which you exchange the target. An eidolon can't be targeted by this spell.

Appears in : Monster Summoner's Handbook

Amplify Stench**Cleric 2**

School transmutation
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 10 minutes/level

You amplify your natural stench special ability - its save DC increases by 2, and creatures that fail their saving throws against your stench become nauseated rather than sickened. If your stench ability normally causes a creature to become nauseated (such as with the foul stench ability), the radius of your stench doubles instead. This spell has no effect if you don't possess the stench special ability.

Appears in : Monster Codex

Ancestral Communion**Cleric 2**

School divination
Casting Time 1 minute
Components V, S, F/DF (stone or metal image of your ancestor)
Range personal
Target you
Duration 1 minute/level

You contact the spirits of your ancestors and use their great wisdom to bolster your own knowledge. Consulting with the spirits is a full-round action. If you consult with the spirits before making a Knowledge check, you gain a +4 insight bonus on the check. If you have already failed at a Knowledge check, you may consult with your ancestors and make another attempt. The insight bonus on these checks increases to +6 at caster level 7th and +8 at caster level 11th. You may consult with the spirits for this purpose as often as you like while the spell remains in effect. Only you can hear the spirits speak to you.

Appears in : Dwarves of Golarion

Ancestral Regression**Cleric 2**

Racial Spell for Drow, Drow, Noble
School transmutation (polymorph)
Casting Time 1 action
Components V, S
Range touch
Target willing drow touched
Duration 24 Hours (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target drow transforms into a surface elf. The drow loses her darkvision and light-blindness racial traits and gains the low-light vision racial trait in their place. The alignment and personality of the drow are not affected by the transformation, but the spell conceals her alignment as an *undetectable alignment* spell. The spell grants the target a +10 bonus on Disguise checks to pass as an elf, though she appears to be an elven analog of herself and can be recognized as such by other drow who know her.

Appears in : Advanced Race Guide

Angelic Aspect, Lesser**Cleric 2**

School transmutation [good]
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

You take on an aspect of an angelic being, including some of its physical characteristics. You gain low-light vision, resistance to acid 5, resistance to cold 5, and the benefits of *protection from evil*.

Appears in : Champions of Purity

Ant Haul, Communal**Cleric 2****School** transmutation**Casting Time** 1 action**Components** V, S, M/DF (a small pulley)**Range** touch**Target** creatures touched**Duration** 2 hours/level split among the recipients**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *ant haul* (see page 202 of the *Pathfinder RPG Advanced Player's Guide*), except you may divide the duration in 2-hour intervals among the creatures touched.

Ant Haul

The target's carrying capacity triples (see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook). This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

Appears in : Ultimate Combat**Arrow of Law****Cleric 2****School** evocation [lawful]**Casting Time** 1 action**Components** V, S, DF**Range** close (25 + 5 ft./2 levels)**Effect** arrow-shaped projectile of lawful energy**Duration** instantaneous (1 round); see text**Saving Throw** DC 16 Will partial (see text); **Spell Resistance** yes

You fire a shimmering arrow of pure order from your holy symbol at any one target in range as a ranged touch attack. A chaotic creature struck by an arrow of law takes 1d8 points of damage per two caster levels (maximum 5d8). A chaotic outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect. This spell deals only half damage to creatures that are neither chaotic nor lawful, and they are not dazed. The arrow has no effect on lawful creatures.

Appears in : Ultimate Magic**Augury****Cleric 2****School** divination**Casting Time** 1 minute**Components** V, S, M, F (incense worth at least 25 gp, a set of marked sticks or bones worth 25 gp)**Range** personal**Target** you**Duration** instantaneous

An augury can tell you whether a particular action will bring good or bad results for you in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

If the spell fails, you get the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic use the same die result as the first casting.

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

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Beloved of the Forge**Cleric 2****School** divination**Casting Time** 1 action**Components** V, S**Range** personal**Target** you**Duration** 1 hour/level

You gain an innate sense of the direction to your home or to the place where you last attempted a Craft check, whichever you choose when you cast the spell. You gain a +10 insight bonus on Survival checks made to find your way back to the chosen place. While under the effects of this spell, items in your possession gain a +2 luck bonus on saving throws against spells and effects, and you gain a +5 luck bonus on Craft checks to create or repair objects with Craft skills in which you are trained.

Appears in : Heroes of the Streets

Bestow Weapon Proficiency Cleric 2

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, M (pieces of shaved metal)
Range close (25 + 5 ft./2 levels)
Target one creature
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You bestow the subject with the ability to use a single type of weapon he is not proficient in as if he were proficient with that weapon. The weapon can be of any type, including an exotic weapon, but the subject of the spell must be holding the weapon.

Appears in : Ultimate Combat

Bless Weapon Cleric 2

School transmutation
Casting Time 1 action
Components V, S
Range touch
Target weapon touched
Duration 1 min./level
Saving Throw none; **Spell Resistance** no

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the DR of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good-aligned, which means it can bypass the DR of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot. In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

Blessing of Courage and Life Cleric 2

School conjuration (healing)
Casting Time 1 action
Components V, S, DF
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration 1 minute/level (see below)
Saving Throw DC 16 Will negates (harmless); **Spell Resistance** yes (harmless)

With this prayer you provide long-lasting succor to a wounded creature. For as long as the effect lasts, the target receives a +2 morale bonus on saving throws against fear and death effects. At any time while the spell is in effect, the target can choose to end the spell as a swift action for a burst of healing energy. The target loses the saving throw bonus, but is healed of 1d8 points of damage +1 point per caster level (maximum +10).

Appears in : Advanced Player's Guide

Blessing of Luck and Resolve Cleric 2

Racial Spell for Halfling
School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S
Range touch
Target one living creature touched
Duration 1 minute/level (D), special see below
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

A favored blessing of halfling clerics, this spell grants its target a +2 morale bonus on saving throws against fear effects. If the target has the fearless racial trait, it is immune to fear instead. If the target fails a saving throw against fear, it can end the spell as an immediate action to reroll the save with a +4 morale bonus, and must take the new result, even if it is worse.

Appears in : Advanced Race Guide

Blinding Ray Cleric 2

Racial Spell for Dhampir
School evocation (good, light)
Casting Time 1 action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Effect one or more rays of light
Duration instantaneous (see text)
Saving Throw DC 16 Fortitude negates; **Spell Resistance** yes

You blast your enemies with blinding rays of sunlight. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit. If a ray hits, it explodes into powerful motes of light, and the target must save or be blinded for 1 round. If the target has light blindness, light sensitivity, or is otherwise vulnerable to bright light, it instead must save or be blinded for 1d4 rounds and take 1d4 points of damage per two caster levels (maximum 5d4). Any creature blinded by a ray sheds light as a sunrod for the duration of its blindness. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

Appears in : Advanced Race Guide

Blood Blaze Cleric 2

Racial Spell for Orc
School transmutation [fire]
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 round/level(D)
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The target gains a 5-foot-radius aura that causes the blood of creatures in that area to ignite upon contact with air. Any creature (including the spell's target) within the aura that takes at least 5 points of piercing, slashing, or bleed damage from a single attack automatically creates a spray of burning blood. The spray strikes a creature in a randomly determined square adjacent to the injured creature. The spray deals 1d6 points of fire damage to any creature in that square, and 1 point of splash damage to all creatures within 5 feet of the spray's target, including the target of this spell. A creature can only create one spray of burning blood per round. Creatures that do not have blood (including oozes and most constructs and undead) do not create blood sprays when attacked.

Appears in : Advanced Race Guide

Blood in the Water**Cleric 2**

School necromancy (emotion)
Casting Time 1 action
Components V, S, DF
Range 20 ft.
Area 20-ft.-radius emanation centered on you
Duration 1 round/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

As part of the casting of this spell, you must deal 1 point of piercing or slashing damage to yourself to release your blood. This causes you to take 1 point of bleed damage. While the spell is in effect, all sharks, feeders in the depths, and creatures with the blood frenzy ability in the area gain a +2 bonus to Strength and Constitution and take a -2 penalty to AC. This is treated as blood frenzy for the purposes of other feats and effects, and doesn't stack with the effects of actual blood frenzy. If you cease bleeding, the spell immediately ends.

Appears in : Monster Codex

Blood of the Martyr**Cleric 2**

School necromancy
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Target one living creature
Duration 1 round/level
Saving Throw DC 16 Fortitude negates; **Spell Resistance** yes

You cause the target to bleed from every orifice, and her organs and blood become suffused with positive energy. If the subject fails her Fortitude save, she takes 1d6 points of bleed damage per 4 caster levels (to a maximum of 4d6 at 16th level) when you cast this spell. Any creature that takes a full-round action to sup the blood of the bleeding subject heals a number of hit points equal to twice as many as the subject lost that round due to the bleed effect. The subject must be willing or helpless to sup her blood, which provokes attacks of opportunity. Only one creature can be healed in this way per round. The subject can lick her own wounds in this way to regain half as many hit points as she lost that round. If the bleeding effect is stopped or the spell's duration ends, the subject's blood no longer heals those who drink it, though in the latter case the subject continues to bleed until the bleeding is stopped via magical healing or a successful DC 15 Heal check.

Appears in : Chronicle of the Righteous

Boiling Blood**Cleric 2**

School transmutation
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Target one creature per three levels, no two of which may be more than 30 ft. apart
Duration concentration + 1 round/level (D)
Saving Throw DC 16 Fortitude negates (see text); **Spell Resistance** yes

The blood of the targeted creatures begins to boil. If a target fails its save, it takes 1 point of fire damage per round. This spell has no effect on creatures that don't have blood. If a target has the orc subtype, it doesn't take fire damage and instead gains a +2 morale bonus to Strength.

Appears in : Ultimate Magic

Bone Fists**Cleric 2**

School necromancy
Casting Time 1 action
Components V, S, M (the knucklebone of a dire animal)
Range close (25 ft. + 5 ft./2 levels)
Target 1 creature/level, no two of which can be more than 30 feet apart
Duration 1 minute/level
Saving Throw none (harmless); **Spell Resistance** no

The bones of your targets' joints grow thick and sharp, protruding painfully through the skin at the knuckles, elbows, shoulders, spine, and knees. The targets each gain a +1 bonus to natural armor and a +2 bonus on damage rolls with natural weapons, and they are treated as having armor spikes, with which they are proficient.

Appears in : Magic Tactics Toolbox

Book Ward**Cleric 2**

School abjuration
Casting Time 1 action
Components V, S, M/DF (a drop of clear oil)
Range touch
Target one touched object up to 10 lbs/level
Duration 1 day/level or until discharged (see text)
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

As *protection from energy*, except as noted above and that the spell only protects against acid and fire damage. While the energy protection remains, the item is also completely waterproof (this protection extends to other liquids as well, such as alcohol and oil).

Protection from Energy

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.

Appears in : Seekers of Secrets

Brittle Portal**Cleric 2**

School transmutation
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Area 5-ft.-radius spread
Duration 1 round/level
Saving Throw DC 16 Will negates (object); **Spell Resistance** yes (object)

This spell weakens the bonds of existence, and reduces the hardness of any nonmagical surface within its area of effect by 2 per caster level. The spell is centered on a flat surface chosen by the caster, and the hardness reduction effect persists for the duration of the spell.

Appears in : Faiths of Corruption, Inner Sea Gods

Shiso Sukbutter, Cleric 7 – Spells

Bull's Strength **Cleric 2**

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

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

Burst of Radiance **Cleric 2**

School evocation [good, light]
Casting Time 1 action
Components V, S, M/DF (a piece of flint and a pinch of silver dust)
Range long (400 + 40 ft./level)
Area 10-ft.-radius burst
Duration instantaneous
Saving Throw DC 16 Reflex partial; **Spell Resistance** yes

This spell fills the area with a brilliant flash of shimmering light. Creatures in the area are blinded for 1d4 rounds, or dazzled for 1d4 rounds if they succeed at a Reflex save. Evil creatures in the area of the burst take 1d4 points of damage per caster level (max 5d4), whether they succeed at the Reflex save or not.

Appears in : Champions of Purity

Calm Emotions **Cleric 2**

School enchantment (compulsion) [emotion, mind-affecting]
Casting Time 1 action
Components V, S, DF
Range medium (100 + 10 ft./level)
Area creatures in a 20-ft.-radius spread
Duration concentration, up to 1 round/level (D)
Saving Throw DC 16 Will negates; **Spell 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.

Calm Spirit **Cleric 2**

School necromancy
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one incorporeal undead creature or haunt
Duration 1 minute or 1 round/level, see text
Saving Throw DC 16 Will negates or none, see text; **Spell Resistance** yes

This spell temporarily calms agitated haunts and incorporeal undead such as ghosts. You have no control over the affected creatures, but *calm spirit* postpones hostile action by the affected spirits for the duration of the spell. Entities so affected cannot take violent actions or do anything destructive, including triggering persistent haunt abilities, though they can defend themselves. Any aggressive action against or damage dealt to a calmed spirit or haunt immediately ends the effect.

Haunts do not receive a saving throw against the spell, but the caster must succeed at a caster level check whose difficulty is equal to at least 10 + the haunt's CR in order to temporarily calm the angry entity. The spell's duration changes to concentration (up to 1 round/level) when affecting a haunt.

Appears in : Occult Adventures, Occult Mysteries

Cleromancy **Cleric 2**

School divination
Casting Time 1 full-round action
Components V, S, F/DF (a set of 64 chicken bones)
Range personal
Target you
Duration 1 round/caster level
Saving Throw none; **Spell Resistance** no

Cleromancy involves casting bones and interpreting the results. Those able to arrive at the proper interpretation are granted knowledge of coming events. Roll 1d4 per caster level. Group the dice by like results, and choose one of the groups. For the duration of *cleromancy*, you can apply a luck bonus equal to the result of the selected dice to any d20 roll. You can apply this bonus to a number of rolls equal to the number of dice in the group. If *cleromancy* expires before you are able to allocate the total number of allotted bonuses, the remaining bonuses are lost.

Appears in : Occult Mysteries

Compassionate Ally **Cleric 2**

School enchantment (compulsion) [emotion, mind-affecting]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw DC 16 Will negates; **Spell Resistance** yes

At the sight of an injured ally, the target immediately disengages from its current course of action and rushes to provide aid. If the target possesses curative spells or magic items, it utilizes them to help the injured ally. If not, the target provides aid by performing a *Heal* check. The target remains with the injured ally to assure her safety and refuses to leave the ally's side until her wounds are fully treated or the spell ends, but can otherwise defend itself and make attacks.

Appears in : Ultimate Magic

Compel Tongue**Cleric 2****School** enchantment (compulsion) [mind-affecting]**Casting Time** 1 action**Components** V, S, M (a wooden block carved with a letter)**Range** touch**Target** one creature**Duration** 1 hour/level (D)**Saving Throw** DC 16 Will negates; **Spell Resistance** yes

This spell functions as *share language* (Pathfinder RPG Advanced Player's Guide 243), granting a creature the ability to read, understand, and communicate to the best of its ability in any one language you know. For the spell's entire duration, the target can speak and write only in the language imparted, but its ability to understand other languages is unaffected.

Share Language

You can share your facility for one particular language with another creature. For 24 hours the target can read, understand, and communicate to the best of its ability in any one language which you already know. For every 5 levels you possess, you can grant the use of another language you know, to a maximum of 5 languages at 20th level. The target must have the physical capacity to articulate sounds, make gestures, or engage in whatever other method speakers of the language use to communicate with each other in order to actually converse. If the target lacks the mental capacity to grasp an actual language it still gains enough knowledge to respond to and carry out even extremely complex commands or suggestions coached in the language (whether written or spoken). However, since this spell does not endow the target with greater reasoning capacity, merely a temporarily enhanced vocabulary, the person offering up instructions to non-sentient creatures must take care to remove any ambiguity or guesswork.

Similarly, this spell does not affect the basic nature of the target, or its disposition toward you or anyone else, so convincing it to actually carry out these instructions could require negotiation, threats, or outright bribery.

Appears in : Black Markets**Consecrate****Cleric 2****School** evocation [good]**Casting Time** 1 action**Components** V, S, M (a vial of holy water and silver dust worth 25 gp), DF**Range** close (25 + 5 ft./2 levels)**Area** 20-ft.-radius emanation**Duration** 2 hours/level**Saving Throw** none; **Spell Resistance** no

This spell blesses an area with positive energy. The DC to resist positive channeled energy within this area gains a +3 sacred bonus. Every undead creature entering a consecrated area suffers minor disruption, suffering a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a consecrated area. If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus to positive channeled energy DCs, -2 penalties for undead in the area). You cannot consecrate an area with a similar fixture of a deity other than your own patron. Instead, the consecrate spell 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.

Consecrate counters and dispels *desecrate*.**Cure Moderate Wounds****Cleric 2****School** conjuration (healing)**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** instantaneous**Saving Throw** Will half (harmless); see text; **Spell 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).

Cure Light Wounds

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Darkness**Cleric 2****School** evocation [darkness]**Casting Time** 1 action**Components** V, M/DF (bat fur and a piece of coal)**Range** touch**Target** object touched**Duration** 1 min./level (D)**Saving Throw** none; **Spell Resistance** no

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level.

Deadeye's Arrow**Cleric 2****School** evocation [electricity]**Casting Time** 1 action**Components** V, S, M (one arrow)**Range** medium (100 ft. + 10 ft./level) or see text**Effect** arrow of electricity**Duration** instantaneous or 1 round (see text)**Saving Throw** none; **Spell Resistance** yes

You create an arrow made of crackling electricity, which you may use for one of two effects.

Attack: You may throw the arrow up to Medium range or fire it from a bow up to the bow's maximum range. Either use is a ranged touch attack. The arrow deals electricity damage equal to 1d6 +1 point per level (maximum +5).

Beacon: You throw or fire the arrow straight up. When it reaches maximum range or a solid surface (such as the roof of a cave) it explodes in a peal of thunder and a forked bolt of electricity resembling Erastil's holy symbol, which lingers for 1 round. The thunder and lightning are as loud and bright as natural thunder and lightning, but do not harm nearby creatures.

Appears in : Gods & Magic, Inner Sea Gods

Shiso Sukbutter, Cleric 7 – Spells

Deathwine Cleric 2

School necromancy
Casting Time 1 minute
Components V, S
Range touch
Duration 1 hour/level
Saving Throw none (object); **Spell Resistance** no (object)

This spell allows you to turn a healing potion into a temporary pool of necromantic energy. Only a potion created using a conjuration (healing) spell can be affected by this spell. An affected potion turns dark red and reveals a necromantic aura if detect magic is cast on it while it remains under this spell's effects.

When you drink a potion affected by this spell you gain no healing. Instead, the first necromancy spell you cast within the next minute is cast at a higher caster level. The bonus to caster level is equal to the spell level of the spell used to create the potion deathwine affects. For example, a 5th-level wizard who drinks deathwine made from a potion of cure serious wounds would cast his next necromancy spell as an 8th-level caster.

In addition, any undead creature (or other creature healed by negative energy) benefits from a potion affected by deathwine as per the potion's normal effects. Any healing potion not imbibed before this spell's duration expires is destroyed.

Appears in : Rise of the Runelords Anniversary Edition

Defending Bone Cleric 2

School necromancy
Casting Time 1 action
Components V, S, F (a Medium creature's skull or femur), DF (a Medium creature's skull or femur)
Range personal
Target you
Duration 1 hour/level or until discharged

You animate a bone with necromantic energy, giving it the power to float near your body and interpose itself against physical attacks. This gives you damage reduction 5/bludgeoning. Once the bone has prevented a total of 5 points of damage per caster level (maximum 50 points), it is destroyed and the spell is discharged. This spell has no effect if you have damage reduction from another source.

Appears in : Gods & Magic, Inner Sea Gods

Delay Disease Cleric 2

Racial Spell for Ratfolk
School conjuration (healing)
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration 1 day
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The target becomes temporarily immune to disease. Any disease to which it is exposed during the spell's duration does not affect the target until the spell's duration has expired. If the target is currently infected with a disease, you must make a caster level check against the disease's DC to suspend it for the duration of the spell; otherwise, that disease affects the target normally. *Delay disease* does not cure any damage a disease may have already done.

Appears in : Advanced Race Guide

Delay Pain Cleric 2

School enchantment [emotion]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature
Duration 1 hour/level
Saving Throw DC 16 Will negates; **Spell Resistance** yes

You override the target's ability to feel pain. Pain effects (such as pain strike** and symbol of pain) do not affect the target until this spell's duration has expired. This does not negate any physical damage, ability damage, or ability drain that a pain effect has already done, but it does negate ongoing penalties from pain while the spell lasts.

Appears in : Ultimate Magic

Delay Poison Cleric 2

School conjuration (healing)
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration 1 hour/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

Detect Relations Cleric 2

School divination
Casting Time 1 action
Components V, S, F/DF (a seed)
Range 60 ft
Target one creature per level, no two of which can be more than 30 ft. apart
Duration concentration, up to 1 min./level (D)
Saving Throw DC 16 Will negates; see text; **Spell Resistance** no

You can determine whether or not two or more creatures are related by blood. The amount of information gleaned depends on how long you study a particular area or set of subjects.

1st round : Whether or not the subjects are related by blood.
2nd round : Number of related subjects and their general relation to one another (for example, this would reveal that one subject is a descendant of the other, but it would not specify "mother" or "grandmother").
3rd round : Precise relationship between subjects in the area. A target's Will save prevents you from determining its exact relationship with another creature, and only one subject needs to succeed at this save to prevent you from determining its relationship with another creature. (So, for instance, if two brothers are in the area and one succeeds at his Will save, you could tell that they are siblings, but could not distinguish whether they are full- or half-siblings.)

Each round, you can turn to detect relations in a new area. The spell can penetrate barriers, but 6 inches of stone, 1 inch of common metal, a thin sheet of lead, or 1 foot of wood or dirt will block it.

This spell functions by analyzing the blood and minds of creatures in the area, collectively examining these traits and comparing them to those of others in the area while looking for patterns. Thus, adoptive siblings and parents cannot be detected with this spell, since they share no blood.

Appears in : Quests & Campaigns

<p>Disfiguring Touch Cleric 2</p> <p>School transmutation [curse] Casting Time 1 action Components V, S Range touch Target creature touched Duration 1 day/level Saving Throw DC 16 Will negates; Spell Resistance yes</p> <p>With a touch, you cause the victim of this spell to suffer a painful curse that causes it to grow hideously disfigured. The physical appearance of the deformity is subject to the caster's whim (most demon worshipers choose deformities that reflect their Abyssal patron's shape or form). The target takes one of the following penalties.</p> <ul style="list-style-type: none"> - 2 decrease to an ability score (minimum 1). - 2 penalty on attack rolls or saving throws. Land speed reduced by 5 feet. <p>You may also invent other effects, but they should be no more powerful than those described above.</p> <p>Appears in : Book of the Damned 2: Lords of Chaos, Ultimate Magic</p>	<p>Eagle's Splendor Cleric 2</p> <p>School transmutation Casting Time 1 action Components V, S, M/DF (feathers or droppings from an eagle) Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes</p> <p>The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.</p>
<p>Display Aversion Cleric 2</p> <p>Racial Spell for Dhampir School illusion (shadow) Casting Time 1 action Components V, S, M (a drop of holy water) Duration concentration + 1d4 rounds Saving Throw DC 16 Will disbelief (if interacted with); Spell Resistance no</p> <p>This spell functions like <i>minor image</i>, except it always creates an animated illusion of you presenting to a vampire a material, object, or sound that it is averse to, such as garlic, a holy symbol, or bells ringing. You specify what aversion the illusion depicts when you cast the spell. The vampire reacts to the illusion as if it were real; it can overcome the effect by succeeding at a disbelief save or a normal Will save against the illusion's DC (instead of the normal DC 25 to overcome its revulsion). The illusion is only quasi-real and cannot otherwise affect creatures.</p> <p>Minor Image This spell functions like <i>silent image</i>, except that minor image includes some minor sounds but not understandable speech.</p> <p>Appears in : Blood of the Night</p>	<p>Early Judgment Cleric 2</p> <p>School divination Casting Time 1 action Components V, S, DF Range close (25 ft. + 5 ft./level) Target one humanoid creature Duration 1d4 rounds Saving Throw DC 16 Will negates; Spell Resistance yes</p> <p>You show one creature the effect of its life so far and what it might expect when it passes under Pharasma's impartial gaze at the end of its life. Depending on the creature's alignment and its adherence to its ethos, you can provide it a brief glimpse of the reward or punishment that waits for it when it dies by showing it a mental image of its destined plane in the Great Beyond. If your target is good-aligned, it must save or be fascinated for 1d4 rounds. If your target is neutral-aligned, it must save or be confused for 1d4 rounds. If your target is evil-aligned, it must save or be shaken for 1d4 rounds.</p> <p>Appears in : Faiths of Balance, Inner Sea Gods</p>
<p>Dwarven Veil Cleric 2</p> <p>School transmutation Casting Time 1 action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 10 minutes/level Saving Throw DC 16 Will negates (harmless); Spell Resistance yes (harmless)</p> <p>In order to prepare this spell, the caster must spend an hour performing a ritual in which he beseeches Torag (or a member of his family) for the aid of one of his divine family members. For 24 hours after the ritual, the caster may prepare spells of the requested deity. The caster may only attune himself to one additional deity at a time.</p> <p>This spell enhances the target's dwarven or dwarf-like qualities, making it appear more attractive, personable, and worthy of respect and admiration by dwarves. The target is still recognizable as itself. The target gains a +2 circumstance bonus to checks to influence dwarves (such as Diplomacy, Intimidate, and so on).</p> <p>Appears in : Dwarves of Golarion</p>	<p>Effortless Armor Cleric 2</p> <p>School transmutation Casting Time 1 action Components V, S Range personal Target you Duration 1 minute/level</p> <p>Armor you wear no longer reduces your speed. You also reduce the armor's armor check penalty by 1 + 1 per five caster levels (maximum 5).</p> <p>Appears in : Ultimate Combat</p>

Endure Elements, Communal**Cleric 2**

School abjuration
Casting Time 1 action
Components V, S
Range touch
Target creatures touched
Duration 24 hours split among the recipients
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *endure elements*, except you divide the duration in 1-hour increments among the creatures touched.

Endure Elements

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Appears in : Ultimate Combat

Enthral**Cleric 2**

School enchantment (charm) [language-dependent, mind-affecting, sonic]
Casting Time 1 round
Components V, S
Range medium (100 + 10 ft./level)
Target any number of creatures
Duration 1 hour or less
Saving Throw DC 16 Will negates; see text; **Spell 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.

Fear the Sun**Cleric 2**

School transmutation
Casting Time 1 action
Components V, S, M (a drow eyelash)
Range medium (100 ft. + 10 ft./level)
Target up to one creature/level, no two of which can be more than 30 ft. apart
Duration 1 round/level
Saving Throw DC 16 Fortitude negates; **Spell Resistance** yes

Each target that fails its saving throw gains light blindness, as per the universal monster rule. When exposed to bright light, affected targets are blinded for 1 full round and are dazzled in successive rounds. If you cast this spell in the presence of bright light, any target that fails its save is blinded immediately, and dazzled starting at the beginning of its first turn.

Light Blindness

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

Appears in : Blood of Shadows

Find Traps**Cleric 2**

School divination
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 min./level

You gain intuitive insight into the workings of traps. You gain an insight bonus equal to 1/2 your caster level (maximum +10) on Perception checks made to find traps while the spell is in effect. You receive a check to notice traps within 10 feet of you, even if you are not actively searching for them. Note that *find traps* grants no ability to disable the traps that you may find.

First World Revisions**Cleric 2**

School transmutation (polymorph)
Casting Time 1 action
Components V, S
Range touch
Target willing wayang touched
Duration 24 Hours (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions as *ancestral regression*^{ARG}, except as noted above and as follows. The wayang loses her darkvision racial trait and gains the low-light vision racial trait in its place. The alignment and personality of the wayang are not affected by the transformation, but the spell conceals her alignment as per *undetectable alignment*. Unlike *ancestral regression*, this spell grants the target a +20 bonus on Disguise checks to pass as a gnome; even though the wayang appears as a gnomish analog of herself, the differences between gnomes and wayangs are great enough that she cannot be mistaken for a gnome by other wayangs who know her.

Ancestral Regression

The target drow transforms into a surface elf. The drow loses her darkvision and light-blindness racial traits and gains the low-light vision racial trait in their place. The alignment and personality of the drow are not affected by the transformation, but the spell conceals her alignment as an *undetectable alignment* spell. The spell grants the target a +10 bonus on Disguise checks to pass as an elf, though she appears to be an elven analog of herself and can be recognized as such by other drow who know her.

Appears in : Blood of Shadows

Shiso Sukbutter, Cleric 7 – Spells

Gentle Repose Cleric 2

School necromancy
Casting Time 1 action
Components V, S, M/DF (salt and a copper piece for each of the corpse's eyes)
Range touch
Target corpse touched
Duration 1 day/level
Saving Throw DC 16 Will negates (object); **Spell Resistance** yes (object)

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see raise dead). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a slain (and thus decaying) comrade less unpleasant. The spell also works on severed body parts and the like.

Ghost Whip Cleric 2

School evocation
Casting Time 1 action
Components V, S
Range 0 ft.
Effect whip of flexible ectoplasm
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

A white, 15-foot-long lash of ghostly evanescence appears from your hand. This weapon is treated as a *ghost touch whip* with no enhancement bonus. You can wield it as a whip as if you were proficient. Attacks with a *ghost whip* are resolved as incorporeal touch attacks. The whip affects only creatures you attack with it, passing through objects and other creatures in its path and thereby allowing you to ignore cover between you and your target. When a *ghost whip* attack passes through total cover, the target is treated as having total concealment (50% miss chance). Against incorporeal and undead creatures, a *ghost whip* deals lethal damage and can be used to perform drag or reposition combat maneuvers (in addition to a whip's normal disarm and trip maneuvers). A *ghost whip* cannot be disarmed or sundered.

Appears in : Occult Adventures

Ghostbane Dirge Cleric 2

School transmutation
Casting Time 1 action
Components V, S, M/DF (an old reed from a wind instrument)
Range close (25 + 5 ft./2 levels)
Target one incorporeal creature
Duration 1 round/level
Saving Throw DC 16 Will negates; **Spell Resistance** yes

The target coalesces into a semi-physical form for a short period of time. While subject to the spell, the incorporeal creature takes half damage (50%) from nonmagical attack forms, and full damage from magic weapons, spells, spell-like effects, and supernatural effects.

Appears in : Advanced Player's Guide

Gird Ally Cleric 2

School abjuration
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one summoned creature you control/level, no two of which can be more than 30 ft. apart
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

You create a magical field around summoned creatures you control that deflects attacks made against them. The targets gain a deflection bonus to their AC equal to 1 + 1 for every 6 caster levels you possess (maximum +4 deflection bonus at 18th level). A summoner can target his eidolon with this spell.

Appears in : Monster Summoner's Handbook

Gozreh's Trident Cleric 2

School evocation [electricity]
Casting Time 1 action
Components V, S, DF
Range 0 ft.
Effect trident-like bolt of electricity
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** yes

A 4-foot-long, blazing, forked bolt of electricity springs forth from your hand. You wield this spear-like bolt as if it were a trident (you are considered proficient with the bolt). Attacks with *Gozreh's trident* are melee touch attacks. The bolt deals 1d8 points of electricity damage + 1 point per 2 caster levels (maximum +10). Since the bolt is immaterial, your Strength modifier does not apply to the damage. The bolt can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

Appears in : Gods & Magic, Inner Sea Gods

Grace Cleric 2

School abjuration
Casting Time 1 swift action
Components V
Range personal
Target you
Duration see text

Until the end of your turn, your movement does not provoke attacks of opportunity.

Appears in : Advanced Player's Guide

Groundswell Cleric 2

Racial Spell for Dwarf
School transmutation [earth]
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 min/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell allows the target to cause the ground to rise up beneath him. As a swift action, the target can cause the ground to rise 5 feet, while all adjacent squares are treated as steep slopes (*Core Rulebook* 428). The *groundswell* precludes flanking from creatures standing at lower elevations than the target. If the target moves after creating a *groundswell*, the ground returns to its normal elevation at the end of his turn; otherwise, it remains in place until the target moves or uses a swift action to return the ground to normal. A *groundswell* cannot increase elevation of the ground beyond 5 feet.

Appears in : Advanced Race Guide

Shiso Sukbutter, Cleric 7 – Spells

Hanspur's Flotsam Vessel

Cleric 2

School divination
Casting Time 1 minute
Components V, S, M (driftwood branch or river rat's tail)
Range close (25 ft. + 5 ft./2 levels)
Effect raft large enough for caster and one passenger/2 levels
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

This spell assembles a sturdy raft and oars from driftwood, reeds, and other river detritus. The smallest raft created by the spell is roughly 5 feet square, increasing by an additional 5 feet square for every 2 caster levels you possess. Each 5-foot section of the raft can carry two Medium passengers or 300 pounds of cargo. The vessel functions as a normal raft, except it is not slowed or damaged by nonmagical river hazards such as rapids or shallows, and it is always considered to be traveling downstream for the purpose of calculating travel speed, regardless of its actual direction.

Appears in : People of the River

Hold Person

Cleric 2

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, F/DF
Range medium (100 + 10 ft./level)
Target one humanoid creature
Duration 1 round/level (D); see text
Saving Throw DC 16 Will negates; see text; **Spell Resistance** yes

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

Holy Ice Weapon

Cleric 2

School transmutation [cold, good, water]
Casting Time 1 action
Components V, S, M (a flask of holy water, or 5 pounds of powdered silver worth 25 gp)
Range 0 ft.
Effect one ice weapon
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

You create a masterwork weapon that has the qualities of ice and holy water. This weapon must be a simple weapon or your deity's favored weapon. The weapon deals normal damage for a weapon of that type, plus 1 point of cold damage per caster level (maximum 10). In addition, any creature struck by the weapon is also hit by holy water, dealing 1d4 points of damage if the creature is susceptible to holy water. If the weapon leaves your hands for more than 1 round, it melts and the spell ends.

At caster level 6th, the weapon gains the *returning* weapon special ability when thrown, melting away after an attack and re-forming in your hand just before your next turn.

Returning

This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn). Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

Construction

Requirements: Craft Magic Arms and Armor, *telekinesis*; **Cost** +1 Bonus

Appears in : Advanced Class Guide

Imbue with Aura

Cleric 2

School transmutation
Casting Time 1 action
Components V, S, DF
Range close (25 + 5 ft./2 levels)
Target one creature
Duration 1 minute/level
Saving Throw DC 16 Will negates (see text); **Spell Resistance** yes

You infuse another creature with your divine aura, causing the target to radiate an aura identical to your own clerical aura. The target's actual alignment is not changed, but spells like detect evil or detect good detect only the aura, not the creature's actual alignment. For the duration of this spell, effects influenced by the target's alignment function according to the imposed aura, not the creature's actual aura. When the spell ends, the target's aura returns to normal, and alignment affecting magic affects it according to its actual alignment.

Appears in : Ultimate Magic

Imbue with Elemental Might**Cleric 2****Racial Spell for Suli****School** evocation [acid, cold, electricity, fire]**Casting Time** 10 minutes**Components** V, S**Range** touch**Duration** 24 hours or until discharged (D)**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *imbue with spell ability*, except you transfer the use of your elemental assault ability to the target. The target must have an Intelligence score of at least 5 to use the ability. The imbued elemental assault functions exactly like yours, except the ability's duration is based on the target's level or Hit Dice. Once you cast this spell, you cannot use your elemental assault ability until the duration of the spell is over.

Imbue with Spell Ability

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this boon. Only cleric spells from the schools of abjuration, divination, and conjuration (healing) can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of *imbue with spell ability* can't exceed this limit.

HD of Recipient - Spells Imbued

2 or lower - One 1st-level spell

3-4 - One or two 1st-level spells

5 or higher - One or two 1st-level spells and one 2nd-level spell

The transferred spell's variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast *imbue with spell ability*, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the *imbue with spell ability* spell. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active *imbue with spell ability* spells, the more recently cast imbued spells are dispelled.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must be able to move freely. To cast a spell with a material component or focus, it must have the materials or focus.

Appears in : Advanced Race Guide**Inflict Moderate Wounds****Cleric 2****School** necromancy**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** instantaneous**Saving Throw** DC 16 Will half; **Spell Resistance** yes

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

Inflict Light Wounds

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.

Inheritor's Smite**Cleric 2****School** transmutation**Casting Time** 1 Swift Action**Components** V, S, DF**Range** personal**Target** you**Duration** see text

You channel the power of righteousness into your weapon arm, allowing you to strike with great force. Your next melee attack (if made before the end of your next turn) gains a +5 sacred bonus on the attack roll. If the attack hits, you may immediately attempt a bull rush combat maneuver (with a +5 sacred bonus on your combat maneuver check) against the target without provoking an attack of opportunity; if your combat maneuver check exceeds the defender's CMD by more than 5, you do not need to move with the target to push it back more than 5 feet.

Appears in : Council of Thieves, Inner Sea Gods**Inner Focus****Cleric 2****School** illusion (glamer)**Casting Time** 1 action**Components** V, S, DF**Range** personal**Target** you**Duration** 10 minutes/level**Saving Throw** none (harmless); **Spell Resistance** no

For the duration of this spell, you may ignore any divine focus components of your spells, allowing you to cast such spells without holding or revealing your holy or unholy symbol.

Appears in : People of the Sands**Instant Armor****Cleric 2****School** conjuration (creation) [force]**Casting Time** 1 action**Components** V, S, DF**Range** personal**Target** you**Duration** 1 minute/level (D)

You instantly wrap your body in a suit of armor made from opaque force. At your option, the armor can be decorated with your religion's holy symbol in a prominent place, such as upon the breastplate or helm. While it exists, this armor replaces any garments or other sort of armor worn, magical as well as mundane. You lose access to, and all benefits from, armor replaced by this spell until the spell ends and the instant armor disappears.

Instant armor acts in all ways as armor typical of its type (armor bonus, maximum Dexterity bonus, arcane spell failure chance, and so on). Since instant armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. The sort of armor you can create with this spell depends on your caster level.

Caster Level - Armor Created

5th or lower - chainmail

6th-8th - banded mail

9th-11th - half-plate

12th or higher - full plate

If you choose to create lesser armor than your level allows you gain a +1 magical enhancement bonus to the armor you do create for every type of armor you pass over. For instance, if you have the capacity to create full plate instant armor you could instead choose to create +1 half-plate, +2 banded mail, or +3 chainmail. You cannot replace these bonuses with armor special properties.

Appears in : Advanced Player's Guide

Shiso Sukbutter, Cleric 7 – Spells

Instant Weapon

Cleric 2

School conjuration (creation) [force]
Casting Time 1 action
Components V, S
Range 0 ft.
Effect melee weapon of opaque force
Duration 1 minute/level

You create a melee weapon sized appropriately for you from opaque force. You are considered proficient with this weapon, which acts in all ways as a masterwork weapon typical of its type. The instant weapon has hardness 20 and the same number of hit points as a typical weapon of its type. As a force effect, it can strike and damage incorporeal creatures. If the instant weapon leaves your hand at any time, the spell ends at the beginning of your next turn.

Appears in : Melee Tactics Toolbox

Instrument of Agony

Cleric 2

School transmutation
Casting Time 1 action
Components V, S
Range touch
Target weapon touched
Duration 1 minutes/level
Saving Throw Will negates (harmless, object), see text; **Spell Resistance** yes (harmless, object), see text

You cause a weapon to exude a palpable aura of divine fury. While wielding this weapon, a creature gains a +2 morale bonus on Intimidate checks. When an attack made using the targeted weapon hits, the wielder can spend a free action to discharge the effect to inflict agony on the creature the weapon hit. If that creature has spell resistance, it applies against this effect. If the creature fails a Will save, it is nauseated for 1d4+1 rounds. If it succeeds at the saving throw, the creature is instead sickened for 1 round. The sickened condition created by the instrument is a mind-affecting effect.

Appears in : Ultimate Combat

Invigorating Poison

Cleric 2

School transmutation
Casting Time 1 action
Components V, S, M/DF (an apple seed)
Range touch
Target creature touched
Duration 10 minutes/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The body of the target creature gains a metabolic response that allows it to benefit from normally deadly toxins. When a poison would cause ability damage to the target creature, the target instead gains a +4 alchemical bonus to that ability score. The spell then immediately ends, but the bonus lasts for a number of minutes equal to the amount of ability damage the poison would have caused. If the poison would deal more than one type of ability damage, each bonus has a separate duration. If the poison has effects other than ability damage (such as unconsciousness or ability drain), these effects apply normally. This spell affects only a single poison; if multiple poisons affect the target simultaneously, this spell prevents only ability damage and grants the appropriate bonuses for the poison that would cause the most damage.

Appears in : Dirty Tactics Toolbox

Ironskin

Cleric 2

School transmutation [earth]
Casting Time 1 action
Components V, S, M/DF (a pinch of forge soot)
Range personal
Target you
Duration 1 minute/level (D; see text)

Your skin hardens and takes on the color and texture of rough iron. You gain a +4 enhancement bonus to your existing natural armor bonus (if you do not have a natural armor bonus, you are considered to have an effective natural armor bonus of +0). This enhancement bonus increases by 1 for every 4 caster levels above 4th, to a maximum of +7 at 15th level.

While you're under the effects of this spell, if an opponent confirms a critical hit or sneak attack against you with a physical weapon (not a spell or magical effect), you can dismiss this spell to negate the critical hit or sneak attack and treat it as a normal hit. Dismissing the spell in this way is not an action, but you must be conscious and aware of the attack to do so.

Appears in : Monster Codex

Lay of the Land

Cleric 2

School divination
Casting Time 1 minute
Components V, S, M (a piece of soil from the land to be memorized)
Range personal
Target you
Duration 1 day
Saving Throw none; **Spell Resistance** yes

In a flash of recognition, you learn about the geography of your surroundings within a radius of 1 mile per 2 caster levels (minimum 1 mile). This instant familiarity grants you an insight bonus equal to your caster level (maximum +5) on Knowledge (geography) checks and Survival checks to avoid getting lost so long as you remain in the affected area.

Additionally, for the duration of the spell you can make Knowledge (geography) checks regarding the affected area as though you were trained in that skill.

Appears in : Faiths and Philosophies

Lead Plating

Cleric 2

School conjuration (creation)
Casting Time 1 action
Components V, S, F (an ounce of lead)
Range touch
Target a creature or object weighing up to 100 lbs./level
Duration 1 minute/level (D)
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You enclose the target in a thin sheath of lead. This doesn't restrict the target's movement or functionality, but protects it from the effects of radiation and prevents the penetration of many divination spells. The lead doesn't coat the target's equipment.

Appears in : Kobolds of Golarion

Shiso Sukbutter, Cleric 7 – Spells

<p>Life Channel Cleric 2</p> <p>Racial Spell for Dhampir School transmutation Casting Time 1 action Components V, S Range touch Target one touched creature with negative energy affinity Duration 1 minute/level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)</p> <p>When cast on a creature with negative energy affinity, the target is able to convert channeled positive energy into temporary hit points. When subject to an effect that heals hit points only to living creatures (such as cure light wounds or channel positive energy), the target gains a number of temporary hit points equal to half the number of hit points that the positive energy would normally heal. These temporary hit points go away at the end of this spell's duration.</p> <p>Appears in : Advanced Race Guide</p>	<p>Magic Boulder Cleric 2</p> <p>School transmutation [earth] Casting Time 1 action Components V, S, DF Range touch Target up to three boulders touched Duration 30 minutes or until discharged Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)</p> <p>This spell works like <i>magic stone</i>, except you transmute as many as three boulders (rocks up to two size categories smaller than yourself) to use with the rock throwing ability or as siege engine ammunition. The boulder's damage increases by one step, and the boulder gains a +1 enhancement bonus on attack and damage rolls.</p> <p>Magic Stone You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.</p> <p>Appears in : Monster Codex</p>
<p>Life Pact Cleric 2</p> <p>School necromancy / wood elemental Casting Time 1 action Components V, S, M/DF (a drop of blood from each target) Range close (25 + 5 ft./2 levels) Target one willing living creature/level, no two of which can be more than 30 ft. apart Duration 1 minute/level Saving Throw Will negates (harmless); Spell Resistance yes</p> <p>You bind the life forces of the targets into a mystical pact. If any target is reduced to fewer than 0 hit points, that target automatically triggers the power of the pact. The triggering target drains 1 hit point from all other targets who have at least 1 hit point and are within 30 feet of the triggering target; these hit points are applied to the triggering target as magical healing. This healing can prevent the triggering creature from dying, if the attack would cause the target's to have an amount of negative hit points equal to its Constitution score. This healing cannot raise the triggering creature above 1 hit point; any excess hit points drained from other targets are wasted.</p> <p>The pact can be triggered once per round. It's not triggered by death effects or effects that do not deal hit point damage.</p> <p>Appears in : Advanced Class Guide</p>	<p>Magic Siege Engine Cleric 2</p> <p>School transmutation Casting Time 1 action Components V, S, DF Range touch Target one siege engine touched Duration 1 minutes/level Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)</p> <p>This spell permits an indirect fire siege engine to bombard its targets with greater accuracy, delivering more damage. The siege weapon receives a +1 enhancement bonus on targeting rolls and damage rolls. If used on a direct fire siege weapon, this spell acts a <i>magic weapon</i>.</p> <p>Magic Weapon Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see <i>magic fang</i>). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.</p> <p>Appears in : Ultimate Combat</p>
<p>Light Prison Cleric 2</p> <p>School evocation [light] Casting Time 1 action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature/2 levels Duration 1 round/level (D) Saving Throw DC 16 Reflex negates; Spell Resistance yes</p> <p>Rays of light burst forth from your outstretched hand, encircling each target's space with a cage of light. If a target fails its Reflex save, it becomes enclosed in the <i>light prison</i>. A creature enclosed in a <i>light prison</i> can attack, cast spells, and otherwise act normally as long as it stays within the <i>light prison</i>. However, if a creature passes through the walls of a <i>light prison</i> enclosing it, it takes 1d6 points of damage and is blinded for 1 round. Creatures do not receive saves to negate these effects. Once a creature passes through the walls of a <i>light prison</i> surrounding it, the effect ends for that creature.</p> <p>Appears in : Inner Sea Gods</p>	

Shiso Sukbutter, Cleric 7 – Spells

Make Whole	Cleric 2
School transmutation / metal elemental	
Casting Time 10 minutes	
Components V, S	
Range 10 ft.	
Target one object of up to 10 cu. ft./level or one construct creature of any size	
Duration instantaneous	
Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)	

This spell functions as *mending*, except that it repairs 1d6 points of damage per level when cast on a construct creature (maximum 5d6).

Make whole can fix destroyed magic items (at 0 hit points or less), and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way. When *make whole* is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

Mending

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Marching Chant	Cleric 2
School transmutation	
Casting Time 1 minute	
Components V, S	
Range close (25 + 5 ft./2 levels)	
Target one creature/level	
Duration concentration	
Saving Throw Will negates (harmless); Spell Resistance yes (harmless)	

You invigorate your allies, who can hustle (Core Rulebook 170) as long as you continue to sing or chant (which requires your concentration). This movement counts as a walk (not a hustle) for the purpose of accruing nonlethal damage and fatigue. You can concentrate on this spell and hustle at the same time.

Appears in : Advanced Class Guide

Martyr's Bargain	Cleric 2
School transmutation (good)	
Casting Time 1 immediate action	
Components V	
Range personal	
Target you	
Duration 1 round/level	
Saving Throw none; Spell Resistance no	

Among the faithful followers of the gods of purity - whether they be the servants of Desna in Nidal, zealous followers of Milani struggling against Chelifax's government, paladins of Iomedae fighting against the horrors of the Worldwound, or simply those that fight evil the world over - *martyr's bargain* represents true faith and true sacrifice.

You cast this spell as an immediate action when you are subject to a spell or spell-like ability that deals hit point damage, after attack rolls and saving throws have been rolled but before the damage itself is determined. The damage dealt by the spell and any related effects are then delayed for you (and you only) for a number of rounds equal to your caster level.

At the end of that time (or immediately if *martyr's bargain* is dispelled), the delayed damage takes effect on you as it would have at the time it was cast, but is maximized as if affected by the Maximize Spell metamagic feat. Spells and spell-like abilities that were already maximized gain no additional benefit from this spell. Nothing can prevent this delayed damage from affecting you.

You can be affected by only one *martyr's bargain* spell at a time. If you cast this spell while you are already under the effects of a previous *martyr's bargain*, the previous spell effect ends and you immediately take the damage it had delayed.

Appears in : Inner Sea Magic

Masterwork Transformation	Cleric 2
School transmutation / void elemental	
Casting Time 1 hour	
Components V, S, M, see text	
Range touch	
Target one weapon, suit of armor, shield, tool, or skill kit touched	
Duration instantaneous	
Saving Throw none; Spell Resistance no	

You convert a non-masterwork item into its masterwork equivalent. A normal sword becomes a masterwork sword, a suit of leather armor becomes a masterwork suit of leather armor, a set of thieves' tools becomes masterwork thieves' tools, and so on. If the target object has no masterwork equivalent, the spell has no effect. You can affect 50 pieces of ammunition as if they were one weapon. You decide if the object's appearance changes to reflect this improved quality. The material component for the spell is magical reagents worth the cost difference between a normal item and the equivalent masterwork item (typically 300 gp for a weapon, 150 gp for armor, or 50 gp for a tool). If an object has multiple masterwork options (such as a double weapon, or a spiked shield that could be made masterwork as a weapon or armor), you choose one option of the object to affect (though you can cast the spell again to affect another option).

Appears in : Ultimate Magic

Muffle Sound**Cleric 2**

School illusion (glamer)
Casting Time 1 round
Components V, S
Range close (25 + 5 ft./2 levels)
Target 1 ally/level
Duration 1 minute/level (D)
Saving Throw DC 16 Will negates; **Spell Resistance** yes

You suppress sounds made by the targets, granting them a +4 bonus on Stealth checks. The targets have a 20% chance of spell failure when casting spells with verbal components or using abilities that have audible components (such as some bardic performances). This spell does not hamper the targets' ability to hear other sounds and provides no protection against language-dependent or sonic spells and effects.

Appears in : Advanced Class Guide

Necromantic Burden**Cleric 2**

School necromancy
Casting Time 1 round
Components V, S, M/DF (a handful of knucklebones)
Range close (25 ft./2 levels)
Target one undead creature
Duration 1 hour/level
Saving Throw DC 16 Will negates; **Spell Resistance** yes

You make an undead creature more difficult for necromancers and clerics to control via effects such as *Command Undead* or *control undead*. If the target fails its Will save, the target's effective number of Hit Dice is doubled for the purposes of determining whether it remains under the control of another creature. Regardless of the target's actual Hit Dice, its effective HD cannot exceed twice your caster level. (For example, a 12th-level cleric could cast this spell to cause an undead creature with 15 HD to instead effectively have 24 HD for the purpose of controlling it.)

If the targeted undead is under the control of another creature and this spell causes the target's effective Hit Dice to exceed the controller's maximum capability, the target creature is immediately freed from control. Any creature capable of controlling undead may attempt to control the target, provided the target's effective HD won't cause the would-be controller to exceed its HD limit. The target's former controller can attempt to regain control over the target by relinquishing command over other creatures until its HD limit is no longer exceeded (or the former controller can wait until the spell's duration expires to attempt this at the target's normal HD).

Appears in : Undead Slayer's Handbook

Night Blindness**Cleric 2**

School necromancy [curse]
Casting Time 1 action
Components V
Range medium (100 ft. + 10 ft./level)
Target one living creature
Duration 1 day/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** no

Your target's vision becomes impaired as if the light level were one step lower, treating bright light as normal light, normal light as dim light, and dim light as darkness. In addition, the subject gains no benefit from darkvision, low-light vision, or the see in darkness ability. The subject gains a +4 bonus on saving throws to resist the blind or dazzled condition caused by bright light (such as *flare*). *Remove blindness/deafness* dispels *night blindness*.

Appears in : Black Markets, Dark Markets: A Guide to Katapesh

Owl's Wisdom**Cleric 2**

School transmutation
Casting Time 1 action
Components V, S, M/DF (feathers or droppings from an owl)
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell 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.

Page-bound Epiphany**Cleric 2**

School divination
Casting Time 1 round
Components V, S, F (a book with blank pages)
Range personal
Duration 1 round/level (see text)
Saving Throw none; **Spell Resistance** no

You magically scour the world's libraries for information that might refresh your memory about a topic. Upon casting this spell, the focus book's pages fill with snippets and selections from countless books. You can spend up to 1 round per caster level (maximum 10) reading these notes. You may cease reading at any time, and when you do you can immediately attempt one Knowledge check with a +1 circumstance bonus for each round you spent studying the book (maximum +10). The writing disappears when the spell ends, and if you fail to succeed at a Knowledge check on the round you stop reading the notes, you don't gain the benefits of this spell.

Appears in : Pathfinder Society Primer

Path of Glory**Cleric 2**

School conjuration (healing)
Casting Time 1 action
Components V, S
Range touch (see text)
Area four 5-ft. squares/level (see text)
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

You cause four 5-foot squares (one of which must be your space) to glow with dim illumination. Starting on your next turn, as a swift action you can extend the glowing area by an additional four 5-foot squares; each new square must be adjacent to a square that was previously glowing. Allies that end their turns on a glowing square (including one who falls unconscious in the square) are healed of 1 point of damage.

Appears in : Advanced Class Guide

Shiso Sukbutter, Cleric 7 – Spells

Peacemaker's Parley

Cleric 2

School enchantment (charm)
Casting Time 1 Swift Action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Area creatures in a 20-ft.-radius spread
Duration instantaneous
Saving Throw DC 16 Will negates; **Spell Resistance** yes

In order to prepare this spell, the caster must spend an hour performing a ritual in which he beseeches Torag (or a member of his family) for the aid of one of his divine family members. For 24 hours after the ritual, the caster may prepare spells of the requested deity. The caster may only attune himself to one additional deity at a time.

You can attempt to influence unfriendly or hostile creatures, altering their attitudes toward you. After casting, make a Diplomacy check against the creatures as a free action; you gain a +2 sacred bonus on this check against creatures that failed their saves against the spell. Even if you favorably manipulate the attitude of the affected targets, they quickly revert to their previous attitude if threatened or treated poorly.

Appears in : Dwarves of Golarion

Pilfering Hand

Cleric 2

School evocation / aether elemental [force]
Casting Time 1 action
Components S
Range close (25 + 5 ft./2 levels)
Target one object
Duration see text
Saving Throw none; **Spell Resistance** yes (object)

You create and control an invisible telekinetic force, manipulating it with either startling abruptness or careful deliberateness, allowing you to seize an object from an opponent or remotely manipulate an object. You can utilize this force to one of two ends.

Abrupt Maneuver: You instantaneously attempt a disarm or steal combat maneuver against a target within range. Use your caster level as your Combat Maneuver Bonus, adding your Charisma modifier (bard, oracle, sorcerer), Intelligence modifier (magus, wizard), or Wisdom modifier (cleric) in place of your Strength or Dexterity modifier. This combat maneuver attempt does not provoke an attack of opportunity from its target, but casting this spell might. If you are successful, you pull the target object to you, and if you have enough hands free, you can catch it. Otherwise, the object lands in your square as if you dropped it.

Careful Maneuver: You attempt a Disable Device check or a Sleight of Hand check to pick-pocket a target within range. This spell lasts as long as you need to accomplish the task, requiring your full concentration for that duration. Once you resolve the skill check, the spell ends. If you are successful on your Sleight of Hand check, you pull the target object to you as with an abrupt maneuver. The target gains a +2 bonus on its Perception check to notice the successful attempt.

Appears in : Ultimate Combat

Planetarium

Cleric 2

School illusion (figment)
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect 15-ft.-radius spherical projection of night sky
Duration concentration + 3 rounds
Saving Throw Will disbelief (harmless); **Spell Resistance** none

You project an image of the night sky based on your current location and the local time, allowing you to observe the heavens and all of its celestial bodies and features even during the daytime, indoors, or underground. Anyone within the *planetarium's* sphere can see the projection, though outside of the sphere the image becomes grainy and indistinct.

Appears in : People of the Stars

Protection from Chaos, Communal

Cleric 2

School abjuration [lawful]
Casting Time 1 action
Components V, S, M/DF
Range touch
Target creatures touched
Duration 1 min./level (D) split among the recipients
Saving Throw Will negates (harmless); **Spell Resistance** no; see text

This spell functions like *protection from chaos*, except you divide the duration in 1-minute intervals among the creatures touched.

Protection from Chaos

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

Protection from Evil

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

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

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

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

Appears in : Ultimate Combat

Protection from Evil, Communal	Cleric 2	Protection from Law, Communal	Cleric 2
<p>School abjuration [good] Casting Time 1 action Components V, S, M/DF Range touch Target creatures touched Duration 1 min./level (D) split among the recipients Saving Throw Will negates (harmless); Spell Resistance no; see text</p> <p>This spell functions like <i>protection from evil</i>, except you divide the duration in 1-minute intervals among the creatures touched.</p> <p>Protection from Evil This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.</p> <p>First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.</p> <p>Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as <i>charm person</i>, <i>command</i>, and <i>dominate person</i>). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using <i>magic jar</i>), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.</p> <p>Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.</p> <p>Appears in : Ultimate Combat</p>		<p>School abjuration [chaotic] Casting Time 1 action Components V, S, M/DF Range touch Target creatures touched Duration 1 min./level (D) split among the recipients Saving Throw Will negates (harmless); Spell Resistance no; see text</p> <p>This spell functions like <i>protection from law</i>, except you divide the duration in 1-minute intervals among the creatures touched.</p> <p>Protection from Evil This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.</p> <p>First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.</p> <p>Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as <i>charm person</i>, <i>command</i>, and <i>dominate person</i>). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using <i>magic jar</i>), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.</p> <p>Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.</p> <p>Protection from Law This spell functions like <i>protection from evil</i>, 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.</p> <p>Appears in : Ultimate Combat</p>	

Protection From Outsiders**Cleric 2**

School abjuration
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration 1 minute /level (D)
Saving Throw Will negates (harmless); **Spell Resistance** no; see text

This spell wards a creature from attacks by outsiders with a specific racial subtype, from mental control exerted by creatures of the chosen subtype, and from summoned creatures of that subtype. Only the subtypes of specific outsider races—angel, azata, demon, oni, psychopomp, protean, and so on—can be chosen as the subtype this spell protects against. Alignment subtypes or other general subtypes (like elemental, extraplanar, or native) cannot be selected. Outsiders without an outsider racial subtype (like genies, night hags, yeth hounds, or xills) are not affected by this spell.

This spell creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +4 deflection bonus to AC and a +4 resistance bonus on saves when targeted by creatures of the chosen subtype.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the target creature. This functions in the same fashion as *protection from evil*, but only when the effect stems from outsiders of the chosen subtype, and the target's saving throw is made with a +4 morale bonus (using the same DC as the original effect).

Third, the spell prevents bodily contact by summoned creatures of the chosen subtype in the same manner as detailed in *protection from evil*.

This spell's descriptor varies depending on the outsider race selected, gaining the alignment descriptors opposite to the alignment of the outsider race—for example, lawful and good if the race is chaotic and evil, chaotic if the selected race is lawful, or none if the selected race is neutral.

Appears in : Demon Hunter's Handbook

Protection from Spores**Cleric 2**

School abjuration
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** no

With a touch, you bolster a creature's body to protect it from the harmful effects of spores and similar afflictions. While under the effect of this spell, a creature is immune to the effects of brown mold, green slime, russet mold, yellow mold, and any similar hazard, provided the hazard is CR 6 or lower. Similarly, the creature is immune to poison, disease, and infestation attacks from all fungal creatures of CR 6 or lower, including effects such as basidiroid spores, violet fungus rot, and the like. The target is immune to fungus-based toxins, such as striped toadstool. Against similar hazards or monsters of CR 7 or higher, the target gains a bonus on all saving throws against the effect equal to half your caster level. *Protection from spores* offers no protection against fungal infestations created by the seeded, by the spell *what grows within*, or by Xhamen-Dor.

Appears in : Strange Aeons

Protection From Technology**Cleric 2**

School abjuration
Casting Time 1 action
Components V, S, M/DF (a pinch of powdered copper)
Range touch
Target creature touched
Duration 1 minute/level (D)
Saving Throw Will negates (harmless), see text; **Spell Resistance** no, see text

This spell wards a creature from attacks by technological objects and creatures of the robot subtype, and protects against mental control from technological sources. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects.

First, the target gains a +2 deflection bonus to AC and a +2 resistance bonus on saving throws. Both of these bonuses apply against attacks made or effects caused by technological objects and creatures with the robot subtype.

Second, the target immediately receives another saving throw (if one was allowed to begin with) against any technological effects that exercise mental control over the creature, including the effects of pharmaceuticals such as torpinal. The target gains a +2 morale bonus on this saving throw, using the same DC as the original effect. If the target succeeds at this save, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to exercise mental control over her using technological means.

Appears in : Technology Guide

Protective Penumbra**Cleric 2**

School evocation [darkness]
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 10 minutes/level
Saving Throw DC 16 Will negates (harmless); **Spell Resistance** yes

This spell keeps the target slightly in shadow. A target with light blindness, light sensitivity, or vulnerability to sunlight (such as vampires and wraiths) may ignore penalties from those qualities. The spell gives the target a +2 bonus on saving throws against nonmagical hazards related to bright light, such as glare or sunburn.

Appears in : Ultimate Magic

Recentering Drone**Cleric 2**

School abjuration
Casting Time 1 action
Components V, S, DF
Range close (25 ft. + 2 ft./5 levels)
Target one creature/2 levels (no two of which may be more than 30 ft. apart)
Duration concentration
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You emit a calming subsonic drone that allows the targets to temporarily refocus and restore their balance when they're suffering from debilitating conditions. A target with the dazzled, fatigued, shaken, or sickened condition ignores the penalties of those conditions for the duration of this spell. A target with one of the following conditions is treated as having the associated lesser condition for the duration of the spell, as shown by the following table.

Condition Lesser Condition

Blinded	Dazzled
Exhausted	Fatigued
Frightened	Shaken
Nauseated	Sickened

At the end of the spell's duration, the targets are again subject to the appropriate penalties if the original conditions affecting the target are still in effect.

Appears in : Champions of Balance

Reinforce Armaments, Communal**Cleric 2**

School transmutation / metal elemental
Casting Time 1 action
Components V, S, M/DF (a metal pin)
Range touch
Target armor suits or weapons touched
Duration 10 minutes/level split among the recipients
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell functions like *reinforce armaments*, except you divide the duration in 10-minute intervals among the objects touched.

Reinforce Armaments

You reinforce a weapon or armor suit to give it a temporarily upgrade or mitigate the fragile quality (see page 146). A suit of armor or weapon touched that has the fragile quality is not considered to have the fragile quality for the spell's duration. Normal armor suits or weapons subjected to this spell instead gain the masterwork quality for the spell's duration and their hardness is doubled. If this spell is cast on masterwork or magical armor or weapons, their hardness is doubled for the duration of the spell.

Appears in : Ultimate Combat

Remove Paralysis**Cleric 2**

School conjuration (healing)
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target up to four creatures, no two of which can be more than 30 ft. apart
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You can free one or more creatures from the effects of temporary paralysis or related magic, including spells and effects that cause a creature to gain the staggered condition. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus. The spell does not restore ability scores reduced by penalties, damage, or drain.

Resist Energy**Cleric 2**

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

Restoration, Lesser**Cleric 2**

School conjuration (healing)
Casting Time 3 rounds
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Returning Weapon**Cleric 2**

School conjuration (teleportation)
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one weapon that can be thrown
Duration 1 minute/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

For the duration of the spell, the target weapon acts as if it had the *returning* weapon special ability (see page 471 of the *Core Rulebook*). This spell can be used as the prerequisite for the *returning* weapon special ability.

Appears in : Ultimate Combat

Rovagug's Fury**Cleric 2**

School transmutation
Casting Time 1 action
Components V, S
Range 30 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You create a minor earthquake that can trip creatures. Attempt a single combat maneuver check and apply the result against the CMD of every creature in the area. If your roll equals or exceeds a creature's CMD, that creature is knocked prone. This trip attack does not provoke an attack of opportunity (though you do provoke one for casting the spell), nor are you knocked prone if you fail the check by 10 or more. Unlike with a regular trip attack, you can trip any creature touching the ground, regardless of size. Improved Trip does not affect this spell in any way. Though the earthquake is small and focused on the ground, if the area is particularly unstable, the spell might cause items to topple, stones to shake loose from the walls or ceiling, and so on at the GM's discretion.

Appears in : Inner Sea Gods, Legacy of Fire

Sacred Space**Cleric 2**

Racial Spell for Aasimar
School evocation (good)
Casting Time 1 action
Components V, S, M (a vial of ambrosia worth 100 gp)
Range close (25 + 5 ft./2 levels)
Area 20-ft.-radius emanation
Duration 2 hours/level
Saving Throw none; **Spell Resistance** none

This spell sanctifies an area with heavenly power. The DC to resist spells or spell-like abilities with the good descriptor or channeled energy that damages evil outsiders (as when using Alignment Channel) increases by +2. In addition, evil outsiders take a –1 penalty on attack rolls, damage rolls, and saving throws, and they cannot be called or summoned into a sacred space. If the sacred space contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or good-aligned higher power, the modifiers given above are doubled. You cannot cast sacred space in an area with a permanent fixture dedicated to a deity other than yours.

Appears in : Advanced Race Guide

Savage Maw**Cleric 2**

Racial Spell for Half-Orc
School transmutation
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 minute/level (D), special (see below)

Your teeth extend and sharpen, transforming your mouth into a maw of razor-sharp fangs. You gain a bite attack that deals 1d4 points of damage plus your Strength modifier. If you confirm a critical hit with this attack, it also deals 1 point of bleed damage. If you already have a bite attack, your bite deals 2 points of bleed damage on a critical hit. You are considered proficient with this attack. If used as part of a full-attack action, the bite is considered a secondary attack, is made at your full base attack bonus –5, and adds half your Strength modifier to its damage.

You can end this spell before its normal duration by making a bestial roar as a swift action. When you do, you can make an Intimidate check to demoralize all foes within a 30-foot radius that can hear the roar.

Appears in : Advanced Race Guide

Secret Speech**Cleric 2**

School divination
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 10 minutes/level
Saving Throw Will negates (harmless); **Spell Resistance** no (harmless)

This spell grants the target the ability to send secret messages embedded within normal speech. This is similar to the secret messages ability of the Bluff skill, but no check is needed; the speaker's intended recipient always understands the hidden message perfectly, but other listeners cannot perceive the message at all. The target can send only one message at a time, though it can send that message to multiple listeners. The secret message is considered to be in the same language the target is speaking, and intended recipients hear and understand both the actual speech and the secret message. The target can make itself understood as far as its voice carries.

For example, at a fancy noble's wedding, a jealous former suitor casts this spell on himself before making a speech. Everyone hears his glowing words of praise, but only his allies hear his secret message instructing them to attack the groom.

Appears in : Inner Sea Gods, Second Darkness

Shiso Sukbutter, Cleric 7 – Spells

Shard of Chaos Cleric 2

School evocation [chaotic]
Casting Time 1 action
Components V, S, DF
Range close (25 + 5 ft./2 levels)
Effect dart-shaped projectile of chaotic energy
Duration instantaneous (1d6 rounds)
Saving Throw DC 16 Will partial (see text); **Spell Resistance** yes

You hurl a multicolored shard of congealed chaos from your holy symbol, affecting any one target in range as a ranged touch attack. A lawful creature struck by the shard takes 1d8 points of damage per two caster levels (maximum 5d8). A lawful outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is slowed (as slow) for 1 round. A successful Will save reduces the damage to half and negates the slow effect. The bolt has no effect on chaotic creatures. This spell deals only half damage to creatures that are neither lawful nor chaotic, and they are not slowed.

Appears in : Ultimate Magic

Share Language Cleric 2

School divination
Casting Time 1 action
Components V, S, M (a page from a dictionary)
Range touch
Target creature touched
Duration 24 hours
Saving Throw DC 16 Will negates (harmless); **Spell Resistance** yes (harmless)

You can share your facility for one particular language with another creature. For 24 hours the target can read, understand, and communicate to the best of its ability in any one language which you already know. For every 5 levels you possess, you can grant the use of another language you know, to a maximum of 5 languages at 20th level. The target must have the physical capacity to articulate sounds, make gestures, or engage in whatever other method speakers of the language use to communicate with each other in order to actually converse. If the target lacks the mental capacity to grasp an actual language it still gains enough knowledge to respond to and carry out even extremely complex commands or suggestions coached in the language (whether written or spoken). However, since this spell does not endow the target with greater reasoning capacity, merely a temporarily enhanced vocabulary, the person offering up instructions to non-sentient creatures must take care to remove any ambiguity or guesswork.

Similarly, this spell does not affect the basic nature of the target, or its disposition toward you or anyone else, so convincing it to actually carry out these instructions could require negotiation, threats, or outright bribery.

Appears in : Advanced Player's Guide

Shatter Cleric 2

School evocation / earth elemental / metal elemental [sonic]
Casting Time 1 action
Components V, S, M/DF (a chip of mica)
Range close (25 + 5 ft./2 levels)
Area 5-ft.-radius spread; or one solid object or one crystalline creature
Duration instantaneous
Saving Throw DC 16 Will negates (object); Will negates (object) or Fortitude half; see text; **Spell Resistance** yes

Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature. Used as an area attack, shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such unattended objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered. Alternatively, you can target shatter against a single solid nonmagical object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), shatter deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Shield of Fortification Cleric 2

School abjuration
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration 1 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You create a magical barrier that protects a target's vital areas. When the target is struck by a critical hit or a sneak attack, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This benefit does not stack with other effects that can turn critical hits or sneak attacks into normal attacks, such as the *fortification* armor special ability.

Appears in : Advanced Class Guide

Shield of Shards Cleric 2

School transmutation
Casting Time 1 action
Components V, S, F (a shield)
Range personal
Target one shield you wield
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

This defensive spell must be cast on a shield you are currently wielding, and fractures the shield into two shards, plus one additional shard per 2 caster levels (to a maximum of 12 shards at 20th level). While *shield of shards* is active, you lose your shield's bonus to AC as its broken pieces orbit you. On your turn, you can direct the shards to attack an adjacent opponent as a move action. The shards' attack bonus is equal to your caster level + the modifier for the ability score that determines your spell save DCs. The shards deal an amount of slashing and piercing damage equal to 1d4 points + 1 point per shard beyond the first, and have a threat range of 19-20. They are considered magic weapons for the purpose of bypassing damage reduction. Additionally, if your shield is made from a special material (such as adamantite), the shards penetrate damage reduction and hardness as if they were weapons made from the same material.

At the end of this spell's duration, the shards reform into their original shield form. You regain its shield bonus to AC, provided you still have a free hand in which to wield it. Otherwise, the shield falls at your feet in your square.

Appears in : Armor Master's Handbook

Shiso Sukbutter, Cleric 7 – Spells

Shield Other Cleric 2

School abjuration
Casting Time 1 action
Components V, S, F (a pair of platinum rings worth 50 gp worn by both you and the target)
Range close (25 + 5 ft./2 levels)
Target one creature
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject. If you and the subject of the spell move out of range of each other, the spell ends.

Silence Cleric 2

School illusion (glamer)
Casting Time 1 round
Components V, S
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)
Saving Throw DC 16 Will negates; see text or none (object); **Spell 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.

Silent Table Cleric 2

School illusion (glamer)
Casting Time 1 round
Components V
Range close (25 + 5 ft./2 levels)
Area 5-ft.-diameter emanation centered on an object or a point in space
Duration 1 minute/level (D)
Saving Throw none (object); **Spell Resistance** no (object)

You protect an area against casual eavesdropping. Sounds and sonic effects that originate inside the area are muffled for anyone outside the area; Perception DCs to hear or understand sounds leaving the area increase by 20, and any saving throw DCs of these effects decrease by 2. The spell does not affect sounds that enter the area or the Perception checks of creatures inside it.

Appears in : Advanced Class Guide

Snow Shape Cleric 2

School transmutation [water]
Casting Time 1 action
Components V, S, M/DF (a miniature shovel)
Range touch
Target snow or snow-sculpted object touched, up to 5 cubic ft. + 1 cubic ft. / level
Duration instantaneous
Saving Throw none; **Spell Resistance** no

In frozen northern lands, where the earth may be hidden beneath heavy drifts of snow, Ulfen druids developed a variation of *stone shape* that other spellcasters have since learned.

You can form a mass of snow into any shape that suits your purpose, as per the spell *stone shape*. While it's possible to make crude objects with *snow shape*, most fine details aren't possible. However, a successful Craft (weapons) check allows you to create a bladed weapon from the snow. The DC of this check is equal to the DC listed with the Craft (weapons) skill (Core Rulebook 93). You must be the one to make the Craft check and must do so at the time of casting this spell. A failed check means that the spell is cast normally but the weapon created is malformed and useless. This spell can only be used to craft weapons and not more precise tools or elaborate armors.

Once you create the item with this spell, it solidifies into super-hard ice, gaining a hardness of 5 and 10 hit points per inch of thickness. This weapon takes double damage from fire. Anyone using an ice weapon takes a –2 penalty on attacks due to the slippery, unwieldy nature of the weapon, but the weapon deals 1 point of cold damage in addition to its normal damage. A weapon created by this spell lasts for 24 hours before melting into uselessness.

Stone Shape

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Appears in : Humans of Golarion

Sound Burst Cleric 2

School evocation [sonic]
Casting Time 1 action
Components V, S, F/DF
Range close (25 + 5 ft./2 levels)
Area 10-ft.-radius spread
Duration instantaneous
Saving Throw DC 16 Fortitude partial; **Spell Resistance** yes

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged.

Shiso Sukbutter, Cleric 7 – Spells

Spear of Purity Cleric 2

School evocation [good]
Casting Time 1 action
Components V, S, DF
Range close (25 + 5 ft./2 levels)
Effect spear-shaped projectile of chaotic energy
Duration instantaneous (1 round)
Saving Throw DC 16 Will partial (see text); **Spell Resistance** yes

You hurl a pure white or golden spear of light from your holy symbol, affecting any one target within range as a ranged touch attack. An evil creature struck by the spear takes 1d8 points of damage per two caster levels (maximum 5d8). An evil outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is blinded for 1 round. A successful Will save reduces the damage to half and negates the blinded effect. This spell deals only half damage to creatures that are neither evil nor good, and they are not blinded. The spear has no effect on good creatures.

Appears in : Ultimate Magic

Spell Gauge Cleric 2

School divination [mind-affecting]
Casting Time 1 action
Components V, S, F (a silver piece)
Range close (25 ft. + 5 ft./level)
Target one creature
Duration instantaneous
Saving Throw DC 16 Will negates; **Spell Resistance** yes

You immediately discover some of the spells that the target knows or has prepared. The number of spells revealed to you is equal to your caster level. The target's lowest-level spells are revealed first - ignoring 0-level spells - in a random order. Once all of the target's 1st-level spells are revealed, the spell begins revealing 2nd-level spells, then 3rd-level spells. This spell does not reveal spells of 4th level or higher, nor does it reveal spell-like abilities or other special abilities. If cast on a creature that is not a spellcaster, that has only 0-level spells or spells of 4th level or higher prepared, that has expended all of its spells, or that has not prepared any spells that day, the spell has no effect.

Appears in : Faiths of Balance, Inner Sea Gods

Spiritual Squire Cleric 2

School evocation [force]
Casting Time 1 action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

This spell causes an ally made of pure force to appear in a single 5-foot square within range. The ally takes the form of a servant of your god (if any) or an ancestor. The spiritual squire occupies its space, though you and your allies can move through it, since it is your ally. While the spiritual squire appears to wear armor and carry a weapon, it cannot make attacks and does not threaten any spaces. On your turn, the spiritual squire can do one of the following: retrieve one stowed item from your possessions, carry an object weighing no more than 10 pounds per caster level, hand you an object it is carrying, perform the aid another action on your behalf or for one of your allies, or help one creature of your choice don armor (which then takes half the normal time). When the spiritual squire attempts the aid another action in combat, its attack bonus is equal to your base attack bonus + your Wisdom modifier.

Each round after the first as a swift action, you can order the spiritual squire to move. It has a speed of 30 feet. Being a construct of force, the spiritual squire cannot be harmed by any physical attacks, but *disintegrate*, *dispel magic*, a *rod of cancellation*, or a *sphere of annihilation* affects it. A spiritual ally's AC against touch attacks is 10.

Appears in : Armor Master's Handbook

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

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

Staggering Fall	Cleric 2
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School transmutation
Casting Time Immediate
Components V, S
Range medium (100 ft. + 10 ft./level)
Duration 1 round/level (see text)
Saving Throw DC 16 Fortitude partial (see text); **Spell Resistance** yes

This spell must be cast on a creature as it falls, either from a height or after being knocked prone or tripped. The magic of this spell causes the creature to hit the ground particularly hard, knocking the wind from it. The creature takes an additional 1d6 points of damage from the fall. In addition, the creature becomes staggered for the duration of the spell unless it makes a Will save. Each round the spell's effects persist, the creature may attempt a new Will save as a free action to end the staggered effect early. A creature under the effects of this spell must take a standard action to stand up.

Appears in : Rival Guide

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration 1 round/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Stalwart resolve was originally created to temporarily aid those suffering from certain afflictions. The recipient of *stalwart resolve* ignores the effects of ability damage and penalties to a single ability score of your choice, except that damage equal to or greater than the ability score still causes unconsciousness or death. This applies whether or not the ability damage or penalty happened before or during the spell's duration, and whether or not multiple sources are involved. This spell has no effect on ability drain.

Appears in : Pathfinder Society Field Guide

Status	Cleric 2
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School divination
Casting Time 1 action
Components V, S
Range touch
Target one living creature touched per three levels
Duration 1 hour/level
Saving Throw DC 16 Will negates (harmless); **Spell Resistance** yes (harmless)

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

Stone Throwing	Cleric 2
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School transmutation
Casting Time 1 action
Components V, S, M (powdered stone)
Range touch
Target creature touched
Duration 1 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The subject gains the rock throwing and rock catching abilities (*Pathfinder RPG Bestiary* 303). It can use these abilities with any solid, mostly inflexible object with a hardness of at least 5.

The subject can hurl rocks up to two categories smaller than its own size. The range increment for this attack is 20 feet, and rocks can be hurled a maximum of 5 range increments. Damage is based on the size of the subject-1d8 points of damage for a Large creature, 1d6 for a Medium creature, or 1d4 for a Small creature - plus 1-1/2 times the thrower's Strength bonus.

For every size category smaller than Large the subject is, it receives a cumulative -5 penalty on Reflex saves to catch rocks (or similar projectiles) thrown at it.

Appears in : Giant Hunter's Handbook

Summon Monster II**Cleric 2****School** conjuration / all elements (summoning)**Casting Time** 1 round**Components** V, S, F/DF**Range** close (25 + 5 ft./2 levels)**Effect** one summoned creature**Duration** 1 round/level (D)**Saving Throw** none; **Spell Resistance** no

This spell functions like *summon monster I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

Summon Monster Tables

2nd Level : Ant, giant (worker)*, Elemental (Small) [Elemental subtype], Giant centipede*, Giant frog*, Giant spider*, Goblin dog*, Horse*, Hyena*, Lemure (devil) [Evil, Lawful subtypes] Octopus*, Squid*, Wolf*

1st Level : Dire rat*, Dog*, Dolphin*, Eagle*, Fire beetle*, Frog, poison*, Pony (horse)*, Viper (snake)*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Summon Monster I

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish). When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Monster Tables

1st Level : Dire rat*, Dog*, Dolphin*, Eagle*, Fire beetle*, Frog, poison*, Pony (horse)*, Viper (snake)*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Suppress Charms and Compulsions**Cleric 2****School** abjuration**Casting Time** 1 action**Components** V, S**Range** close (25 ft. + 5 ft./2 levels)**Target** one creature plus one additional creature per 4 levels, no two of which can be more than 30 ft. apart**Duration** 10 minutes or concentration (up to 1 round/level); see text
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You bolster the subject's sense of willpower and self-worth when you cast this spell. As you cast it, you must decide if you want to grant a bonus to saving throws against charms and compulsions or suppress charms and compulsions.

If you grant a bonus to saving throws, you grant all affected creatures a +4 morale bonus on saving throws against charm and compulsion effects for 10 minutes.

If instead you suppress charms and compulsions, the spell's duration drops to concentration, to a maximum duration of 1 round per level. As long as you continue to concentrate, the spell suppresses all existing charm and compulsion effects affecting the targets, regardless of whether the effect is beneficial or harmful. New charm or compulsion effects that successfully target such a protected creature are automatically suppressed as long as you continue concentrating. If you cease concentrating, the spell effect immediately ends, and remaining charm or compulsion effects resume for the rest of their remaining durations as normal.

Appears in : Adventurer's Guide, Andoran, Spirit of Liberty

Surmount Affliction**Cleric 2****School** abjuration**Casting Time** 1 action**Components** V, S**Range** personal**Target** personal**Duration** 1 round/level

You temporarily overcome one harmful condition. This does not end the effect causing the condition; it just suspends that condition's effect for the duration of the spell. You can surmount any one of the following conditions: blinded, confused, dazed, dazzled, deafened, fatigued, frightened, paralyzed, shaken, or sickened.

Appears in : Ultimate Magic

Tears to Wine**Cleric 2**

School transmutation
Casting Time 1 action
Components V, S, M (a single grape)
Range 10 ft.
Target 1 cu. ft./2 levels of liquid (see text)
Duration 10 minutes/level
Saving Throw DC 16 Will negates (object); **Spell Resistance** yes (object)

Legend claims runelords used this spell to literally benefit from drinking the tears of their captured foes. This spell turns nonmagic liquids—including spoiled, rotten, diseased, poisonous, or otherwise contaminated drinks, tears, seawater, and similar fluids—into mead or wine of average quality. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar liquids of significance are spoiled by *tears to wine*, but the spell has no effect on creatures of any type or on magic potions.

Creatures that drink the mead or wine created by this spell become sharp-witted and clear-minded, gaining a +2 enhancement bonus on all Intelligence- and Wisdom-based skill checks. This increases to a +5 bonus at caster level 9th, and to +10 (the maximum) at caster level 15th.

Appears in : Arcane Anthology

Touch of Mercy**Cleric 2**

School enchantment (compulsion) [good, mind-affecting]
Casting Time 1 action
Components V, S, DF
Range touch
Target one creature
Duration 1 round/level (D)
Saving Throw DC 16 Will negates; **Spell Resistance** yes

The target creature deals only nonlethal damage with all of its weapon attacks. Damage taken by creatures or objects that are not subject to nonlethal damage is not converted to nonlethal and remains lethal damage. The weapon retains all of its other normal properties.

Appears in : Champions of Purity

Track Ship**Cleric 2**

School divination (scrying)
Casting Time 1 action
Components V, S, F (piece of ship)
Range see text
Effect magical icon
Duration 1 hour/level
Saving Throw DC 16 Will negates (object); **Spell Resistance** yes (object)

In order to cast this spell, you must have a piece of the ship you wish to track. Merchants often preserve slivers from their trade ships specifically for this purpose. You also need a nautical chart.

When you cast this spell, an icon of the targeted ship appears on the nautical chart. The icon moves as the ship moves for the duration of this spell. If the ship is not within the area delineated by the chart, the spell fails. If the ship is reduced to 0 or fewer hit points, its icon changes from a ship to a skull and crossbones.

Appears in : Pirates of the Inner Sea

Trail of the Rose**Cleric 2**

School illusion (phantasm)
Casting Time 1 action
Components V, S
Range touch
Duration 1 hour/level (D)
Saving Throw no; **Spell Resistance** no

This spell creates an illusory trail in the form of a misty and visible scent coming from the rose used as this spell's material component. When you cast this spell, the scent of the rose leaves a faint pink-tinted illusion that ripples and flows in the area. Only you and up to six creatures you designate upon casting the spell can see the illusion. To designate a creature, you must know it well. It is not enough simply to have met that creature once or heard of the creature. When you move, this illusory scent leaves a trail, though there are no telltale signs of which direction you moved if creatures designated by this spell find a middle section of the trail. This is typically used to create backtracking method for the caster's hand picked allies, useful for navigating in and out of mazes or labyrinthine cave complexes without leaving behind an obvious trail.

Appears in : Faiths of Purity

Transmute Wine to Blood**Cleric 2**

School transmutation
Casting Time 1 action
Components V, S, M (drop of animal blood)
Range touch
Target bottle of wine worth at least 10 gp
Duration instantaneous
Saving Throw DC 16 Fortitude negates (object); **Spell Resistance** yes (object)

You transform one bottle of fine wine into 1 pint of animal blood, sufficient for a creature with the blood drain ability to feed upon as if it came from a Medium animal with 1 Hit Die. If you are using the optional hunger rules (see page 22), this blood satiates an undead creature's hunger, negating any withdrawal effects, but does not grant the creature a feeding bonus. The blood coagulates and spoils at the normal rate.

Appears in : Blood of the Night

Twisted Futures**Cleric 2**

School divination
Casting Time 1 action
Components V, S, M (a small die with the faces scratched off)
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
Saving Throw DC 16 Will negates; **Spell Resistance** yes

By rearranging the threads of fate, you disrupt fortunate outcomes for other creatures. A creature affected by this spell is unable to benefit from effects that grant the ability to roll multiple times and take the higher result (like the swashbuckler's charmed life ability) or to choose the die result in lieu of rolling (like the wizard's prescience school power or the cyclops's flash of insight ability). This doesn't affect abilities that force a creature to take the lower of two rolls, such as *ill omen* or a pugwampi's unluck aura (*Pathfinder RPG Bestiary 2* 144). A cyclops can't use its flash of insight ability to save against this spell.

Appears in : Giant Hunter's Handbook

Shiso Sukbutter, Cleric 7 – Spells

Undetectable Alignment Cleric 2

School abjuration
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature or object
Duration 24 hours
Saving Throw DC 16 Will negates (object); **Spell Resistance** yes (object)

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

Unliving Rage Cleric 2

School necromancy
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Target one willing undead creature per 3 levels, no two of which can be more than 30 ft. apart
Duration concentration + 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

This spell functions as *rage*, except it affects only undead creatures and bolsters them with necromantic energy rather than emotion. Each affected creature gains a +2 profane bonus to Strength and Charisma, a +1 profane bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical to a barbarian's rage.

Rage

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

Appears in : Advanced Class Guide

Vexing Miscalculation Cleric 2

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 minute/level or until discharged
Saving Throw DC 16 Will negates; **Spell Resistance** yes

You frustrate an opponent with ill fortune that leads even its most accurate attacks astray. The target is unable to score critical threats for the duration of this spell, even if the result of its roll would normally be a critical threat. If the creature rolls a natural 20, the attack still hits regardless of its opponent's AC, but the hit is not eligible for a critical confirmation roll. Once a critical threat has been foiled by *vexing miscalculation*, the spell is discharged.

Appears in : Inner Sea Gods

Visualization of the Body Cleric 2

School transmutation [meditative]
Casting Time 1 hour
Components V, M (soothing incense worth 200 gp)
Range personal
Target you
Duration 24 hours or until discharged

You focus your mind on one aspect of your body, aligning the energies within your body to enhance that element. Choose a single physical ability score (Constitution, Dexterity, or Strength). If you choose Strength or Dexterity, you gain a +5 bonus on skill checks associated with that ability score. If you choose Constitution, your maximum and current hit points increase by an amount equal to your Hit Dice.

At any time during the spell's duration, you can expend the spell's remaining duration as an immediate action in order to gain a one-time physical enhancement associated with the ability score you chose to visualize, as detailed below. After you do so, the spell ends.

Constitution : You immediately regain a number of hit points equal to 1d8 + your total character level.

Dexterity : You gain a +4 dodge bonus to your Armor Class for 3 rounds.

Strength : You gain a +6 bonus on all Strength checks to break objects and on checks to escape or establish grapples for 1 minute.

Appears in : Divine Anthology

Visualization of the Mind Cleric 2

School transmutation [meditative]
Casting Time 1 hour
Components V, M (soothing incense worth 200 gp)
Range personal
Target you
Duration 24 hours or until discharged

You enhance a single aspect of your mind, nurturing and empowering it. Choose a single mental ability score (Charisma, Intelligence, or Wisdom). You gain a +5 bonus on ability checks and skill checks associated with that ability score.

At any time during the spell's duration, you can expend the spell's remaining duration as an immediate action in order to gain a one-time mental enhancement associated with the ability score you chose to visualize, as detailed below. After you do so, the spell ends.

Charisma : You are immediately infused with a wave of supernatural luck, and gain a +2 luck bonus on all d20 rolls for 1 minute.

Intelligence : You immediately gain a flash of insight, and gain a number of ranks equal to your Hit Dice in any skill in which you have no ranks. These ranks last for 1 minute, during which time you can also treat that skill as a class skill.

Wisdom : When you fail a Will save, you can immediately attempt that saving throw again, gaining a +4 bonus on the new saving throw to resist the effect.

Appears in : Divine Anthology

Shiso Sukbutter, Cleric 7 – Spells

<p>Weapon of Awe Cleric 2</p> <p>School transmutation Casting Time 1 action Components V, S, DF Range touch Target weapon touched Duration 1 minute/level Saving Throw DC 16 Will negates (harmless, object); Spell Resistance yes (harmless, object)</p> <p>You transform a single weapon into an awe-inspiring instrument. The weapon gains a +2 sacred bonus on damage rolls, and if the weapon scores a critical hit, the target of that critical hit becomes shaken for 1 round with no saving throw. This is a mind-affecting fear effect. A ranged weapon affected by this spell applies these effects to its ammunition.</p> <p>You can't cast this spell on a natural weapon, but you can cast it on an unarmed strike.</p> <p>Appears in : Advanced Player's Guide</p>	<p>Zone of Truth Cleric 2</p> <p>School enchantment (compulsion) [mind-affecting] Casting Time 1 action Components V, S, DF Range close (25 + 5 ft./2 levels) Area 20-ft.-radius emanation Duration 1 min./level Saving Throw DC 16 Will negates; Spell Resistance yes</p> <p>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.</p>
<p>Web Shelter Cleric 2</p> <p>School conjuration (creation) Casting Time 1 minute Components V, S, DF Range close (25 + 5 ft./2 levels) Effect 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere Duration 1 hour/level (D) Saving Throw none; Spell Resistance no</p> <p>You create a shelter of slightly sticky webbing. The shelter has a hinged door large enough to accommodate a Medium creature. The opaque walls of the shelter measure 1 inch thick and provide total cover to anyone within it. Only Fine creatures with negligible Strength can be caught in the webbing (including swarms); all other creatures can pull themselves free without making a Strength check or taking an action. The webbing is sticky enough to hold twigs, leaves, dirt, and other light items, allowing you to conceal the shelter. The shelter is watertight and insulated when the door is closed. Its surface has a hardness of 0 and 2 hit points for every 5-foot square of web surface area. It takes normal damage from fire and burns as easily as wood. When the spell ends, the webbing decays rapidly and disappears.</p> <p>Appears in : Ultimate Magic</p>	<p>Accept Affliction Cleric 3</p> <p>School conjuration (healing) [good] Casting Time 1 action Components V, S, M/DF (dove's heart) Range touch Target creature touched Duration instantaneous Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)</p> <p>The caster can transfer the effects of afflictions such as curses, diseases, and poisons from the target creature to himself. This spell can also transfer the blinded, deafened, fatigued, nauseated, shaken, and sickened conditions. All aspects of the transferred afflictions (save DCs, remaining duration, removal conditions, and so on) remain the same, but affect the caster instead of the original target. After transferring the affliction or condition, the caster is free to cure it in any way he can.</p> <p>Appears in : Champions of Purity</p>
<p>Whispering Lore Cleric 2</p> <p>Racial Spell for Elf School divination Casting Time 1 round Components V, S, M/DF (an owl's beak) Range personal Target you Effect +4 bonus on a Knowledge check appropriate to your location Duration 10 minutes/level (D)</p> <p>Upon casting this spell, you are able to gain knowledge from the land itself. As you walk through the terrain, it whisper information in a language you understand, though the whispering is so rambling it is hard to distinguish useful information. This whispering grants you a +4 insight bonus on a single Knowledge skill type appropriate to the type of terrain you are in. If you are within a cold, desert, forest, jungle, mountain, plains, swamp, or water environment, you gain the bonus on Knowledge (nature) checks. If you are within an underground environment, you gain the bonus on Knowledge (dungeoneering) checks. If you are within an urban environment, you gain the bonus on Knowledge (local) checks. If you are on a plane other than the Material Plane, you gain the bonus on Knowledge (planes) checks. If you enter a new terrain, you lose the previous terrain's skill bonus and gain the new bonus.</p> <p>Appears in : Advanced Race Guide</p>	<p>Aggravate Affliction Cleric 3</p> <p>School necromancy Casting Time 1 action Components V, S Range close (25 + 5 ft./2 levels) Target one creature Duration instantaneous Saving Throw see Text; see text; Spell Resistance yes</p> <p>All recurring afflictions (those with a frequency, including curses, diseases, and poison) possessed by the targeted creature immediately trigger, requiring an immediate saving throw (as described in the affliction) to avoid suffering their effects. A successful saving throw does not count toward ending the affliction, and this extra save does not change the timing of the next save against the affliction. Afflictions without a frequency are unaffected by this spell.</p> <p>Appears in : Mummy's Mask</p>

Agonizing Rebuke**Cleric 3****Racial Spell for Hobgoblin****School** illusion (phantasm) [emotion, mind-affecting, pain]**Casting Time** 1 action**Components** V, S**Range** close (25 ft. + 5 ft./level)**Target** one living creature**Duration** 1 round/level**Saving Throw** DC 17 Will negates; **Spell Resistance** yes

With a word and a gesture, you instill such apprehension about attacking you in your target that doing so causes it mental distress and pain. Each time the target makes an attack against you, targets you with a harmful spell, or otherwise takes an action that would harm you, it takes 2d6 points of nonlethal damage.

Appears in : Advanced Race Guide**Air Breathing****Cleric 3****School** transmutation**Casting Time** 1 action**Components** V, S, M/DF (flower or piece of grass)**Range** touch**Target** living aquatic creatures touched**Duration** 2 hours/level; see text**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The transmuted creatures can breathe air freely. Divide the duration evenly among all the creatures you touch. The spell doesn't make creatures unable to breathe water.

Appears in : Monster Codex**Align Weapon, Communal****Cleric 3****School** transmutation [see text]**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** weapons or projectiles touched**Duration** 1 minute/level**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell functions as *align weapon*, except you divide the duration in 1-minute increments between any number of touched weapons. Every group of up to 50 projectiles (which must be together at the time of casting) counts as one weapon for the purpose of dividing the spell's duration.

Align Weapon

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.

Appears in : Advanced Class Guide**Archon's Aura****Cleric 3****School** evocation [good, lawful]**Casting Time** 1 action**Components** V, S**Range** 20 ft.**Area** 20-ft. radius centered on you**Duration** 1 minute/level**Saving Throw** DC 17 Will negates; **Spell Resistance** yes

You gain a powerful aura, similar to an archon's aura of menace. Any hostile creature within a 20-foot radius of you must make a Will save to resist the effects of this aura. If the creature fails, it takes a -2 penalty on attack rolls and saving throws and to Armor Class for the duration of this spell, or until it successfully hits you with an attack. A creature that has resisted or broken the effect cannot be affected again by this particular casting of archon's aura.

Appears in : Ultimate Magic**Aura of Inviolable Ownership****Cleric 3****School** abjuration**Casting Time** 1 action**Components** V, S, DF**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**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell wards the attended items of all creatures it targets (items held, securely fastened to their person, or in containers on their person), enhancing each creature's grip and protecting items from loss or theft. The DC of Sleight of Hand checks to remove items warded by the spell is increased by 20, and affected creatures gain a +20 bonus to their CMDs against disarm and steal combat maneuvers.

Appears in : Melee Tactics Toolbox

<p>Aura Sight Cleric 3</p> <p>School divination Casting Time 1 action Components V, S Range personal Target you Duration 1 minute/level (D)</p> <p>This spell makes your eyes glow and allows you to see alignment auras within 120 feet of you. The effect is similar to that of a <i>detect chaos/evil/good/law</i> spell, but <i>aura sight</i> does not require concentration, and it discerns an aura's location and power more quickly.</p> <p>You know the location and power of all chaotic, evil, good, and lawful auras within your sight. An aura's power depends on a creature's Hit Dice or an item's caster level, as noted in the description of the <i>detect evil</i> spell. If an item or a creature bearing an aura is in line of sight, you can attempt a Knowledge (religion) check to determine the aura's strength (one check per aura; DC 15 + spell level, or 15 + 1/2 caster level for a non-spell effect).</p> <p><i>Aura sight</i> can be made permanent with a <i>permanency</i> spell by a caster of 11th level or higher at a cost of 7,500 gp.</p> <p>Detect Evil You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.</p> <p>1st Round: Presence or absence of evil.</p> <p>2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.</p> <p>3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.</p> <p>Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the table on the previous page. If an aura falls into more than one strength category, the spell indicates the stronger of the two.</p> <p>Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If <i>detect evil</i> 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:</p> <p>Original Strength Duration of Lingering Aura</p> <p>Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6 x 10 minutes Overwhelming 1d6 days</p> <p>Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell. Each round, you can turn to detect evil 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.</p> <p>Appears in : Advanced Class Guide</p>	<p>Badger's Ferocity Cleric 3</p> <p>School transmutation Casting Time 1 action Components V, S Range close (25 + 5 ft./2 levels) Target one weapon/3 levels Duration concentration Saving Throw DC 17 Will negates (harmless); Spell Resistance yes (harmless)</p> <p>This functions like <i>keen edge</i>, except it affects multiple weapons and requires your concentration. You select the weapons to be affected, and can only affect one weapon per creature. If a creature's weapon exceeds the spell's range, the spell ends for that weapon.</p> <p>Keen Edge This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19-20, a threat range of 19-20 becomes 17-20, and a threat range of 18-20 becomes 15-20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell. Multiple effects that increase a weapon's threat range (such as the keen special weapon property and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.</p> <p>Appears in : Ultimate Magic</p> <hr/> <p>Beacon of Luck Cleric 3</p> <p>School divination Casting Time 1 action Components V, S, M/DF (a tuft of rabbit fur) Range personal; see text Target you Duration 1 minute/level (D)</p> <p>You send out a burst of luck with a 30-foot radius centered around you. While the <i>beacon of luck</i> is in effect, you gain a +2 sacred bonus on all saving throws. As an immediate action before a saving throw is made, allies within the area can choose to benefit from this luck, rolling twice for a saving throw and taking the better result. Once a creature benefits from the <i>beacon of luck</i> in this way, it cannot gain the benefit of this spell for 24 hours</p> <p>Appears in : Inner Sea Gods</p> <hr/> <p>Bestow Curse Cleric 3</p> <p>School necromancy Casting Time 1 action Components V, S Range touch Target creature touched Duration permanent Saving Throw DC 17 Will negates; Spell Resistance yes</p> <p>You place a curse on the subject. Choose one of the following.</p> <ul style="list-style-type: none"> - 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. <p>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.</p> <p>Bestow curse counters remove curse.</p>
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Shiso Sukbutter, Cleric 7 – Spells

Bestow Insight Cleric 3

Racial Spell for Human
School enchantment (compulsion)
Casting Time 1 action
Components V, S
Range touch
Target one creature touched
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

When casting this spell, choose a single skill that you have at least one rank in. The target gains a +2 insight bonus on skill checks with this skill and is considered trained in that skill. The insight bonus increases by 1 for every four levels of the caster (maximum +6). Furthermore, once before the spell's duration, the target can choose to roll two checks and take the greater result. Doing so ends the spell's other effects.

Appears in : Advanced Race Guide

Blessing of the Mole Cleric 3

School transmutation
Casting Time 1 round
Components V, S
Range close (25 + 5 ft./2 levels)
Area 1 creature/level
Duration 1 minute/level
Saving Throw none (harmless); **Spell Resistance** yes (harmless)

The targets gain darkvision 30 feet and a +2 competence bonus on Stealth checks.

Appears in : Ultimate Magic

Blindness/Deafness Cleric 3

School necromancy
Casting Time 1 action
Components V
Range medium (100 + 10 ft./level)
Target one living creature
Duration permanent (D)
Saving Throw DC 17 Fortitude negates; **Spell Resistance** yes

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

Blood Biography Cleric 3

School divination
Casting Time 1 minute
Components V, S, M/DF (a scrap of parchment)
Range touch
Target one creature's blood or one bloodstain
Duration instantaneous
Saving Throw DC 17 Will negates (see text); **Spell Resistance** no

You learn the answers to a specific set of questions about a creature so long as you have access to at least one drop of its blood. You can cast this spell on the blood of the living or the dead, but living or undead creatures are entitled to a saving throw to resist the spell. You can cast the spell on dried or fresh blood. Once you cast the spell the answers to the following four questions appear on any flat surface you designate (a wall, a piece of paper, and so on).

- Who are you? (The name by which the creature is most commonly known)
- What are you? (Gender, race, profession/role)
- How was your blood shed? (Brief outline of the events that caused its wound, to the best of the victim's knowledge)
- When was your blood shed?

These answers always appear in a language you can read even if the creature cannot speak that or any language.

Appears in : Advanced Player's Guide

Blood Rage Cleric 3

School enchantment (compulsion)
Casting Time 1 action
Components V, S, M
Range close (25 ft. + 5 ft./level)
Target one willing living creature per 2 levels, no two of which may be more than 30 ft. apart
Duration 1 round/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The targets of this spell become angrier as they fight, the pain of their wounds fueling their strength. An affected creature gains a cumulative +2 morale bonus to Strength and a cumulative -1 penalty to AC for every 5 points of damage it takes (maximum +10 Strength, -5 AC) for the duration of the spell. These bonuses last until the spell expires or the target falls unconscious.

Appears in : Orcs of Golarion

Shiso Sukbutter, Cleric 7 – Spells

Blood Scent

Cleric 3

Racial Spell for Orc

School transmutation

Casting Time 1 action

Components V, S

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

Target one creature/2 levels, no two of which can be more than 30 ft. apart

Duration 1 minute/level (D)

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

You greatly magnify the target's ability to smell the presence of blood. The target is considered to have the scent universal monster ability, but only for purposes of detecting and pinpointing injured creatures (below full hit points). Creatures below half their full hit points or suffering bleed damage are considered strong scents for this ability.

Orcs and any creature under the effects of rage gain a +2 morale bonus on attack and damage rolls against creatures they can smell with this spell, or a +4 morale bonus if the target's blood counts as a strong scent.

Appears in : Advanced Race Guide

Blot

Cleric 3

School transmutation

Casting Time 1 action

Components V, S, M (a bit of cloth made wet with saliva)

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

Area 10 ft.-radius burst

Duration 24 hours

Saving Throw DC 17 Will negates (object); **Spell Resistance** yes (object)

This spell reduces all types of writing and other recognizable symbols found on any sort of surface within range into illegible smears. It affects books, carvings on stone, or even tattoos with equal ease. It does not affect writing that is not actually on a surface, such as an illusion, projection, reflection, or anything similar. Spellbooks and magical items that contain writing (such as scrolls) gain a saving throw to resist the effects of this spell. Against magical writing created by spell effects (such as *glyphs of warding* or *symbols*), *blot* instead functions as a *dispel magic* spell capable of targeting all such spell effects in the area. This spell has no effect on writing found on artifacts or similarly unique surfaces.

Appears in : Goblins of Golarion

Calculated Luck

Cleric 3

School divination

Casting Time 1 action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You are able to use the Path of Numbers to substantially boost your combat preparedness, but your foresight comes at a price. Roll 3d8 and refer to the Eight Basic Energies table below. After rolling, assign each die to one of the following.

- **Energy Type** : You gain vulnerability to the energy type that matches the die's result for the duration of the spell. You take half again as much damage (+50%) from that energy type, regardless of whether you successfully saved against the damaging spell or effect.
- **Magic School** : For the spell's duration, you cast all spells from the school that matches the die's result at +1 caster level.
- **d20 Roll Type** : You receive a +2 luck bonus on the d20 roll that matches the die's result for the duration of the spell.

Eight Basic Energies

Energy

d8 Type Magic School d20 Roll Type

- 1 Air Enchantment Will save
- 2 Electricity Illusion Reflex save
- 3 Fire Necromancy Attack roll
- 4 Sonic Evocation Initiative roll
- 5 Acid Abjuration Fortitude save
- 6 Water Transmutation Caster level check
- 7 Cold Divination Concentration check
- 8 Earth Conjunction Combat Maneuver Check

Appears in : Occult Mysteries

Catatonnia

Cleric 3

School necromancy

Casting Time 1 action

Components S

Range touch

Target willing creature touched

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** yes

You touch the target and place it into a deathlike state that persists for the duration. The target appears to be dead, and any creature that interacts with the target must succeed at a DC 20 Heal check to recognize it is actually alive.

Until the spell ends, the target counts as if it were dead for the purpose of resolving any effects that target or affect only living creatures, but it doesn't count as undead. The subject is helpless, and can still be killed normally.

Any effect that would bring the creature back to life or animate it as an undead fails, but ends the catatonnia. The target can be affected by spells that affect only objects, including *animate objects* (if the creature is Small) and *teleport object*. However, anything that would cause the body to change form (such as *shrink item*) fails and ends the *catatonnia*. This doesn't prevent the effects of spells that simply deal damage or otherwise destroy objects.

Appears in : Occult Adventures

Shiso Sukbutter, Cleric 7 – Spells

Chain of Perdition

Cleric 3

School evocation [force]
Casting Time 1 action
Components V, S, M/DF (chain link)
Range close (25 + 5 ft./2 levels)
Effect 10-ft. chain
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

A floating chain of force with hooks at each end appears within an unoccupied space of your choosing within range. This chain is a Medium object that has a 10-foot reach. Physical attacks cannot hit or harm the *chain of perdition*, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it normally. The chain's AC against touch attacks is 10 + your Charisma modifier (sorcerer), Intelligence modifier (wizard), or Wisdom modifier (cleric).

The chain can perform the dirty trick (blind or entangle), drag, reposition, and trip combat maneuvers, using your caster level in place of your Combat Maneuver Bonus, and your Charisma modifier (sorcerer), Intelligence modifier (wizard), or Wisdom modifier (cleric) in place of your Strength or Dexterity modifier. The chain does not provoke attacks of opportunity for making combat maneuvers. It suffers no penalty or miss chance due to darkness, invisibility, or other forms of concealment.

As a move action, you can move the chain up to 30 feet. If the chain goes beyond the spell's range or out of your sight, it returns to you.

If a creature that the chain attacks has spell resistance, you must make a caster level check (1d20 + caster level) against that spell resistance the first time the chain performs a successful maneuver against that creature. If the chain 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.

Appears in : Ultimate Combat

Champion's Bout

Cleric 3

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target two creatures
Duration 1 round/level
Saving Throw DC 17 Will negates (see text); **Spell Resistance** yes (see text)

You allow two chosen champions to fight without interference. The two creatures must be willing in order for the spell to work. After you cast this spell, any creature attempting to aid or hinder either of the two targets in any way must succeed at a Will save or lose its action instead (spell resistance applies). A creature that fails its Will save against *champion's bout* cannot attempt to interfere again. If a creature successfully interferes with the bout, the spell ends immediately.

Appears in : Inner Sea Races

Channel the Gift

Cleric 3

School evocation
Casting Time 1 action
Components V, S, DF
Range touch
Target ally spellcaster touched
Duration 1 round or see text
Saving Throw Will negates (harmless) or none; **Spell Resistance** yes (harmless) or no

You channel your magical power to fuel the target's spellcasting. The next spell the target casts of 3rd level or lower does not expend a spell slot; in effect, you are using your spell slot to power the target's spell. The target must start casting this spell before your next turn, and the spell cannot have a casting time longer than 1 full round. Your alignment, prohibited wizard school, and other restrictions on your own spellcasting do not affect the target, nor do you suffer any backlash from the target's choice of spell.

If you target yourself with this spell, you may spontaneously cast any prepared spell of 3rd level or lower without expending its spell slot on your next turn (this aspect of the spell has no effect if you are a spontaneous caster). The spell that's cast after *channel the gift* cannot have a casting time longer than 1 full round.

Appears in : Gods & Magic, Inner Sea Gods

Shiso Sukbutter, Cleric 7 – Spells

Channel Vigor

Cleric 3

School transmutation
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 round/level

You focus the energy of your mind, body, and spirit into a specific part of your being, granting yourself an exceptional ability to perform certain tasks. When you cast the spell, choose one of the following portions of your self as your focus target. Thereafter, you may change the focus target as a move action. You can gain the benefit of only one *channel vigor* spell at a time.

Limbs: You gain the benefits of a *haste* spell.

Mind: You gain a +4 competence bonus on Knowledge and Perception skill checks and on ranged attack rolls.

Spirit: You gain a +6 competence bonus on Will saving throws and Bluff and Intimidate checks.

Torso: You gain a +6 competence bonus on Fortitude saving throws and concentration checks.

Haste

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hastened creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a *speed* weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hastened creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hastened creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple *haste* effects don't stack. *Haste* dispels and counters *slow*.

Appears in : Gods & Magic, Inner Sea Gods

Charitable Impulse

Cleric 3

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, F (a miniature collection plate), DF (a miniature collection plate)
Range close (25 + 5 ft./2 levels)
Target one humanoid creature
Duration 1 round/level
Saving Throw DC 17 Will negates; **Spell Resistance** yes

This spell makes a creature more charitable, compelling it to aid others rather than use violence. An affected creature practices nonviolent combat behaviors according to the following list of priorities, beginning with the first priority. The subject continues to perform a priority until he can no longer fulfill its demands (at which point he moves to the next priority) or until the spell ends, whichever comes first.

1st Priority: Heal injured creatures within 30 feet, beginning with the closest creatures and using whatever methods the subject has at hand (including potions, spells, and so on).

2nd Priority: The subject gives his weapon away to the nearest creature within 30 feet who will accept it. If no creature accepts the weapon, the subject drops the weapon on the ground.

3rd Priority: Cast beneficial spells and/or use beneficial magic items (including potions, wands, and so on) on creatures within 30 feet, starting with the closest creatures.

4th Priority: The subject gives away his non-worn possessions - the contents of a backpack or similar item count as one item each, as does the container itself - to creatures within 30 feet. If no creature accepts the items, the subject drops the items on the ground.

5th Priority: The subject gives away his remaining possessions (including his armor, boots, cloak, and so on) to creatures within 30 feet. If no creature accepts the items, the subject drops them on the ground.

If the subject fulfills all five priorities, the spell effect ends. The subject cannot attack or take attacks of opportunity, but can defend himself as normal. If the subject is attacked, the spell's effect immediately ends.

Appears in : Chronicle of the Righteous

Collaborative Thaumaturgy

Cleric 3

School universal
Casting Time 1 immediate action
Components V, S, F (a bronze tuning fork)
Range close (25 + 5 ft./2 levels)
Target one creature
Duration instantaneous

You tap into the magical resonance between you and your allies to enhance one another's magic. Cast this spell when an ally casts a spell at least 1 level lower than the highest-level spell she can cast. The ally casts her spell as if one of the following metamagic feats were applied to it without increasing the spell level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. If the ally is the target of two *collaborative thaumaturgy* spells when casting a spell, the ally can instead apply the Empower Spell metamagic feat to a spell at least 2 levels lower than the highest-level spell she can cast. Finally, if the ally is the target of three *collaborative thaumaturgy* spells when casting a spell, she can instead apply the Maximize Spell or Widen Spell metamagic feat to a spell at least 3 levels lower than the highest-level spell she can cast. You can't target yourself with *collaborative thaumaturgy*.

Appears in : Pathfinder Society Primer

Shiso Sukbutter, Cleric 7 – Spells

Compelling Fate

Cleric 3

School divination / illumination

Casting Time 1 action

Components S, M (a sprinkling of mithral dust worth 200 gp)

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

Target one creature

Duration 1 round

Saving Throw DC 17 Will negates; **Spell Resistance** no

You view your own actions or those of a single creature through the influences of the stars, and you read what is written there. If the target creature fails its saving throw, you can predict that creature's actions.

This has the following effects:

- The creature is automatically flat-footed against you.
- For each square the creature moves, you can move one square (up to your normal movement) on the creature's turn when it has completed its movement. This requires using your move action for that round out of sequence.
- You warn others of the affected creature's offensive intentions as a free action, and any creature targeted by a spell or attack by the affected creature gains a +2 circumstance bonus to a saving throw or AC.
- You gain a +4 circumstance bonus to your AC and any saving throws against attacks or spells originating from the affected creature.

Appears in : Deep Magic, Midgard Player's Guide, Zobeck Gazetteer

Contact High

Cleric 3

School transmutation

Casting Time 1 action

Components V, S

Range touch

Target living creatures touched (up to one per level)

Duration 1 round/level

Saving Throw DC 17 Fortitude negates; **Spell Resistance** yes

While under the effects of a drug, you can duplicate those effects in others. You can touch another creature once per round (this requires a melee touch attack if the target is unwilling). When touched, the target begins experiencing the effects of the same drug by which you are currently affected (select one, if you are under the influence of more than one drug). The target doesn't take any ability damage or risk addiction from the drug.

You cannot impart the effects of any potion, poison, elixir, or mutagen currently affecting you.

Appears in : Black Markets

Contagious Zeal

Cleric 3

School enchantment (compulsion) [emotion, mind-affecting]

Casting Time 1 action

Components V, S

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

Target one creature

Duration 1 round/level

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

The target gains a +2 morale bonus on attack rolls and weapon damage rolls, 1d6 temporary hit points, and a +4 morale bonus on saving throws against fear effects and to the DC of Intimidate checks attempted against her. Once per round, the target can select one other creature to gain this bonus as well. The chosen creature can be no farther from the target than 25 feet + 5 feet for every 2 caster levels you possess, and a creature can't be selected more than once in this way. Such allies gain only the bonuses and temporary hit points; they don't continue to spread it to other creatures. The additional creatures' bonuses and temporary hit points share the original spell's duration, so when that duration ends, all affected creatures lose their bonuses and any remaining temporary hit points from this spell.

Appears in : Occult Adventures

Continual Flame

Cleric 3

School evocation [light]

Casting Time 1 action

Components V, S, M (ruby dust worth 50 gp)

Range touch

Target object touched

Effect magical, heatless flame

Duration permanent

Saving Throw none; **Spell Resistance** no

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched. Light spells counter and dispel darkness spells of an equal or lower level.

Control Vermin

Cleric 3

School transmutation

Casting Time 1 action

Components V, S, M/DF (a beetle)

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

Target up to 1 HD/level of vermin, no two of which can be more than 30 ft. apart

Duration 1 hour/level

Saving Throw DC 17 Will negates; **Spell Resistance** no

You and a number of allies less than or equal to your caster level designated upon casting can use Handle Animal and Ride checks to influence or control the targeted vermin as if they were animals and had animal-level intelligence.

Appears in : Monster Codex

Create Food and Water**Cleric 3**

School conjuration (creation)
Casting Time 10 minutes
Components V, S
Range close (25 + 5 ft./2 levels)
Effect food and water to sustain three humans or one horse/level for 24 hours
Duration 24 hours; see text
Saving Throw none; **Spell Resistance** no

The food that this spell creates is simple fare of your choice - highly nourishing, if rather bland. Food so created decays and becomes inedible after 24 hours, although it can be kept fresh for another 24 hours by casting a purify food and water spell on it. The water created by this spell is just like clean rain water, and it doesn't go bad as the food does.

Cure Serious Wounds**Cleric 3**

School conjuration (healing)
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

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

Cure Light Wounds

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Cure Serious Wounds**Cleric 3**

School conjuration (healing)
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

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

Cure Light Wounds

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Curse of Befouled Fortune**Cleric 3**

Racial Spell for Catfolk
School necromancy [curse]
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration permanent
Saving Throw DC 17 Will negates; **Spell Resistance** yes

You curse the target, making it incredibly unlucky. While affected by *curse of befouled fortune*, the target can't receive luck bonuses or benefit from effects that grant it the ability to roll multiple times and take the higher result (like the swashbuckler's charmed life ability). The target also can't choose a die result, such as taking 10 or 20 in lieu of rolling (as per the bard's lore master ability). Finally, the first time each turn the target would succeed at an attack, saving throw, or skill check, it must roll twice and use the worse of the two results.

This curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Appears in : Blood of the Beast

Dark-Light**Cleric 3**

School evocation [light]
Casting Time 1 action
Components V, S, M/DF (a pinch of Darklands earth)
Range medium (100 + 10 ft./level)
Target living creatures without light sensitivity
Area 20-ft. -radius burst
Duration instantaneous
Saving Throw DC 17 Fortitude partial; **Spell Resistance** yes

You evoke a powerful light that affects all sighted creatures that do not possess light sensitivity. Those that succeed on their saves are dazzled for 1 round per level; those who fail are blinded for the same duration.

Appears in : Kobolds of Golarion

Daybreak Arrow**Cleric 3**

School evocation [light]
Casting Time 1 action
Components V, S
Range touch
Target up to 50 pieces of ammunition, all of which must be together at the time of casting
Duration 10 minutes/level
Saving Throw Fortitude negates (harmless, object); **Spell Resistance** yes (harmless, object)

You cause ammunition, including shuriken, to exude radiant energy. Creatures that take penalties in bright light take these penalties for 1 round after being struck by such ammunition. Undead and creatures harmed by sunlight take an additional 1d6 points of damage from such projectiles. This extra damage and half of any other damage you deal with an affected projectile results directly from radiant energy and is not subject to damage resistance. Such a projectile sheds light as if it were a sunrod for 1 round after it is fired or thrown.

Appears in : Ultimate Combat

Shiso Sukbutter, Cleric 7 – Spells

Daylight	Cleric 3	Deeper Darkness	Cleric 3
School evocation [light] Casting Time 1 action Components V, S Range touch Target object touched Duration 10 min./level (D) Saving Throw none; Spell Resistance no		School evocation [darkness] Casting Time 1 action Components V, M/DF (bat fur and a piece of coal) Range touch Target object touched Duration 10 min./level (D) Saving Throw none; Spell Resistance no	

You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light. If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

Deadly Juggernaut	Cleric 3
School necromancy [death] Casting Time 1 action Components V, S Range personal Target you Duration 1 minute/level	

With every enemy life you take, you become increasingly dangerous and difficult to stop. During the duration of the spell, you gain a cumulative +1 luck bonus on melee attack rolls, melee weapon damage rolls, Strength checks, and Strength-based skill checks as well as DR 2/ - each time you reduce a qualifying opponent to 0 or few hit points (maximum +5 bonus and DR 10/ -) with a melee attack. A qualifying opponent has a number of Hit Dice equal to or greater than your Hit Dice -4.

Appears in : Ultimate Combat

This spell functions as *darkness*, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like *darkness*, but even creatures with darkvision cannot see within the spell's confines. This spell does not stack with itself. *Deeper darkness* can be used to counter or dispel any light spell of equal or lower spell level.

Darkness

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level.

Delay Poison, Communal	Cleric 3
School conjuration (healing) Casting Time 1 action Components V, S, DF Range touch Target creatures touched Duration 1 hour/level split among the recipients Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)	

This spell functions like *delay poison*, except you divide the duration in 1-hour intervals among the creatures touched.

Delay Poison

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

Appears in : Ultimate Combat

Discharge**Cleric 3**

School abjuration
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Target one creature or technological object
Duration instantaneous
Saving Throw DC 17 Fortitude negates; **Spell Resistance** no

Discharge dissipates the charges from one technical object, temporarily depowers one electrically powered technological object that does not use charges, or severely hinders a creature with the robot subtype. If the spell targets an object with charges, the object loses all of its remaining charges. If the object is powered by electrical means other than charges, its functions are suppressed for 1d4 rounds. If the spell targets a creature not of the robot subtype, it affects a random charged or electrically powered item in that creature's possession. If the target is a robot, the robot is staggered and cannot use any energy-based attacks for 1d4 rounds. A robot that's affected by this spell receives a new saving throw at the end of each round to shrug off the effect.

Appears in : Technology Guide

Discovery Torch**Cleric 3**

School evocation [light]
Casting Time 1 round
Components V, S
Range touch
Target object touched
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** no

An object you touch emanates a 20-foot radius of bright light. The effect looks like a regular flame but creates no heat and uses no oxygen. Allies within the area of this light gain a +2 enhancement bonus on Perception and Sense Motive checks, as well as on Knowledge checks to identify monsters that are also within the area and their special powers and vulnerabilities.

When an inquisitor casts this spell, the light emanation doubles (40-ft.-radius emanation) while that inquisitor has a judgment active.

Light spells counter and dispel darkness spells of an equal or lower level.

Appears in : Ultimate Combat

Dispel Magic**Cleric 3**

School abjuration / void elemental
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Target 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 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.

Draconic Malice**Cleric 3****School** enchantment [draconic]**Casting Time** 1 action**Components** V, S**Range** personal**Target** you**Effect** 10-foot aura centered on you**Duration** 1 minute/level**Saving Throw** Will negates (harmless); **Spell Resistance** no

You surround yourself with a palpable aura of draconic fear and dread. Living creatures within this aura that are normally immune to fear or mind-affecting abilities lose those immunities against your spells, spell-like abilities, and supernatural abilities that create fear effects, as well as any Intimidate checks you attempt to demoralize foes.

If you have the antipaladin aura of cowardice class feature, this spell instead changes the penalty imposed by aura of cowardice to -6 for its duration.

Appears in : Legacy of Dragons**Dragon Turtle Shell****Cleric 3****School** abjuration**Casting Time** 1 action**Components** V, S, M (a piece of turtle shell)**Range** personal**Target** you**Duration** 1 round/level

When you are struck by an opponent's natural attacks, the damage is resolved as if the attack came from a creature one size smaller per 5 caster levels (maximum of four size categories smaller at CL 20th). Refer to Table 3–1 in the Pathfinder RPG Bestiary to determine an attack's altered base damage. If the creature's natural attack deals nonstandard damage, refer instead to the Improved Natural Attack feat on page 315 of the Bestiary. It is not possible to reduce the base damage of a creature's natural attack below 1d2 with this spell.

Appears in : Dragonslayer's Handbook**Drain Poison****Cleric 3****School** transmutation [poison]**Casting Time** 1 action**Components** V, S, M/DF (the fang of a poisonous creature)**Range** touch**Target** one weapon or single piece of ammunition**Duration** 24 hours**Saving Throw** none; **Spell Resistance** no

By touching a weapon against the fang of a poisonous creature and casting this spell, you drain 1 dose of the creature's poison, which is magically applied to your weapon without risk of poisoning yourself. The poison remains on the weapon until either it strikes a creature, you touch the weapon, or you wipe off the poison. It otherwise functions exactly like a dose of a manufactured poison applied to a weapon. You can use this spell with natural as well as manufactured weapons. This spell does not prevent you from exposing yourself to the poison if you roll a natural 1 on an attack roll while the poison is applied to your weapon.

The spell has no effect if the creature whose fang is touched is a summoned creature, if it has been dead for more than 1 minute, or if its poison has already been extracted from it.

Appears in : Dirty Tactics Toolbox**Elemental Speech****Cleric 3****School** divination / all elements [air, earth, fire, water]**Casting Time** 1 action**Components** V, S, M (iron filings)**Range** personal**Target** you**Duration** 1 minute/level

This spell enables you to converse with creatures associated with a chosen element, including but not limited to true elemental creatures. This spell gains the elemental subtype based on the version of the spell you cast. Elemental speech does not guarantee a friendly reaction; it merely enables communication. You may converse with all creatures of the selected type with an Intelligence score of 1 or greater, even if they do not understand one another. When cast as an air spell, you can converse in Auran and with any creature that has the air subtype or a fly speed. When cast as an earth spell, you can converse in Terran and with any creature that has the earth subtype or a burrow speed. When cast as a fire spell, you can converse in Ignan and with any creature that has the fire subtype. When cast as a water spell, you can converse in Aquan and with any creature that has the water subtype or a swim speed.

Appears in : Advanced Player's Guide**Enter Image****Cleric 3****School** transmutation**Casting Time** 1 action**Components** V, S, M/DF (a drop of paint and a ball of clay)**Range** 50 ft./level**Effect** transfer consciousness to any object bearing your likeness**Duration** concentration**Saving Throw** none; **Spell Resistance** no

You gain a dim impression of the activities around any object bearing your face or form and can also project your consciousness into one such object at a time, allowing you to observe or even interact with nearby creatures. This spell allows you to leave your body and subconsciously monitor the immediate area around any depiction of your image whether one, hundreds, or even thousands. Each such image has the full range of your normal senses (sight, hearing, smell, etc.) and you can make a Perception check to notice anything occurring nearby. The DC of this check is always 10 greater than what it would be if you were actually present at that location, so even if you would normally notice something automatically (such as talking, normally a DC of 0), you would need to make a DC 10 Perception check to notice it.

You may, at any time, choose to fill one specific image within range with your consciousness. While inside an image you lose the ability to monitor any other images within range but remain fully aware of your own body's surroundings. Your body is defenseless and helpless (always failing any saving throw) while your consciousness is filling an image, but you can return to it at any time as an immediate action.

When you fill an image with your consciousness it gains a limited form of animation. Statues and similar three-dimensional representations can move their heads, make gestures, and talk, but cannot attack or leave their square without assistance. Portraits or similar two-dimensional representations bearing your likeness can also talk and your image can move anywhere within the picture or even temporarily alter it (such as by picking a flower in the painting). You cannot use any spells or other abilities while within an image.

You may leave the image at any time, returning you to your body. Once your consciousness departs from an object bearing your likeness, it immediately reverts to the appearance it had before you entered it. If someone destroys or damages the image you return to your body unharmed. The spell lasts until you cease concentrating, or until it is terminated by some outside means, such as a dispel magic cast upon either the image or your body, or if your body is killed.

Appears in : Advanced Player's Guide

False Alibi**Cleric 3****School** enchantment (compulsion) [mind-affecting]**Casting Time** 1 round**Components** V, S, M (emerald dust worth 100 gp)**Range** close (25 ft + 5 ft/2 levels)**Target** one living creature**Duration** permanent; see text**Saving Throw** DC 17 Will negates; **Spell Resistance** yes

This spell functions similar to *modify memory*, except you can modify the target's memory only in a specific way. In response to a triggering condition you determine, up to the last 5 minutes of the target's memory are eliminated and replaced with a memory of your choosing (or no memory at all). For example, you could cast this on an assassin, set it to trigger when he completes his kill, and replace his memory of the murder with the memory of him discovering the body and picking up the murder weapon. You can cast this spell multiple times on the same target, even with the same trigger, affecting different memories. A single casting of false alibi affects a creature only until the specified condition has been triggered; once a condition has been triggered and the target's memory altered, that condition no longer triggers this spell unless the victim is subject to another casting of *false alibi* that specifies the same trigger.

Modify Memory

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

- Eliminate all memory of an event the subject actually experienced. This spell cannot negate charm, geas/quest, suggestion, or similar spells.
- Allow the subject to recall with perfect clarity an event it actually experienced.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

Casting the spell takes 1 round. If the subject fails to save, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost. A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream, too much wine, or another similar excuse.

Appears in : Inner Sea Gods, Skull & Shackles

Final Sacrifice**Cleric 3****School** evocation**Casting Time** 1 action**Components** V, S**Range** close (25 ft. + 5 ft./2 levels)**Target** one summoned creature**Duration** instantaneous**Saving Throw** DC 17 Fortitude negates, then Reflex half (see text);**Spell Resistance** yes

You disrupt the conjuring energies within a summoned creature, causing it to violently explode. If the target fails its Fortitude save, it is immediately slain and all creatures within 20 feet of the target take 1d4 points of damage per spell level of the summoning spell that conjured the target. This damage is fire damage unless the target creature has the cold or water subtype, in which case it's cold damage. Creatures caught in this explosion take half damage if they succeed at their Reflex saves against this spell's DC. *Final sacrifice* can detonate a summoner's eidolon, though an eidolon receives a +4 bonus on its Fortitude save unless the spell is cast by the eidolon's own summoner. If this spell targets an eidolon, creatures within 20 feet of the eidolon take an amount of damage equal to 1d4 + 1/2 the caster level of the summoner who controlled the eidolon.

Appears in : Monster Summoner's Handbook

Flame Blade**Cleric 3****School** evocation [fire]**Casting Time** 1 action**Components** V, S, DF**Range** 0 ft.**Effect** sword-like beam**Duration** 1 min./level (D)**Saving Throw** none; **Spell Resistance** yes

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this blade-like beam as if it were a scimitar. Attacks with the flame blade are melee touch attacks. The blade deals 1d8 points of fire damage + 1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A flame blade can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

Fractions of Heal and Harm**Cleric 3****School** transmutation**Casting Time** 1 Swift Action**Components** V, S**Range** personal**Target** you**Duration** instantaneous

This spell channels a portion of the next spell you cast into magic that heals you. The next instantaneous area damage spell you cast deals only 75% of its damage, but you heal hit points equal to the remaining 25% of the spell's damage. For example, if you cast this spell and followed it with a *fireball* that would normally deal 40 hit points of damage, the *fireball* instead deals 30 hit points of damage and you heal 10 hit points. The spell affected by this spell must be cast before the end of the next round. This spell has no effect on spells that do not deal damage or spells higher than 3rd level. This healing is treated as if you had been affected by a cure or inflict spell (whichever would heal you), and is treated as the same spell level as the area-affecting spell for the purpose of effects that relate to the spell level of cure or inflict spells.

Appears in : Inner Sea Gods, Serpent's Skull

Glyph of Warding**Cleric 3****School** abjuration**Casting Time** 10 minutes**Components** V, S, M (powdered diamond worth 200 gp)**Range** touch**Target** object touched or up to 5 sq. ft./level**Duration** permanent until discharged (D)**Saving Throw** see text; **Spell 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.

Guiding Star**Cleric 3****School** divination**Casting Time** 1 minute**Components** V, S, M (a spool of thread or string)**Range** personal**Target** you**Duration** 1 day/level (D)

You form a bond with your surroundings when you cast this spell. For the remaining duration of the spell you can always, as a standard action, determine your approximate distance from that area as well as the direction you must travel in order to reach it. You cannot determine the location of the area if you are on a different plane. The area counts as "very familiar" for the purposes of teleport or similar spells. You can only attune yourself to one location at a time. If you cast the spell at another spot you lose the ability to locate your original area.

Appears in : Advanced Player's Guide

Helping Hand**Cleric 3****School** evocation**Casting Time** 1 action**Components** V, S, DF**Range** 5 miles**Effect** ghostly hand**Duration** 1 hour/level**Saving Throw** none; **Spell Resistance** no

You create the ghostly image of a hand, which you can send to find a creature within 5 miles. The hand then beckons to that creature and leads it to you if the creature is willing to follow. When the spell is cast, you specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class. When the description is done, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away he is, as detailed on the following table.

Distance - Time to Locate

100 ft. or less - 1 round

1,000 ft. - 1 minute

1 mile - 10 minutes

2 miles - 1 hour

3 miles - 2 hours

4 miles - 3 hours

5 miles - 4 hours

Once the hand locates the subject, it beckons the creature to follow it. If the subject does so, the hand points in your direction, indicating the most direct, feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to you, it disappears. The subject is not compelled to follow the hand or act in any particular way toward you. If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to you, the hand disappears; the subject must then rely on its own devices to locate you. If more than one subject in a 5-mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject. If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears. The ghostly hand has no physical form. It is invisible to anyone except you and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you. The hand can't pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when you cast the spell.

Horrifying Visage**Cleric 3****School** necromancy (haunted) [emotion, fear, mind-affecting]**Casting Time** 1 action**Components** V, S, M (a live spider)**Range** close (25 ft. + 5 ft./2 levels)**Area** one 5-ft. cube/level (S)**Duration** 1 day/level (D)**Saving Throw** DC 17 Will negates; **Spell Resistance** yes

You channel residual feelings of terror into the minds of creatures within the area, causing those fears to manifest when confronted with a specific object. All creatures in the area must succeed at a Will save or acquire a phobia (*Pathfinder RPG GameMastery Guide* 250) for the spell's duration. You choose one kind of creature, object, or image within the area of the spell when it is cast that triggers the phobia.

The kind of creature, object, or image that triggers the phobia must be named specifically. A creature type or subtype is not specific enough. The phobia can be cured using traditional methods of treating insanity, and spells or effects that prevent possession or mind control suppress the phobia for their duration. Each time the phobia is triggered in an affected creature, the spell's haunt-like manifestation occurs during that round.

HAUNT STATISTICS

Notice Perception DC 25 (to hear a distant cry of fright, or see a horrified ghostly face appear over a victim's face)

hp 2 hp/level; **Trigger** proximity; **Reset** none

Appears in : Haunted Heroes Handbook

Hydrophobia**Cleric 3****School** necromancy [emotion, fear, mind-affecting]**Casting Time** 1 action**Components** V, S**Range** close (25 ft. + 5 ft./2 levels)**Area** 30-ft.-radius burst**Duration** 1 round/level**Saving Throw** DC 17 Will negates; **Spell Resistance** yes

Targets in the area must succeed at a Will save or become deathly afraid of drowning. If the target is swimming or otherwise submerged in water, it must spend all of its efforts attempting to escape from the water. As long as an affected target remains in water, it takes 1d6 points of nonlethal damage each round as it thrashes about and swallows water. Even out of water, targets cannot imbibe potions or willingly interact with any fluids for the duration of this spell.

Appears in : Magical Marketplace

Inflict Serious Wounds**Cleric 3****School** necromancy**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** instantaneous**Saving Throw** DC 17 Will half; **Spell Resistance** yes

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

Inflict Light Wounds

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.

Invisibility Purge**Cleric 3****School** evocation**Casting Time** 1 action**Components** V, S**Range** personal**Target** you**Duration** 1 min./level (D)

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility. Anything invisible becomes visible while in the area.

Irradiate**Cleric 3****School** conjuration (creation)**Casting Time** 1 action**Components** V, S**Range** medium (100 + 10 ft./level)**Effect** special (see below)**Duration** instantaneous**Saving Throw** DC 17 Fortitude partial (see below); **Spell Resistance** no

The spell's area of effect floods with dangerous radiation. The strength of the radiation you create depends on your caster level, as detailed below. The central irradiated area is always a 10-foot-radius spread that expands normally per the rules for radiation areas of effect (see page 55). Creatures within the area are exposed to the radiation only once; the radiation does not linger in the area. The save to resist the radiation effects is set by the spell, not the standard save DC for radiation.

Caster Level	Radiation Level
6th or lower	Low
7th-9th	Medium
10th-16th	High
17th or higher	Severe

Appears in : Technology Guide

Irregular Size**Cleric 3****School** transmutation [curse]**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** permanent**Saving Throw** DC 17 Fortitude negates; **Spell Resistance** yes

You curse a creature so one set of its limbs (typically its arms, legs, or wings) shrivels in size.

Arms: The creature counts as one size category smaller for the purpose of determining the size of weapon it can wield. If the creature is capable of making natural attacks with its arms, the damage dealt by those attacks decreases as though the target were one size category smaller than its actual size.

Legs: The creature's base speed decreases by 10 feet (to a minimum of 5 feet) and its Strength score counts as 4 lower for the purpose of determining its carrying capacity.

Wings: The creature's Fly speed decreases by 10 feet (to a minimum of 5 feet), the damage dealt by any wing attacks decreases as though the target were one size category smaller than its actual size, and its fly maneuverability decreases by a step (to a minimum of clumsy).

Appears in : Magic Tactics Toolbox

Kalistocrat's Nightmare**Cleric 3**

School transmutation [curse]
Casting Time 1 action
Components V, S, M (a copper piece)
Range touch
Target creature touched
Duration 1 hour/level (see text)
Saving Throw DC 17 Will negates; **Spell Resistance** yes

You temporarily curse a creature so its touch lessens the value of coins it touches. While under the effects of this curse, whenever the target touches a coin of higher value than copper piece, that coin changes into a copper piece. The change takes place over the course of the following minute, allowing the target to interact with multiple coins before the effect of the curse becomes apparent. The affected coins are permanently transmuted from their previous material (typically gold or silver) into copper coins, though *remove curse* (which can affect up to 50 coins with a single casting) or a similar spell can restore them to their previous material.

Appears in : Magic Tactics Toolbox

Life Shield**Cleric 3**

School conjuration (healing)
Casting Time 1 action
Components S, DF
Range personal
Target you
Duration 1 minute/level or until discharged

You surround yourself with a positive energy field that damages undead opponents. Each time an undead creature damages you with a melee attack, that creature takes an amount of positive energy damage equal to half the damage it dealt to you. This damage is calculated after applying your damage reduction, resistances, and other defenses. Once this spell has dealt 5 points of damage per caster level (maximum 50), it is discharged.

Appears in : Undead Slayer's Handbook

Light of Iomedae**Cleric 3**

School conjuration [good, light]
Casting Time 1 minute
Components V, S, DF
Range medium (100 ft. +5 ft./level)
Target all undead in a 10-foot-radius spread
Duration 1 minute/level
Saving Throw DC 17 Will partial; **Spell Resistance** yes

With this spell, you create shafts of blue light that illuminate all undead creatures in the area. Affected undead take a -20 penalty on all Stealth checks. Invisible undead are not made visible by this effect, but the light does make it easy to pinpoint the exact squares in which such undead are located (they still retain the 50% miss chance granted by invisibility). The *light of Iomedae* increases light levels by one step in a 5-foot radius around an affected undead creature. Once an undead is affected, it remains illuminated as long as remains within the spell's range, even if it leaves the spell's original radius, until the spell's duration ends.

Affected undead must also make a Will save when they are first illuminated by the light of Iomedae. Those who fail this save lose all benefits of channel resistance and take a -2 penalty on all saving throws made against positive energy effects.

Appears in : Inner Sea Magic

Lightning Lash**Cleric 3**

School evocation [electricity]
Casting Time 1 action
Components V, S
Range personal
Area 20-foot-radius spread
Duration 1 round/level (D)
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes

You create a crackling lash of unholy lightning that flickers and flashes in your hand like a whip, shifting color in response to your mood and will. Once per round, you can make a melee touch attack with the *lightning lash* against a target within 15 feet. If the attack is successful, it deals 1d6 points of electricity damage and 1d6 points of damage from divine power (similar to *flame strike*), and allows you to attempt a trip combat maneuver check as a free action against your target (using your caster level as your CMB).

Appears in : Wrath of the Righteous

Locate Object**Cleric 3**

School divination
Casting Time 1 action
Components V, S, F/DF
Range long (400 + 40 ft./level)
Area circle, centered on you, with a radius of 400 ft. + 40 ft./level
Duration 1 min./level
Saving Throw none; **Spell Resistance** no

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination). The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. Polymorph any object and nondetection fool it.

Lover's Vengeance**Cleric 3****School** enchantment (compulsion) [mind-affecting]**Casting Time** 1 minute**Components** V**Range** touch**Duration** up to 1 day/L (D) or until discharged**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

You inspire yourself or another to enter a vengeful rage upon entering combat with an enemy chosen at the time of the spell's casting. Upon entering battle with the intended foe, the target automatically gains the benefits of a *rage* spell. If the target is a creature other than you, the spell does not inform the target of who will provoke the *rage* effect. Once triggered, the *rage* effect lasts for 1 round per level. This spell counts as a *contingency* spell on the target for the purpose of multiple contingent effects.

Contingency

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting contingency. The contingency spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead. You must pay any costs associated with the companion spell when you cast contingency.

The spell to be brought into effect by the contingency must be one that affects your person and be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level). The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the contingency immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (contingency and the companion magic) may fail when triggered. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to. You can use only one contingency spell at a time; if a second is cast, the first one (if still active) is dispelled.

Rage

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

Appears in : Inner Sea World Guide, Second Darkness

Magic Circle against Chaos**Cleric 3****School** abjuration [lawful]**Casting Time** 1 action**Components** V, S, M/DF (a 3-ft.-diameter circle of powdered silver)**Range** touch**Area** 10-ft.-radius emanation from touched creature**Duration** 10 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** no; see text

This spell functions like *magic circle against evil*, except that it is similar to *protection from chaos* instead of *protection from evil*, and it can imprison a nonlawful called creature.

Magic Circle against Evil

All creatures within the area gain the effects of a *protection from evil* spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance. This spell has an alternative version that you may choose when casting it. A *magic circle against evil* can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only. A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself. You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a *dimensional anchor* spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram - even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above. This spell is not cumulative with *protection from evil* and vice versa.

Protection from Evil

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

Magic Circle against Evil**Cleric 3****School** abjuration [good]**Casting Time** 1 action**Components** V, S, M/DF (a 3-ft.-diameter circle of powdered silver)**Range** touch**Area** 10-ft.-radius emanation from touched creature**Duration** 10 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** no; see text

All creatures within the area gain the effects of a *protection from evil* spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance. This spell has an alternative version that you may choose when casting it. A *magic circle against evil* can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only. A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself. You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a *dimensional anchor* spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram - even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above. This spell is not cumulative with *protection from evil* and vice versa.

Protection from Evil

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

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

Magic Circle against Law**Cleric 3****School** abjuration [chaotic]**Casting Time** 1 action**Components** V, S, M/DF (a 3-ft.-diameter circle of powdered silver)**Range** touch**Area** 10-ft.-radius emanation from touched creature**Duration** 10 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** no; see text

This spell functions like *magic circle against evil*, except that it is similar to protection from law instead of protection from evil, and it can imprison a nonchaotic called creature.

Magic Circle against Evil

All creatures within the area gain the effects of a *protection from evil* spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance. This spell has an alternative version that you may choose when casting it. A *magic circle against evil* can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only. A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself. You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a *dimensional anchor* spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram - even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above. This spell is not cumulative with *protection from evil* and vice versa.

Protection from Evil

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

Magic Vestment**Cleric 3****School** transmutation**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** armor or shield touched**Duration** 1 hour/level**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level). An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

Mantle of Calm**Cleric 3****School** enchantment (compulsion) [emotion, mind-affecting]**Casting Time** 1 action**Components** V, S, DF**Range** personal**Target** you**Duration** 1 round/level (D)**Saving Throw** DC 17 None and will negates (see text); **Spell Resistance** no and yes (see text)

You surround yourself with a mantle of calm serenity. You take a -2 penalty on attack rolls, and opponents gain a +2 bonus on saving throws against spells you cast. Any creature affected by a rage effect (barbarian's rage, bloodrager's bloodrage, blood rage monster ability, rage spell, skald's inspired rage raging song, and so on) that strikes you with a melee attack must attempt at a Will saving throw, without the rage effect's bonus to Will; failure means the rage effect ends (as if it were dispelled or the creature voluntarily ended it, as appropriate).

If you become affected by a rage effect while this spell is active, this spell immediately ends. If your rage effect comes from a skald's raging song, then it ends only for you, and you cannot re-accept the effects of the song.

Appears in : Advanced Class Guide

Mark of Obvious Ethics**Cleric 3****School** divination [curse]**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** 1 day/level**Saving Throw** DC 17 Will negates; **Spell Resistance** yes

You mark one creature with a glowing sigil. The target's alignment must be opposite yours on at least one alignment axis - if you are neutral with no other alignment components, the target must have an alignment with no neutral component. Any creature that sees the target can attempt a DC 15 Knowledge (religion) check to discern the target's alignment, even if the mark is covered. You are aware of the direction and distance to the target as long as it remains within 100 miles of you and on the same plane.

Appears in : Advanced Class Guide

<p>Mathematical Curse Cleric 3</p> <p>School necromancy [curse] Casting Time 1 action Components V, S, M/DF (a full set of 10 fingernails) Range touch Target one living creature Duration see text Saving Throw DC 17 Will negates; Spell Resistance yes</p>	<p>Mind Maze Cleric 3</p> <p>School enchantment (compulsion) [mind-affecting] Casting Time 1 action Components V, S, M (a chicken skull), DF Range medium (100 + 10 ft./level) Target one living creature Duration 1 round/level Saving Throw DC 17 Will negates; Spell Resistance yes</p>
<p>Using the Path of Numbers, you are able to influence the seemingly random elements in the environment around a creature, reducing that creature's efficacy. Roll 3d8 and choose one of the dice—this die's result is the penalty <i>mathematical curse</i> imparts. Next, choose either of the two remaining dice; the d20 roll corresponding to that result on the Eight Basic Energies table is the roll the spell's penalty applies to. The result of the final die represents the number of rounds that <i>mathematical curse</i> lasts. A creature can be under the influence of only one <i>mathematical curse</i> at a time. If <i>mathematical curse</i> is cast on a creature already affected by that spell, the new curse replaces the previous one.</p> <p>Eight Basic Energies Energy d8 Type Magic School d20 Roll Type</p> <ol style="list-style-type: none"> 1 Air Enchantment Will save 2 Electricity Illusion Reflex save 3 Fire Necromancy Attack roll 4 Sonic Evocation Initiative roll 5 Acid Abjuration Fortitude save 6 Water Transmutation Caster level check 7 Cold Divination Concentration check 8 Earth Conjuraction Combat Maneuver Check <p>Appears in : Occult Mysteries</p>	<p>This spell causes the target to act as though it's wandering through a maze. While under the effects of the spell, the target can't make attacks or cast spells and must take at least one move action each round to walk in a random direction determined using the guidelines for missed splash weapons (<i>Core Rulebook</i> 202). The target must move at its maximum speed during this required movement, though additional move actions after the first can cover shorter distances. If this movement takes the target into a dangerous area, such as through a threatened square or off a ledge, the target receives a second saving throw to end the effect before moving into peril. Walking into a harmless obstacle, such as a wall, ends the target's movement.</p> <p>Appears in : Inner Sea Monster Codex</p> <p>Monstrous Extremities Cleric 3</p> <p>School transmutation (polymorph) Casting Time 1 minute Components V, S Range touch Target creature touched Duration 1 hour/level Saving Throw DC 17 Will negates; Spell Resistance yes</p>
<p>Meld into Stone Cleric 3</p> <p>School transmutation [earth] Casting Time 1 action Components V, S, DF Range personal Target you Duration 10 min./level</p> <p>Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted. While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save. Even if you make your save, you still take 5d6 points of damage. Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage. The following spells harm you if cast upon the stone that you are occupying. Stone to flesh expels you and deals you 5d6 points of damage. Stone shape deals 3d6 points of damage but does not expel you. Transmute rock to mud expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, passwall expels you without damage.</p>	<p>You change one of the extremities of the creature touched—arms or legs only—into another shape of approximately the same size and mass. You can choose a tentacle, a hoof, or a wing. The subject must take approximately 10 minutes to familiarize itself with the function and movement of the new extremity to use it properly. These new forms do not allow the subject to fly, run faster, or swim better; however, they do act as natural weapons of the appropriate type, and the subject can use them to make secondary attacks while making attacks with weapons as a full-attack action. The secondary attacks are made using the creature's base attack bonus –5 and adding only 1/2 the creature's Strength bonus on damage rolls. The subject cannot hold a weapon or use any item that would ordinarily fit into the slot of the changed extremity. The subject can receive the benefits of this spell multiple times.</p> <p>Appears in : Faiths of Corruption, Inner Sea Gods</p>

Nap Stack**Cleric 3**

School necromancy
Casting Time 1 minute
Components V, S, M (a little silk pillow worth 100 gp)
Range 30 ft.
Area 30-ft.-radius emanation
Duration 8 hours
Saving Throw DC 17 Will negates (harmless); **Spell Resistance** yes (harmless)

You reduce the amount of uninterrupted sleep or rest creatures within the spell's area need in order to recover from injuries, regain spells, or other special abilities to 2 hours instead of the normal eight. In addition, if creatures continue to sleep or rest beyond the initial 2 hours, every additional 2 hours counts as a day of rest for the purpose of recovering hit points, ability damage, as well as for enduring diseases, poisons, or other afflictions. This means 8 total hours of sleep counts as 4 days for natural healing and for saving throws as diseases or similar afflictions run their course. When suffering from diseases, poison, or other afflictions, sleepers experience vivid dreams that help them track their recovery. If things go poorly they can, at any time, wake themselves up in order to seek a better alternative. If awoken or otherwise disturbed during this 8-hour period, creatures may return to sleep but they no longer enjoy the benefits of the accelerated recovery time. Creatures can only enjoy the benefits of this spell once in any 1-week period.

Appears in : Advanced Player's Guide

Numerological Resistance**Cleric 3**

School abjuration
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target see text
Duration see text
Saving Throw none; **Spell Resistance** no

Numerological resistance allows numerologists to use the Path of Numbers to grant their allies resilience in the face of elemental dangers. Roll 5d8; this is your dice pool. You will use each die in the pool exactly once to customize *numerological resistance*.

Choose one of the dice, and match its result to the appropriate value in the first column of the Eight Basic Energies table to determine the type of energy to which *numerological resistance* grants resistance. Next, allocate one of the dice to represent the number of creatures you can affect with *numerological resistance* (including yourself). All of these creatures must be within the spell's range. Then allocate one of the dice to represent the number of rounds *numerological resistance* lasts. Finally, sum the remaining two dice. This is the number of points of resistance that *numerological resistance* grants.

Eight Basic Energies**Energy****d8 Type Magic School d20 Roll Type**

- 1 Air Enchantment Will save
- 2 Electricity Illusion Reflex save
- 3 Fire Necromancy Attack roll
- 4 Sonic Evocation Initiative roll
- 5 Acid Abjuration Fortitude save
- 6 Water Transmutation Caster level check
- 7 Cold Divination Concentration check
- 8 Earth Conjuraction Combat Maneuver Check

Appears in : Occult Mysteries

Oath of Justice**Cleric 3**

School necromancy
Casting Time 1 action
Components V, S, DF
Range touch
Target two creatures touched
Duration permanent (see text)
Saving Throw none; **Spell Resistance** no

In order to prepare this spell, the caster must spend an hour performing a ritual in which he beseeches Torag (or a member of his family) for the aid of one of his divine family members. For 24 hours after the ritual, the caster may prepare spells of the requested deity. The caster may only attune himself to one additional deity at a time.

This spell seals a solemn vow between two creatures. When this spell is cast, the targets must clasp hands and swear their oath in Kols's name. The spell functions like *mark of justice*, except as noted above and rather than being cursed, the oath-breaker gains a mark on the face indicating to all dwarves who see it that the target has broken a sacred oath, which gives the oath-breaker a –4 penalty to influence dwarves. The mark can be removed as described in the *mark of justice* spell, or the other target can forgive the oathbreaker, which causes the mark to vanish.

Mark of Justice

You mark a subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of undesirable behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of *bestow curse*.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of *bestow curse*, a *mark of justice* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. *Remove curse* works only if its caster level is equal to or higher than your *mark of justice* caster level. These restrictions apply regardless of whether the mark has activated.

Appears in : Dwarves of Golarion

Obscure Object**Cleric 3**

School abjuration
Casting Time 1 action
Components V, S, M/DF (chameleon skin)
Range touch
Target one object touched of up to 100 lbs./level
Duration 8 hours (D)
Saving Throw DC 17 Will negates (object); **Spell Resistance** yes (object)

This spell hides an object from location by divination (scrying) effects, such as the scrying spell or a crystal ball. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

Paragon Surge**Cleric 3**

Racial Spell for Half-Elf
School transmutation (polymorph)
Casting Time 1 action
Components V, S
Range personal (half-elf only)
Target you
Duration 1 minute/level

You surge with ancestral power, temporarily embodying all the strengths of both elvenkind and humankind simultaneously, and transforming into a paragon of both races, something greater than elf or human alone. Unlike with most polymorph effects, your basic form does not change, so you keep all extraordinary and supernatural abilities of your half-elven form as well as all of your gear.

For the duration of the spell, you receive a +2 enhancement bonus to Dexterity and Intelligence and are treated as if you possessed any one feat for which you meet the prerequisites, chosen when you cast this spell. The first time each day that you cast this spell, you must select a feat and make all the associated choices that come with it. Once that choice is made, it is set for the day and additional castings must make the exact same decisions.

Appears in : Advanced Race Guide

Planar Inquiry**Cleric 3**

School conjuration (calling)
Casting Time 10 minutes
Components V, S, M (offerings worth 100 gp)
Range close (25 + 5 ft./2 levels)
Effect one called outsider who answers questions
Duration instantaneous; see text
Saving Throw none; **Spell Resistance** no

Although he was hardly the first to turn to the Outer Planes for answers, Jatembe's dealings with outsiders in his pursuit of enlightenment are legendary, and the Magaambya credits the Old-Mage with the creation of this spell.

This spell calls a creature from another plane to your precise location, functioning like *lesser planar ally* except as noted. When you call a creature using *planar inquiry*, the only task that you can ask of the creature is for it to answer questions or gather information regarding a specific topic (a person, a place, or a thing). After hearing your request, if the creature has an appropriate Knowledge skill, it can attempt a check to provide the information it has. If it lacks such a skill, the called creature leaves for 1d4 hours to gather this information. Upon its return, you roll 1d20 + your caster level, and use the result to determine what information the creature has gathered about the subject (as if using Diplomacy). The called creature stays for up to 10 minutes as it relays this information to you, after which it departs to its home plane. If the creature is attacked or damaged at any time during the spell's duration, the spell ends and the creature returns to the plane from which you summoned it.

When you cast this spell, you can choose a specific kind of outsider to call, even calling an individual creature by name. The kind of outsider called doesn't alter the effects of the spell, but when you use *planar inquiry* to summon a creature with an alignment or elemental subtype, the spell gains that descriptor. You cannot call an outsider whose Hit Dice exceed your caster level (maximum 18 HD) and you cannot use this spell to contact a unique outsider (such as a deity's herald) or an outsider with mythic ranks.

Appears in : Adventurer's Guide, Arcane Anthology

Planned Assault**Cleric 3**

School transmutation
Casting Time 1 action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Area one creature/level, no two of which can be more than 30 ft. apart
Duration 1 minute/level or until discharged
Saving Throw none; **Spell Resistance** no

In order to prepare this spell, the caster must spend an hour performing a ritual in which he beseeches Torag (or a member of his family) for the aid of one of his divine family members. For 24 hours after the ritual, the caster may prepare spells of the requested deity. The caster may only attune himself to one additional deity at a time.

This spell increases the effectiveness of a planned action. If the targets spend at least 1 minute studying a situation, they receive bonuses to their first actions in response to the situation. All targets must declare in advance what their intended actions are. If they perform those actions, they receive a +2 sacred bonus to AC, saving throws, and checks for the first round. This bonus increases to +4 at 10th level and +6 at 15th level.

For example, the PCs discover a camp of orcs; the PC cleric casts tactical assault, the group spends 1 minute analyzing the layout of the camp, and then declares its actions. As long as the PCs stick to the plan, they gain a +2 morale bonus to AC, saving throws, and all actions for the first round.

Appears in : Dwarves of Golarion

Plant Voice**Cleric 3**

School transmutation
Casting Time 1 action
Components V, S, M (a small root cutting)
Range close (25 + 5 ft./2 levels)
Target one plant creature
Duration 10 minutes/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You grant one plant creature the ability to speak, hear, and understand any of the languages you know. If you know more than one language, you may grant the plant creature up to one language per 2 caster levels and you decide which languages to grant when the spell is cast. This spell does not cause the plant creature to be predisposed toward you in any way, but allows you to interact with them with Charisma-based skills normally. Plant creatures with an Intelligence score of 2 or lower can communicate and understand only the simplest of concepts, such as "friend," "food," and "danger." This spell has no effect on ordinary plants and fungus.

Appears in : Cohorts and Companions

Prayer**Cleric 3**

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, DF
Range 40 ft.
Area all allies and foes within a 40-ft.-radius burst centered on you
Duration 1 round/level
Saving Throw none; **Spell Resistance** yes

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a -1 penalty on such rolls.

Protection from Energy**Cleric 3****School** abjuration / all elements**Casting Time** 1 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.

Raging Rubble**Cleric 3****Racial Spell for Oread****School** transmutation / earth elemental [earth]**Casting Time** 1 round**Components** V, S, DF**Range** close (25 ft. + 5 ft./2 levels)**Effect** one swarm of stones**Saving Throw** none; **Spell Resistance** yes

You animate an area of rubble, gravel, or other small stones, creating a dangerous, rolling area of debris. The animated rubble has a space of 10 feet and acts like a swarm, damaging (1d6 hit points) and distracting (DC 12) anything within it. As a move action, you can direct the rubble to move up to 10 feet. If the rubble is attacked, treat it as a Medium animated object with the young creature simple template and the swarm subtype.

Appears in : Advanced Race Guide

Recharge**Cleric 3****School** evocation**Casting Time** 1 round**Components** V, S, M (diamond dust worth 500 gp)**Range** touch**Target** object touched**Duration** instantaneous**Saving Throw** DC 17 Fortitude negates (object); **Spell Resistance** yes (object)

You restore up to 1 charge per level to a battery or half that number of charges to a technological item capable of being charged by a battery. If you recharge a battery, there is a 20% chance that the battery is destroyed by the attempt. If you restore more charges than the item can hold, the item must succeed at a Fortitude saving throw or take 1d6 points of electricity damage for each excess charge. This spell provides no knowledge of how many charges an item can safely hold, but you can choose to bestow fewer charges than the maximum allowed to reduce the risk; you must declare how many charges you are restoring before casting this spell.

Appears in : Technology Guide

Remove Blindness/Deafness**Cleric 3****School** conjuration (healing)**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** instantaneous**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Remove blindness/deafness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Remove blindness/deafness counters and dispels blindness/deafness.

Remove Curse**Cleric 3****School** abjuration**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature or object touched**Duration** instantaneous**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each curse affecting the target. Success means that the curse is removed. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it.

Remove curse counters and dispels bestow curse.

Remove Disease**Cleric 3****School** conjuration (healing)**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** instantaneous**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others. Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Resist Energy, Communal**Cleric 3****School** abjuration / all elements**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** creatures touched**Duration** 10 min./level split among the recipients**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *resist energy*, except you divide the duration in 10-minute intervals among the creatures touched.

Resist Energy

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.

Appears in : Ultimate Combat

Returning Weapon, Communal**Cleric 3****School** conjuration (teleportation)**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** weapons touched**Duration** 1 minute/level split among the recipients**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell functions like *returning weapon*, except you divide the duration in 1-minute intervals among the weapons touched.

Returning Weapon

For the duration of the spell, the target weapon acts as if it had the *returning weapon* special ability (see page 471 of the *Core Rulebook*). This spell can be used as the prerequisite for the *returning weapon* special ability.

Appears in : Ultimate Combat

Revelation**Cleric 3****School** divination**Casting Time** 1 round**Components** V, S**Range** personal**Duration** 1 round/level; see text**Saving Throw** n/A; **Spell Resistance** no

You gain a brief understanding of the workings of a single puzzle, device, or trap, gaining an insight bonus equal to your caster level (maximum +10) on checks to disable, manipulate or solve the object in question. Your insight is ineffable; you are unable to communicate your understanding to others. At the GM's option, this spell may instead give you a clue or other piece of useful information. In this case you may communicate the clue to others and retain knowledge of it after the spell's duration has expired.

Appears in : Seekers of Secrets

Sacred Bond**Cleric 3****School** conjuration (healing)**Casting Time** 1 round**Components** V, S, F (a pair of golden bracelets worth 100 gp each worn by both you and the target)**Range** touch; see text**Target** creature touched**Duration** 10 minutes/level (D)**Saving Throw** DC 17 Will negates (harmless); **Spell Resistance** yes (harmless)

To use this spell, you first touch the intended recipient, creating a sympathetic field of healing energies between you. Once the spell has been cast, you and the target may cast conjuration (healing) spells with a range of touch upon each other so long as you are within close range (25 ft. + 5 ft./2 levels). Should either you or the target remove your bracelet, the spell immediately ends.

Appears in : Advanced Player's Guide

Sadomasochism**Cleric 3****School** necromancy [pain]**Casting Time** 1 action**Components** V, S**Range** personal**Target** you**Duration** 1 minute/level (D)**Saving Throw** DC 17 Will negates; see text; **Spell Resistance** yes

While subject to this spell, any time you are dealt damage, your attacker must roll damage for the attack twice and take the higher roll, but the attacker must also succeed at a Will saving throw or become demoralized (*Core Rulebook* 99) for 1 round. Each time you deal damage to a creature demoralized by this spell, you roll damage twice and take the higher result.

Appears in : Curse of the Crimson Throne, Inner Sea Gods

Sand Whirlwind**Cleric 3****School** conjuration (creation)**Casting Time** 1 action**Components** V, S, M (a handful of sand, dust, or fine powder)**Range** medium (100 ft. + 10 ft./level)**Target** one creature**Duration** 1 round/level**Saving Throw** DC 17 Will negates (blinding only); **Spell Resistance** no

A whirling cloud of sand strikes the target, blinding it and hampering its ability to speak. To speak while affected by the spell, the target must make a Concentration check (DC equal to the DC of this spell). If the target tries to cast a spell, the Concentration DC increases by the level of the spell being cast. A successful Will save negates the blindness but not the speech-hampering effect.

Appears in : Taldor, Echoes of Glory

Shiso Sukbutter, Cleric 7 – Spells

<p>Sands of Time Cleric 3</p> <p>School necromancy Casting Time 1 action Components V, S Range touch Target touched creature or object Duration 10 minutes/level or instantaneous (see text) Saving Throw none; Spell Resistance yes</p>	<p>Sebaceous Twin Cleric 3</p> <p>School transmutation Casting Time 1 action Components V, S Range touch Target living creature touched Duration 1 round/level (see text) Saving Throw none; see text; Spell Resistance yes</p>
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You temporarily age the target, immediately advancing it to the next age category. The target immediately takes the age penalties to Strength, Dexterity, and Constitution for its new age category, but does not gain the bonuses for that category. A creature whose age is unknown is treated as if the spell advances it to middle age. Ageless or immortal creatures are immune to this spell. If you cast this on an object, construct, or undead creature, it takes 3d6 points of damage + 1 point per caster level (maximum +15) as time weathers and corrodes it. This version of the spell has an instantaneous duration.

Appears in : Osirion, Land of Pharaohs, Ultimate Magic

<p>Searing Light Cleric 3</p> <p>School evocation Casting Time 1 action Components V, S Range medium (100 + 10 ft./level) Effect ray Duration instantaneous Saving Throw none; Spell Resistance yes</p>	<p>See Beyond Cleric 3</p> <p>School divination [meditative] Casting Time 1 hour Components V, M (soothing incense worth 300 gp) Range personal Target you Duration 24 hours or until discharged</p>
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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).

By touching a living target, you cause a half-formed, parasitic clone of the target to burst from its midsection. The twin dangles from the target's body, making it difficult for the target to move easily and imparting a –2 penalty on Acrobatics and Climb checks. In addition, for the spell's duration, the target must succeed at a Fortitude saving throw at the start of its turn each round, or else it takes 1 point of Constitution damage and is sickened for that round as the twin siphons off its blood. Each time the target receives any healing (magical or otherwise), the duration of this spell is extended by 1 round. Each attack that deals damage to the target reduces the duration of this spell by 1 round. If the duration reaches 0 rounds in this manner, the twin is violently excised from the body, and the target takes 1d6 points of bleed damage (which can be healed as normal).

The effect of *sebaceous twin* counts as a disease effect with a DC equal to the spell's saving throw DC.

Appears in : Ironfang Invasion

<p>Searing Light Cleric 3</p> <p>School evocation Casting Time 1 action Components V, S Range medium (100 + 10 ft./level) Effect ray Duration instantaneous Saving Throw none; Spell Resistance yes</p>	<p>Ring of x-ray vision</p> <p>On command, this ring gives its wearer the ability to see into and through solid matter. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision.</p>
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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).

You attune your mind and your sight to the hidden world of spirits. You gain a +5 circumstance bonus on Perception checks; this circumstance bonus increases to a +10 circumstance bonus on Perception checks to find invisible creatures or objects, incorporeal creatures or objects, or things that exist only on the Ethereal Plane. Additionally, at any time during the spell's duration, you can push your ethereal vision even further as a swift action. When you do, you can see through solid objects (as if using a *ring of x-ray vision*) for 5 rounds. After this time, the spell ends.

Using the ring is exhausting, causing the wearer 1 point of Constitution damage per minute after the first 10 minutes of use in a single day. The ring must be used in 1-minute increments.

Construction
Requirements: Forge Ring, *true seeing*; **Cost** 12,500 gp

Appears in : Divine Anthology

Shiso Sukbutter, Cleric 7 – Spells

Shadowmind Cleric 3

School illusion (phantasm)
Casting Time 1 action
Components V, S, M (a small square of black silk)
Range medium (100 ft. + 10 ft./level)
Target up to one creature/level, no two of which can be more than 30 ft. apart
Duration 1 minute/level
Saving Throw DC 17 Will negates; **Spell Resistance** yes

You dim your targets' perceptions of light and shadow, convincing them the space they occupy is dark. Each creature that fails its save perceives the world around it as one light level darker than its true illumination level. The spell does not change the light level outside of the targets' perception, and does not create magical darkness. However, the spell creates an illusion of darkness rather than actual darkness, so low-light and darkvision don't allow a target to see in the conditions created by the spell. Even targets that see normally through magical darkness suffer a loss of vision from this spell.

Appears in : Blood of Shadows

Share Language, Communal Cleric 3

School divination
Casting Time 1 action
Components V, S, M (a page from a dictionary)
Range touch
Target creatures touched
Duration 24 hours split among the recipients
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *share language* (*Advanced Player's Guide* 243), except you divide the duration in 1-hour increments among the creatures touched.

Share Language

You can share your facility for one particular language with another creature. For 24 hours the target can read, understand, and communicate to the best of its ability in any one language which you already know. For every 5 levels you possess, you can grant the use of another language you know, to a maximum of 5 languages at 20th level. The target must have the physical capacity to articulate sounds, make gestures, or engage in whatever other method speakers of the language use to communicate with each other in order to actually converse. If the target lacks the mental capacity to grasp an actual language it still gains enough knowledge to respond to and carry out even extremely complex commands or suggestions coached in the language (whether written or spoken). However, since this spell does not endow the target with greater reasoning capacity, merely a temporarily enhanced vocabulary, the person offering up instructions to non-sentient creatures must take care to remove any ambiguity or guesswork.

Similarly, this spell does not affect the basic nature of the target, or its disposition toward you or anyone else, so convincing it to actually carry out these instructions could require negotiation, threats, or outright bribery.

Appears in : Ultimate Combat

Sharesister Cleric 3

School necromancy
Casting Time 1 action
Components V, S, M (a drop of your own blood)
Range touch
Target you and one creature of your gender
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Ithuna Vardsdottir claims to have unearthed this ancient prayer in a ruined temple of Desna, though Pathfinders have reported the use of similar magic in Irrisen among the White Witches. While the name of this spell is *sharesister*, it works equally well on male or female creatures—both targets of the spell must simply be of the same gender.

When you deliver the spell, you receive a negative level for the duration of the spell, and the other target receives a +1 insight bonus to her caster level and a +1 insight bonus to the save DCs of all of her spells. At 11th level, you can opt to take four negative levels to grant a +2 insight bonus to the other target's caster level and spell save DCs if you wish, while at 17th level you can take 6 negative levels to increase the insight bonus to +3. Any effect that removes or prevents the negative level immediately ends the *sharesister* spell. Negative levels received from the spell vanish as soon as this spell effect ends. Negative levels from multiple castings of this spell stack.

Appears in : Pathfinder Society Field Guide

Shield of Darkness Cleric 3

School evocation [darkness, shadow]
Casting Time 1 action
Components V
Range personal
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

You shield yourself with darkness, reducing the illumination level in your space to magical darkness and granting you total concealment. Your opponents are automatically aware of which squares you occupy, preventing you from attempting Stealth checks using this concealment unless every square adjacent to you has an illumination level of darkness or lower. *Shield of darkness* does not hinder your vision, and creatures that can see in magical darkness ignore this effect.

Appears in : Blood of Shadows

Silverlight Cleric 3

School evocation [light]
Casting Time 1 action
Components V, S, M (a silver coin worth 0.1 gp)
Range touch
Target object touched
Duration 1 minute/level (D)
Saving Throw DC 17 Fortitude partial; **Spell Resistance** no

As *daylight*, except the object touched sheds bright silvery light in a 20-foot radius. In addition to providing illumination, the area of bright light is painful to creatures that are susceptible to alchemical silver. A creature with DR/silver that begins its turn within the light of this spell is automatically dazzled and becomes sickened unless it succeeds on a Fortitude save. These effects disappear 1 round after the target leaves the *silverlight*. A creature that leaves the area and then returns must make a new saving throw. This spell provides dim light up to 40 feet away, but only creatures within 20 feet are subject to the above effects.

Appears in : Guide to the River Kingdoms

Skeleton Crew**Cleric 3**

School necromancy
Casting Time 1 action
Components V, S, M
Range touch
Target one or more humanoid corpses touched
Effect transform corpses into undead sailors
Duration 1 day/level
Saving Throw none; **Spell Resistance** no

This spell turns corpses into skeletons (*Pathfinder RPG Bestiary* 250) that act as crew and obey your commands to the extent of their abilities.

The undead you create are 1 Hit Die skeletons that possess Profession (sailor) scores equal to half your character level plus your Wisdom modifier (for clerics), Intelligence modifier (for witches and wizards), or Charisma modifier (for sorcerers and summoners). Each skeleton can perform the duties of one crew member but has no other abilities. The created skeletons cannot speak, attack, or even defend themselves. The only orders they obey are ones pertaining to the operation of a ship. Skeletal crew members are not proficient with any weapons or armor.

You can't create more Hit Dice of skeletal crew members than twice your caster level with a single casting of *skeleton crew*. The *desecrate* spell doubles this limit.

The undead you create by casting *skeleton crew* remain under your control for the duration of the spell, and do not count against your limit of total Hit Dice worth of undead creatures you can control.

A skeletal crew member can only be created from a mostly intact humanoid corpse. The corpse must have bones. When you cast this spell, any flesh left on the corpses melts away into fog.

Appears in : Pirates of the Inner Sea

Sky Swim**Cleric 3**

School transmutation [air]
Casting Time 1 action
Components V, S, DF
Range touch
Target large or smaller creature touched
Duration 1 minute/level
Saving Throw none (harmless); **Spell Resistance** yes (harmless)

This spell grants the target the ability to swim through the air. If the target has a swim speed, it can move through the air at that speed. Otherwise, it must succeed at Swim checks to move as normal. Still air is treated as calm water, light or moderate wind is treated as rough water, strong or severe wind is treated as stormy water, and the target cannot swim through stronger winds (Core Rulebook 439). This spell does not grant the ability to breathe air to creatures that normally can't.

Appears in : Faiths of Balance, Inner Sea Gods

Speak with Dead**Cleric 3**

School necromancy [language-dependent]
Casting Time 10 minutes
Components V, S, DF
Range 10 ft.
Target one dead creature
Duration 1 min./level
Saving Throw DC 17 Will negates; see text; **Spell Resistance** no

You grant the semblance of life to a corpse, allowing it to answer questions. You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life. If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive. If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death. If the corpse has been subject to speak with dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature.

Spellcurse**Cleric 3**

School necromancy [curse]
Casting Time 1 action
Components V, S, M (a fragment of a destroyed magical item)
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration instantaneous
Saving Throw DC 17 Will half; **Spell Resistance** yes

You disrupt any spell energy affecting your target, causing that energy to crackle with power and harm the target. The target takes 1d6 points of damage for each spell with a duration of 1 round or greater currently affecting it. The spells themselves are not dispelled or modified.

Appears in : Magic Tactics Toolbox

Spirit Bonds**Cleric 3****School** divination [meditative]**Casting Time** 1 hour**Components** V, M (soothing incense worth 300 gp)**Range** personal**Target** you; see text**Duration** 24 hours or until discharged

You heighten your awareness of up to one willing creature or object per 3 caster levels, each of which must be within 30 feet of you during the entire hour you spend preparing spells and casting *spirit bonds*. By concentrating on one of these creatures or objects as a full-round action, you can learn its direction and relative distance from your location, provided that it is on the same plane. In the case of a creature, you can also learn the state of its emotion or health aura as a full-round action (see page 198 of *Pathfinder RPG Occult Adventures* for more information about auras). In the case of an object, you can also get a sense of how damaged it is, similar to reading the health aura of a creature, or, in the case of a magic item that must be activated, you can learn when it was last activated (a full-round action in either case).

Additionally, at any time during the spell's duration, you can deliver a single message to any of the creatures that participated in the spell. This message is delivered telepathically regardless of range and can be up to 25 words in length. Delivering a message in this way severs your connection with that character, and you can no longer learn information about that creature through this spell, but doing so does not impact the remaining duration you have linked to other creatures or objects.

Appears in : Divine Anthology**Spotlight****Cleric 3****School** evocation [darkness, light]**Casting Time** 1 action**Components** V, S**Range** long (400 ft. + 40 ft./level)**Target** one creature**Duration** 1 minute/level (D)**Saving Throw** DC 17 Reflex partial; **Spell Resistance** yes

You create a mobile area of bright light centered on one target while simultaneously suppressing other light sources surrounding it. The light level in the target's space increases to bright light, causing the target to take any penalties that it would normally take in bright light. In addition, all mundane light sources (and magic light sources of 3rd spell level or lower) within 20 feet of the target's space are suppressed, shedding no light as long as they remain within this spell's affected area and reverting the area normally affected by those light sources to their unmodified illumination levels.

The effects of spotlight are centered on the target and move as the target does. As a result, the target takes a –20 penalty on all Stealth checks for the spell's duration and cannot benefit from concealment normally provided by darkness, as though illuminated with *faerie fire*.

If the target succeeds at its Reflex save, the spotlight is created in the target's square but does not move with the target, and it hinders the Stealth checks only of creatures within that square.

Faerie Fire

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Creatures outlined by faerie fire take a –20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical darkness effect functions normally), blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Appears in : Blood of Shadows**Steal Years****Cleric 3****School** transmutation**Casting Time** 1 action**Components** V, S, M (a handful of ash)**Range** touch**Target** creature touched**Duration** 24 Hours**Saving Throw** DC 17 Fortitude negates; **Spell Resistance** yes

You temporarily drain youth and vitality from the target and channel it into yourself. If the target fails its Fortitude save, it physically ages 1d4 years per two caster levels (maximum 5d4), and you decrease your age by the same number of years. If this changes the age category of you or the target, only adjust physical ability scores. This effect cannot bring your age to lower than the minimum age of adulthood for your race (see page 169 of the *Core Rulebook*). This stolen youth does not actually change your age or prolong your life; you will still die at your allotted time, no matter how youthful you appear. Likewise, the spell does not add to the target's true age, and cannot make the target die of old age.

When the spell ends, the sudden weight of aging makes you fatigued for 1d4 hours.

Appears in : Blood of the Night**Stone Shape****Cleric 3****School** transmutation / earth elemental [earth]**Casting Time** 1 action**Components** V, S, M/DF (soft clay)**Range** touch**Target** stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level**Duration** instantaneous**Saving Throw** none; **Spell Resistance** no

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Storm of Blades**Cleric 3****School** conjuration (creation)**Casting Time** 1 action**Components** V, S, M (a sword)**Range** close (25 + 5 ft./2 levels)**Target** one creature**Duration** instantaneous**Saving Throw** none; **Spell Resistance** no

You create floating swords of the type used as the material component for this spell (such as a rapier or scimitar) and magically propel them at your target. You can create one sword for every 2 caster levels that you possess, up to a maximum of five swords at 10th level. You must have line of effect between you and the target, and the target must be within the spell's range. You make a ranged attack roll for each sword (with no penalties for range increments or using melee weapons as ranged weapons); each attack has the same threat range and critical modifier and deals the same damage as a standard sword of the type expended. Swords created by this spell disappear after striking (or missing) their targets.

Appears in : People of the Sands

Stunning Barrier, Greater**Cleric 3**

School abjuration
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 round/level or until discharged
Saving Throw DC 17 None and will negates (see text); **Spell Resistance** no and yes (see text)

This spell functions as *stunning barrier*, except as noted above, and it provides a +2 bonus to AC and on saving throws. It is not discharged until it has stunned a number of creatures equal to your caster level.

Stunning Barrier

You are closely surrounded by a barely visible magical field. The field provides a +1 deflection bonus to AC and a +1 resistance bonus on saves. Any creature that strikes you with a melee attack is stunned for 1 round (Will negates). Once the field has stunned an opponent, the spell is discharged.

Appears in : Advanced Class Guide

Summon Ancestral Guardian**Cleric 3**

School conjuration (summoning)
Casting Time 1 action
Components V, S, F/DF (stone or metal image of your ancestor)
Range medium (100 ft. + 10 ft./level)
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

You call the spirits of two ancestors to manifest in the mortal world and attack your enemies. Each appears as a transparent image of a powerful, wise dwarf armed with a traditional dwarven weapon of your choice. These spirits move and attack at your direction, each having the abilities of a *spiritual weapon*, except they can attack different targets and deal physical damage (bludgeoning, piercing, or slashing, according to the weapon the spirit wields) instead of force damage. Like creatures conjured with a *summon monster* spell, your ancestors are not harmed if these manifestations are destroyed.

Appears in : Dwarves of Golarion

Summon Monster III**Cleric 3**

School conjuration (summoning)
Casting Time 1 round
Components V, S, F/DF
Range close (25 + 5 ft./2 levels)
Effect one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell functions like *summon monster I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

Summon Monster Tables

3rd Level : Ant, giant (soldier)*, Ape*, Aurochs (herd animal)*, Boar*, Cheetah*, Constrictor snake*, Crocodile*, Dire bat*, Dretch (demon) [Chaotic, Evil subtypes], Electric eel*, Giant lizard*, Lantern archnon [Good, Lawful subtypes], Leopard (cat)*, Shark*, Wolverine*

2nd Level : Ant, giant (worker)*, Elemental (Small) [Elemental subtype], Giant centipede*, Giant frog*, Giant spider*, Goblin dog*, Horse*, Hyena*, Lemure (devil) [Evil, Lawful subtypes] Octopus*, Squid*, Wolf*

1st Level : Dire rat*, Dog*, Dolphin*, Eagle*, Fire beetle*, Frog, poison*, Pony (horse)*, Viper (snake)*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Summon Monster I

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish). When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "**" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Monster Tables

1st Level : Dire rat*, Dog*, Dolphin*, Eagle*, Fire beetle*, Frog, poison*, Pony (horse)*, Viper (snake)*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Summon Totem Creature**Cleric 3****School** conjuration (summoning)**Casting Time** 10 minutes**Components** V, S, M/DF (a piece of bone from any one of your totem animals)**Range** close (25 + 5 ft./2 levels)**Effect** one summoned creature**Duration** 1 hour (D)**Saving Throw** none; **Spell Resistance** no

The Shoanti revere more than the deities of distant planes, but also the animals and natural forces of the rugged lands they call home. Shoanti spellcasters have learned ways to call upon the might of their quahs' totem creatures in times of need. A character must have been raised by the Shoanti and be considered part of a quah to be able to cast this spell. Characters with access to this spell can only summon creatures revered by the quah they are a part of, as noted on the following lists. Except as noted above, this spell functions as *summon nature's ally III*.

Lyrune-Quah (Moon Clan): air elemental (small), 1d3 bats, wolf, 1d3 owls.

Shadde-Quah (Axe Clan): 1d3 eagles, earth elemental (small), water elemental (small).

Shriikirri-Quah (Hawk Clan): air elemental (small), 1d3+1 hawks (familiar), horse.

Shundar-Quah (Spire Clan): air elemental (small), earth elemental (small), 1d3 eagles.

Sklar-Quah (Sun Clan): 1d3 fire beetles, fire elemental (small), horse.

Skoan-Quah (Skull Clan): 1d3+1 eagles (vultures), 1d3 fire beetles, 1d3 giant centipedes.

Tamiir-Quah (Wind Clan): air elemental (small), 1d3 eagles, earth elemental (small).

Summon Nature's Ally III

This spell functions like *summon nature's ally I*, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

Summon Nature's Ally Tables

3rd Level: Ant, giant (soldier), Ape, Aurochs (herd animal), Boar, Cheetah, Constrictor snake, Crocodile, Dire bat, Electric eel, Giant crab, Leopard (cat), Monitor lizard, Shark, Wolverine

2nd Level: Ant, giant (worker), Elemental (Small) [Elemental subtype], Giant frog, Giant spider, Goblin dog, Horse, Hyena, Octopus, Squid, Wolf

1st Level: Dire rat, Dolphin, Dog, Eagle, Frog, poison, Giant centipede, Fire beetle, Mite (gremlin), Pony (horse), Stirge, Viper (snake)

Appears in: Humans of Golarion

Symbol of Healing **Cleric 3****School** conjuration (healing)**Components** V, S, M (mercury and phosphorous, plus powdered diamond and opal)**Saving Throw** Will half (harmless) (see text); **Spell Resistance** yes (harmless) (see text)

This spell functions as *symbol of death*, except all creatures within 60 feet of the symbol of healing instead are bathed in positive energy and heal 2d8 points + 1 point of damage per caster level (maximum +15). Undead and other creatures harmed by positive energy instead take 2d8 points of damage + 1 point per caster level (maximum +15); a Will save reduces this damage by half. A creature can only be healed or harmed by the symbol once in any 24-hour period. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of healing can be made permanent with a permanency spell by a caster of 10th level or higher for the cost of 10,000 gp.

Symbol of Death

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of death* kills one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. A creature that enters the area while the *symbol of death* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol of death* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol of death* ineffective, unless a creature removes the covering, in which case the *symbol of death* works normally.

As a default, a *symbol of death* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol of death* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol of death*'s triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of death* to render it inoperative triggers it if the symbol reacts to touch. You can't use a *symbol of death* offensively; for instance, a touch-triggered *symbol of death* remains untriggered if an item bearing the *symbol of death* is used to touch a creature. Likewise, a *symbol of death* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of death* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

When scribing a *symbol of death*, you can specify a password or phrase that prevents a creature using it from triggering the symbol's effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol of death*, but doing this can extend the casting time. Attuning one or two

Tactical Formation **Cleric 3****School** abjuration**Casting Time** 1 action**Components** V, S**Range** close (25 ft. + 5 ft./2 levels)**Area** one creature/level, no two of which can be more than 30 ft. apart**Duration** 10 minutes/level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

In order to prepare this spell, the caster must spend an hour performing a ritual in which he beseeches Torag (or a member of his family) for the aid of one of his divine family members. For 24 hours after the ritual, the caster may prepare spells of the requested deity. The caster may only attune himself to one additional deity at a time.

This spell increases the effectiveness of a group's formation in battle. When cast, all creatures under the effect of the spell must be adjacent to one another, forming an unbroken chain of squares (which may include creatures sharing the same square). This chain does not need to be a straight line. Each target in the chain receives a +2 deflection bonus to AC as long as the targets stay adjacent to at least one other creature affected by the spell; moving more than 5 feet from another target ends the spell with respect to that creature only. For example, a cleric could cast it on himself and four dwarves blocking a 20-foot-wide corridor; the cleric can move freely from the left side of the formation to the right side (whether in front of or behind the other targets) and not break the spell as long as he stays within 5 feet of at least one of them.

Appears in : Dwarves of Golarion

Titanic Anchoring **Cleric 3****School** transmutation**Casting Time** 1 action**Components** V, S, M (a shaving of oak root)**Range** personal**Target** you**Duration** 1 round/level

You become grounded and nearly immovable. You are immune to the pull and push special abilities, and all bull rush, grapple, overrun, reposition, and trip combat maneuvers made by creatures your size or smaller always fail. You gain a +10 bonus to your CMD against those combat maneuver checks made by creatures larger than you.

Appears in : Giantslayer

Transfer Regeneration **Cleric 3****School** transmutation**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** 1 willing living creature**Duration** 1 minute**Saving Throw** none; **Spell Resistance** no

You bestow your regenerative abilities on the target. Your regeneration stops functioning for the duration of the spell, and the target gains your regeneration. For example, if you have regeneration 5 (acid or fire), your target gains regeneration 5 (acid or fire). This regeneration overlaps (does not stack) with any regeneration the creature already has, including other castings of this spell. This spell has no effect if you don't have the regeneration ability or your regeneration isn't functioning when you cast the spell.

Appears in : Monster Codex

<p>Trial by Fire Cleric 3</p> <p>School evocation [fire] Casting Time 1 action Components V, S, DF Range touch Target creature touched Duration instantaneous Saving Throw none; Spell Resistance yes</p>	<p>Water Walk Cleric 3</p> <p>School transmutation [water] Casting Time 1 action Components V, S, DF Range touch Target one touched creature/level Duration 10 min./level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)</p>
<p>You test a creature's purity of convictions by exposing it to a sheet of divine fire. Unless the target's alignment is within one step of your deity's, the spell deals 1d6 points of damage per 2 caster levels (maximum 5d6 points of damage). 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. Additionally, if the target has an element of its alignment that is in direct opposition to your (chaos opposes law and evil opposes good), you can also attempt an Intimidate check to demoralize the target as a free action.</p> <p>Appears in : Spymaster's Handbook</p>	<p>The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.</p> <p>If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.</p>
<p>Trial of Fire and Acid Cleric 3</p> <p>School evocation [acid, fire] Casting Time 1 action Components V, S Range touch Target creature touched Duration 1 round/level Saving Throw DC 17 Fortitude half (see text); Spell Resistance no</p>	<p>Waters of Lamashtu Cleric 3</p> <p>School conjuration (creation) Casting Time 1 action Components V, S, M (powdered amber worth 250 gp) Range close (25ft. +5 ft./2 levels) Effect up to 1 flask of the <i>waters of Lamashtu</i> per 2 levels Duration instantaneous Saving Throw see text; Spell Resistance no</p>
<p>The target creature is covered in burning acid that deals 1d6 points of acid damage and 1d6 points of fire damage each round. The subject can attempt a Fortitude saving throw each round to reduce the damage by half. Dousing the target in water ends the effect (both the acid and the fire), but rolling on the ground does not extinguish the fire or affect the acid.</p> <p>Appears in : Monster Codex</p>	<p>This spell generates what appears to be clear, pure water, but it is in fact a foul secretion known as the <i>waters of Lamashtu</i>. The liquid functions in all the same ways as unholy water (see <i>curse water</i>). In addition, any creature that is anointed with or drinks this fluid must attempt a Fortitude save (drinking the <i>waters of Lamashtu</i> is particularly effective—a creature that drinks the liquid takes a –4 penalty on its save to resist its effects). Success causes the creature to become violently ill, vomit up the fluid, and become sickened for 1d4 rounds. Failure indicates the water takes root and wreaks havoc on the victim's mind (dealing 1d6 points of Intelligence damage) and twists and deforms its body (dealing 1d6 points of Dexterity damage). The subject's Dexterity and Intelligence cannot drop below 1 as a result of this effect. Casting this spell creates approximately 2 ounces of the <i>waters of Lamashtu</i>—enough for one dose or, if bottled, one use as a thrown weapon.</p>
<p>Wall of Split Illumination Cleric 3</p> <p>School evocation [darkness, light] Casting Time 1 action Components V, S Range medium (100 ft. + 10 ft./level) Effect 10-ft.-high vertical sheet of illumination up to 5 ft. long/level Duration 1 minute/level (D) Saving Throw none; Spell Resistance no</p>	<p>The fluid can be created and stored indefinitely, though it cannot be created inside a creature. Extensive exposure to the <i>waters of Lamashtu</i> (such as drinking nothing else for months at a time) can have other long-term effects on the target, including the development of monstrous deformities or even total transformation into a beast, depending on the GM's discretion (these mutations are rarely, if ever, beneficial to the victim).</p> <p>Appears in : Book of the Damned, Inner Sea World Guide, Rise of the Runelords Anniversary Edition</p>
<p>An immobile curtain of illumination springs into existence. When created, one side of the wall (designated by you) radiates bright light to a range of 60 feet away from that side while the other side radiates darkness to an equal distance. This effect alters the illumination level by up to two steps toward either bright light (the light side) or darkness (the dark side). The wall also obstructs vision through it, regardless of which side of the wall the viewer is on.</p> <p>Appears in : Blood of Shadows</p>	
<p>Water Breathing Cleric 3</p> <p>School transmutation / water elemental Casting Time 1 action Components V, S, M/DF (short reed or piece of straw) Range touch Target living creatures touched Duration 2 hours/level; see text Saving Throw Will negates (harmless); Spell Resistance yes (harmless)</p>	
<p>The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.</p>	

Shiso Sukbutter, Cleric 7 – Spells

Wind Wall

Cleric 3

School evocation / air elemental / wood elemental [air]
Casting Time 1 action
Components V, S, M/DF (a tiny fan and an exotic feather)
Range medium (100 + 10 ft./level)
Effect wall up to 10 ft./level long and 5 ft./level high (S)
Duration 1 round/level
Saving Throw none; see text; **Spell Resistance** yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures). While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

Wrathful Mantle

Cleric 3

School evocation [force, light]
Casting Time 1 action
Components V, S, DF
Range touch or 5 ft.; see text
Target creature touched or all creatures within 5 ft.; see text
Duration 1 minute/level
Saving Throw DC 17 Will negates (harmless); **Spell Resistance** yes (harmless)

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

Appears in : Advanced Player's Guide

Air Walk

Cleric 4

School transmutation [air]
Casting Time 1 action
Components V, S, DF
Range touch
Target creature (Gargantuan or smaller) touched
Duration 10 min./level
Saving Throw none; **Spell Resistance** yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed. A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field. You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.

Alter River

Cleric 4

School transmutation [water]
Casting Time 1 action
Components V, S, M (silt from a dry riverbed)
Range medium (100 ft. + 10 ft./level)
Target area of river up to 5 ft. wide/2 levels and 10 ft. long/level
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

You alter the flow of water in a natural freshwater channel such as a river, stream, or waterfall. The first version of this spell alters the speed of a river's flow. The second diverts the course of the targeted river.

Alter Current: The river's current increases or decreases in speed by up to 1 mile per hour per 2 caster levels you possess. A typical placid river travels at a rate of up to 2 mph (no effect on local movement); a swift river travels 2-4 mph, moving creatures and objects 10 to 40 feet downstream per round; and an area of river rapids travels 7-10 mph, moving creatures and objects 60 to 90 feet downstream per round. Altering the speed of the current alters the difficulty of swimming in the water accordingly.

Divert River: The river diverts its course in a direction of your choosing. The river flows in the general direction indicated, but otherwise conforms to the shape of the local terrain. This spell cannot cause a river to flow uphill, though the river surges over its natural banks and inundates terrain lower than its average depth. Creatures in the path of the redirected river are in danger of being swept away; if directed properly, this spell causes a flood. See Aquatic Terrain on page 432 of the *Core Rulebook* for more details.

Alter river can be made permanent with a *permanency* spell. Clever application of spells such as *move earth* can be combined with this spell to likewise make the river's new course permanent.

Appears in : People of the River

Ancestral Gift

Cleric 4

School conjuration (summoning)
Casting Time 1 action
Components V, S, F/DF (stone or metal image of your ancestor)
Range personal
Target magical weapon
Duration 10 minutes/level

A ghostly manifestation of one of your ancestors appears before you bearing a weapon of your choice in its hands. The weapon may be any simple, martial, or dwarven weapon. It has a +1 enhancement bonus and one weapon special ability (your choice) from the Pathfinder RPG Core Rulebook with a price equivalent to a +1 bonus (if the weapon is a double weapon, the ability and the enhancement bonus only apply to one end, or the weapon can have a +1 enhancement bonus on both ends but no other magical abilities).

You may use the weapon as if you were proficient in it. The weapon may not be wielded by anyone else, and if removed from your grasp, it vanishes and the spell ends immediately. If you conjure a weapon with the flaming, frost, shock, or thundering property, this spell has the fire, cold, electricity, or sonic descriptor (respectively).

Appears in : Dwarves of Golarion

Anti-Incorporeal Shell **Cleric 4**

School abjuration
Casting Time 1 round
Components V, S, DF
Range 10 ft.
Area 10-ft.-radius emanation centered on you
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** yes

You bring into being a mobile, hemispherical energy field that incorporeal creatures cannot enter.

This spell can be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

Appears in : Advanced Class Guide

Ardor's Onslaught **Cleric 4**

School evocation
Casting Time 1 action
Components V, S
Range medium (100 ft. + 10 ft./level)
Area 20-ft.-radius burst
Duration instantaneous or 1d6 rounds; see text
Saving Throw DC 18 Will partial, see text; **Spell Resistance** yes

You unleash the power of zealous conviction to smite your enemies with a burst of pulsing metallic energy. Only creatures with a neutral alignment component are harmed by the spell.

The spell deals 1d8 points of damage per 2 caster levels (maximum 5d8) to creatures whose alignment is neutral with no other alignment components (with the exception of neutral outsiders, who take 1d6 points of damage per caster level, maximum 10d6). Neutral outsiders are also nauseated for 1d6 rounds. A creature can attempt a Will save to halve the damage and negate the nauseated effect.

The spell deals half damage against creatures that are chaotic neutral, lawful neutral, neutral evil, or neutral good, and such targets are not nauseated. On a successful Will save, such a creature reduces the damage to one-quarter the damage rolled.

Appears in : Champions of Balance, Planar Adventures

Aura of Doom **Cleric 4**

School necromancy [emotion, fear, mind-affecting]
Casting Time 1 action
Components V, S, M/DF (powdered bone)
Range personal
Area 20-ft.-radius emanation centered on you
Duration 10 minute/level
Saving Throw DC 18 Will negates; **Spell Resistance** yes

You emanate an almost palpable aura of horror. All non-allies within this spell's area, or that later enter the area, must make a Will save to avoid becoming shaken. A successful save suppresses the effect. Creatures that leave the area and come back must save again to avoid being affected by the effect.

Appears in : Ultimate Magic

Baphomet's Blessing **Cleric 4**

School transmutation (polymorph)
Casting Time 1 action
Components V, M/DF (powdered bull's horn)
Range touch
Target one living creature
Duration 1 round/level
Saving Throw DC 18 Fortitude negates; **Spell Resistance** yes

You change the target's head into that of a bull. The creature's Intelligence becomes 2, and it gains a gore melee attack that it can use as a primary or secondary attack. The gore attack uses the creature's base attack bonus, and the creature gains a +2 bonus on attack and damage rolls with the gore attack. The gore attack deals a number of points of damage equal to 1d6 + Strength modifier if the target is Small, 1d8 + Strength modifier if the target is Medium, and 2d6 + Strength modifier if the target is Large or larger.

The affected creature still retains its type, class, levels, and Hit Dice. The creature's base attack bonus, base save bonuses, and hit points remain unmodified. It retains all of its class features and may still cast spells, though it must do so using its newly modified Intelligence score. Any items equipped in the creature's head slot meld into its body. Affected items that grant passive bonuses continue to do so, though items that require activation become nonfunctional for the duration of the spell.

If the target fails to resist *Baphomet's blessing*, it also becomes immune to polymorph spells (except for this one) for the duration of the spell's effect. Undead, incorporeal, or gaseous creatures are immune to *Baphomet's blessing*.

Appears in : Inner Sea Gods

Battle Trance **Cleric 4**

Racial Spell for Half-Orc
School enchantment (compulsion) [emotion, mind-affecting]
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 minute/level
Saving Throw DC 18 Will Negates; **Spell Resistance** yes

You are transformed into a single-minded force of destruction. You gain the ferocity monster special ability, a number of temporary hit points equal to 1d6 + your caster level (maximum +10), and a +4 morale bonus on saving throws against mind-affecting effects. You cannot use the withdraw action or willingly move away from a creature that has attacked you.

When you use this spell, you immediately take 4 points of Intelligence damage. You must make a DC 20 concentration check to cast spells, and all other concentration checks to cast spells have a -5 penalty.

Appears in : Advanced Race Guide

Shiso Sukbutter, Cleric 7 – Spells

Bit of Luck Cleric 4

Racial Spell for Catfolk
School evocation
Casting Time 1 action
Components V, S, M (a four-leaf clover)
Range personal
Target you
Duration 10 minutes/level

For the spell's duration, the caster gains a reservoir of luck with a total number of points equal to 1 point per 2 caster levels. During the spell's duration, the caster can spend 1 point from this reservoir when making an attack roll or skill check to add a +1d8 luck bonus to the d20 roll's result. This bonus can be added before or after the roll or check's result is revealed, and if this bonus is large enough to turn a failure into a success, the roll succeeds. The spell instantly ends when all points are expended or when it is cast on the target again.

An 8th-level caster can instead spend 4 points to add a +2d8 luck bonus, and a 16th-level caster can spend 8 luck points to instead add a +3d8 luck bonus.

Appears in : Blood of the Beast

Black Spot Cleric 4

School necromancy [curse]
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Effect attacks on cursed creature gain a +2 bonus
Duration permanent
Saving Throw DC 18 Will negates; **Spell Resistance** yes

The *black spot* is a specific and feared pirate curse. An intangible, illusory black spot manifests above the target's head and remains until the target dies or the curse is lifted. The *black spot* cannot be covered or hidden by any means, including other illusions.

The *black spot* radiates a cursed aura in a 10-foot radius around its target. Anyone within the aura gains a +2 bonus on weapon attack and damage rolls against the target. In addition, the target has a -4 penalty on saving throws against death effects.

Every day in which a creature bears a *black spot*, it must make a Fortitude save. On a failed save, the creature takes 1 point of Constitution damage. The damage cannot be healed until the *black spot* is removed. If the creature's Constitution reaches 0, it dies. Pirates killed by this spell often return as ghosts, but that is not a direct effect of this spell.

The *black spot* cannot be dispelled, but it can be removed with *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*

Appears in : Pirates of the Inner Sea

Blessing of Fervor Cleric 4

School transmutation
Casting Time 1 action
Components V, S, DF
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
Saving Throw DC 18 Fortitude negates (harmless); **Spell Resistance** yes (harmless)

With this blessing, you call your allies to move forth and empower them to conquer and become victorious. Each round for the duration of this spell, each of your allies can choose one of the following bonuses for that round at the beginning of its turn (their choice).

- Increase its speed by 30 feet.
- Stand up as a swift action without provoking an attack of opportunity.
- Make one extra attack as part of a full attack action, using its highest base attack bonus.
- Gain a +2 bonus on attack rolls and a +2 dodge bonus to AC and Reflex saves.
- Cast a single spell of 2nd level or lower as if it were an enlarged, extended, silent, or still spell.

These effects are not cumulative with similar effects, such as those provided by haste or a speed weapon, nor do they actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round. Blessing of fervor does not stack with haste.

Appears in : Advanced Player's Guide

Bloatbomb Cleric 4

School necromancy [acid, death]
Casting Time 1 action
Components V, S
Range touch
Target living creature touched
Duration instantaneous and 1 minute/level (see text)
Saving Throw DC 18 Fortitude negates or reflex half (see text); **Spell Resistance** yes

The target creature dies if it fails a Fortitude saving throw and its Hit Dice are no more than half your caster level. If it dies, its corpse rapidly putrefies. The next creature to touch the corpse within 1 minute per level of the target's death causes the corpse to explode in a 10-foot-radius burst, dealing 3d6 points of acid damage (Reflex half).

Appears in : Advanced Class Guide

Blood Crow Strike**Cleric 4**

School evocation [fire]
Casting Time 1 round
Components V, S
Range medium (100 + 10 ft./level)
Target one creature
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

Your unarmed strikes release blasts of energy in the form of bolts of fire or glowing red crows, which fly instantaneously to strike your target. You can make unarmed strike or flurry of blows attacks against the target as if it were in your threatened area; each successful attack deals damage as if you had hit it with your unarmed strike, except half the damage is fire and half is negative energy (this negative energy does not heal undead). For example, if you are a 14th-level monk, you can use a flurry of blows to attack five times, creating one energy crow for each successful attack against the target, and dealing 2d6 points of damage (plus appropriate unarmed strike modifiers) with each crow.

Appears in : Ultimate Magic

Burst With Light**Cleric 4**

School evocation [light]
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft. / 2 levels)
Target one creature
Duration 1 round / 4 levels
Saving Throw see text; **Spell Resistance** yes

The target becomes filled with intense magical light, taking 2d6 points of damage as the light bursts from its wounds and orifices (if the target is an undead creature, it instead takes 2d8 points of damage). In addition, the creature radiates bright light in a 30-foot radius and increases the light level by one step for an additional 30 feet beyond that area—darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light. Creatures that take penalties in bright light take them while within the 30-foot radius of this magical light. A successful Will save halves the damage and negates the light effect.

For every 4 character levels you possess, the light continues to fill the creature for another round (to a maximum of 5 rounds at 20th level), though the target may make a Will save each round to halve the damage and end the effect. Any creature adjacent to the target that fails its save and takes damage takes half as much damage and is blinded for 1 round. A successful Reflex save halves this damage (to a total of one-quarter the damage taken by the target) and negates the blindness effect.

Appears in : Demon Hunter's Handbook

Celestial Healing, Greater**Cleric 4**

School conjuration (healing) [good]
Casting Time 1 round
Components V, S, M (1 drop of blood from a good outsider or 1 dose of holy water worth 25 gp)
Range touch
Target creature touched
Duration 1 round/2 levels
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

As per *celestial healing*, except the target gains fast healing 4 and the target radiates the aura of a good cleric.

Celestial Healing

You anoint a wounded creature with the blood of an outsider with the good subtype (such as an angel) or holy water, giving it fast healing 1. The target radiates the aura of a good creature for the duration of the spell and can sense the righteousness of the magic, though this has no long-term effect on the target's alignment. If the target has its own evil aura, this is not suppressed by celestial healing, and can also be detected normally.

Appears in : Arcane Anthology

Chaos Hammer**Cleric 4**

School evocation [chaotic]
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Area 20-ft.-radius burst
Duration instantaneous (1d6 rounds); see text
Saving Throw DC 18 Will partial; see text; **Spell 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.

Charon's Dispensation**Cleric 4**

School abjuration
Casting Time 1 action
Components V, S, M (2 silver coins worth 0.2 gp)
Range close (25 ft. + 5 ft./2 levels)
Target one creature/level
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target of this spell gains immunity to the harmful effects of touching or drinking from the River Styx and a +4 profane bonus on saves against effects that alter or suppress memory (such as *modify memory* or *mindwipe*). This does not grant the target the ability to breathe water, nor does it grant any protection against creatures or mundane hazards such as rapids. The spell has no power to restore memory to a creature already suffering from an existing fugue or amnesia state.

Appears in : Book of the Damned, Book of the Damned 3: Horsemen of the Apocalypse

Control Summoned Creature**Cleric 4****School** enchantment (compulsion) [mind-affecting]**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** one summoned creature**Duration** 1 round/level**Saving Throw** DC 18 Will negates; **Spell Resistance** yes

You seize control of a summoned creature by disrupting the bond between it and the caster who summoned it. If the creature fails its save, you may command it as if you had summoned it. The original caster can attempt to regain control of the creature as a standard action by making an opposed Spellcraft check against you. When your spell ends, control reverts to the original summoner. If the summoning spell ends before this spell ends, the remaining duration of this spell is lost.

Appears in : Ultimate Magic**Control Water****Cleric 4****School** transmutation [water]**Casting Time** 1 action**Components** V, S, M/DF (a pinch of dust for lower water or a drop of water for raise water)**Range** long (400 + 40 ft./level)**Area** water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)**Duration** 10 min./level (D)**Saving Throw** none; see text; **Spell Resistance** no

This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell (Will negates). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land. With either version of this spell, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect.

Create Drug**Cleric 4****School** conjuration (creation)**Casting Time** 1 round**Components** V, S**Range** 0 ft.**Effect** 1 dose of a drug/3 levels**Duration** 1 minute**Saving Throw** none (see text); **Spell Resistance** no

The caster conjures into being one of the following drugs: aether, flayleaf, opium, pesh, scour, shiver, or zerk. (At the GM's discretion, other drugs of similar power can be included on this list.) The drug doses the caster creates with this spell must be used within 1 minute of being conjured, or they dissolve into worthless dust or evaporate into noxious but fleeting vapors, though the effects of the drug may last far longer if taken before it decays.

The drugs created by this spell cannot be sold, but they can be given to other creatures. A creature that takes a dose of one of these drug typically must be either willing or helpless, though some drugs might be inhaled, applied to injuries, or secretly slipped into food if the caster acts swiftly (see each drug's description). The DC to resist a drug created by this spell is based on the conjurer's caster level, not the DC listed in the common versions of the drug. For more information, see *Drugs and Addiction* on page 236 of the *Pathfinder RPG GameMastery Guide*.

As a special use of this spell, a lawful evil worshiper of Mahathallah, the Dowager of Illusions, can create doses of the drug adyton (see the sidebar above). A Mahathallah worshiper can create adyton only once per week, regardless of her level or how many times she casts this spell. The spell otherwise functions—and creates as many doses—as normal.

Appears in : Book of the Damned, Hell's Rebels**Crusader's Edge****Cleric 4****School** transmutation [good]**Casting Time** 1 action**Components** V, S, M (dried blood from an evil outsider, sprinkled on the weapon)**Range** touch**Target** melee weapon touched**Duration** 1 minute/level**Saving Throw** DC 18 Fortitude negates; **Spell Resistance** no

This spell was created by the paladins of the Mendevian Crusades, and co-opted by inquisitors and rangers dedicated to tracking and fighting demons, devils, and other evil extraplanar creatures.

When you cast this spell on a melee weapon you imbue it with a powerful holy energy, granting the weapon the *bane* weapon quality against evil outsiders. Furthermore, whenever you score a successful critical hit against an outsider with the evil subtype, you not only deal normal critical damage with the weapon but also nauseate the outsider for 1d3 rounds - the outsider can reduce this nauseated condition to sickened for 1 round with a successful Fortitude save.

Appears in : Inner Sea Magic

Cure Critical Wounds**Cleric 4****School** conjuration (healing)**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** instantaneous**Saving Throw** Will half (harmless); see text; **Spell 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).

Cure Light Wounds

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Cure Critical Wounds**Cleric 4****School** conjuration (healing)**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** instantaneous**Saving Throw** Will half (harmless); see text; **Spell 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).

Cure Light Wounds

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Curse of Unexpected Death**Cleric 4****School** necromancy [curse, death]**Casting Time** 1 action**Components** V, S**Range** touch**Target** living creature touched**Duration** 1 minute/level (see text)**Saving Throw** DC 18 Fortitude Partial (see text); **Spell Resistance** yes

You curse one living creature with a chance of instant and unexpected death. When you cast this spell, your hand seethes with eerie gray fire. You must succeed at a melee touch attack to touch the target, at which time the fire buries itself within the target's body and disappears. On the round you touch the creature and once per minute thereafter, roll 1d100. On a result of 01-05, the spell is triggered and the creature takes 8d6 points of damage + 1 point per caster level; the creature can attempt a saving throw to reduce the damage to 2d6 points of damage + 1 point per caster level. On a result of 06-100, nothing happens.

Once the spell is triggered or if the duration expires before it triggers, the magic ends and no further 1d100 rolls are made. If the target has spell resistance, a caster level check is made when you succeed at the touch attack. A creature can be affected by only one instance of this spell at a time. The untriggered spell can be removed with *dispel magic*, *remove curse*, or similar effects.

Appears in : Iron Gods**Daemon Ward****Cleric 4****School** necromancy**Casting Time** 1 action**Components** V, S, M (powdered silver worth 50 gp)**Range** touch**Target** living creature touched**Duration** 1 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *death ward*, except as noted above and it only protects against these attacks from daemons.

Death Ward

The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy. This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect.

Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

Appears in : Book of the Damned 3: Horsemen of the Apocalypse**Death Ward****Cleric 4****School** necromancy**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** living creature touched**Duration** 1 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy. This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect.

Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

Debilitating Portent**Cleric 4****School** enchantment (compulsion) [mind-affecting]**Casting Time** 1 action**Components** V, S, DF**Range** medium (100 + 10 ft./level)**Target** one creature**Duration** 1 round/level (D) see text**Saving Throw** none; **Spell Resistance** yes

The target is surrounded by a glowing green aura of ill fate. Each time the spell's subject makes an attack or casts a spell, it must succeed at a Will saving throw with a DC = 10 + 1/2 caster level + Charisma (in the case of oracles), Intelligence (in the case of witches), or Wisdom (in the case of clerics). If it fails the saving throw, it deals half damage with the attack or spell. You can dismiss this spell as an immediate action when the target confirms a critical hit; doing so negates the critical hit. The attack that you negated still hits, but only deals half damage.

Appears in : Ultimate Combat

Shiso Sukbutter, Cleric 7 – Spells

Devil Snare Cleric 4

School abjuration [good]
Casting Time 1 full-round action
Components V, S, M (a pouch of silvered powder worth 25 gp)
Range touch
Effect 10-ft.-radius circle
Duration 1 round/level
Saving Throw DC 18 Will negates; see text; **Spell Resistance** yes; see text

Your touch creates an invisible circle on a flat surface. Any outsider passing through this circle must succeed at a Will save or be caught within. Once trapped, a creature must succeed at a Will save as a standard action to physically exit the confines of the circle, teleport, or use any form of extradimensional travel (as per *dimensional anchor*). Contained outsiders can still attack adjacent creatures outside of the circle, or target others with ranged attacks, spells, and spell-like abilities. Despite the spell's name, *devil snare* captures outsiders of any type, not only devils.

As a standard action, you can dismiss the circle, expelling any outsiders still trapped within to their planes of origin (as per *dismissal*). An outsider can resist this effect with a successful Will save, enabling it to remain after the spell is dismissed.

Dimensional Anchor

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

Dismissal

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

Appears in : Agents of Evil

Dimensional Anchor Cleric 4

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

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

Discern Lies Cleric 4

School divination
Casting Time 1 action
Components V, S, DF
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
Saving Throw DC 18 Will negates; **Spell 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.

Dismissal Cleric 4

School abjuration
Casting Time 1 action
Components V, S, DF
Range close (25 + 5 ft./2 levels)
Target one extraplanar creature
Duration instantaneous
Saving Throw DC 18 Will negates; see text; **Spell Resistance** yes

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

Divination Cleric 4

School divination
Casting Time 10 minutes
Components V, S, M (incense and an appropriate offering worth 25 gp)
Range personal
Target you
Duration instantaneous

Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice granted by the spell can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%. If the die roll fails, you know the spell failed, unless specific magic yielding false information is at work. As with *augury*, multiple divinations about the same topic by the same caster use the same dice result as the first divination spell and yield the same answer each time.

Divine Power Cleric 4

School evocation
Casting Time 1 action
Components V, S, DF
Range personal
Target you
Duration 1 round/level

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. You gain a +1 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks for every three caster levels you have (maximum +6). You also gain 1 temporary hit point per caster level. Whenever you make a full-attack action, you can make an additional attack at your full base attack bonus, plus any appropriate modifiers. This additional attack is not cumulative with similar effects, such as haste or weapons with the speed special ability.

Enchantment Foil**Cleric 4**

School abjuration
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 hour/level (see text)

You gain a +4 bonus on saving throws against enchantment effects. If you succeed at a save against an enchantment effect, you identify the effect as if you had succeeded at a Spellcraft check to do so. Furthermore, you can choose to act as if you had failed your saving throw. If you do so, you gain a +20 bonus on Bluff checks to convince others that you failed your save and are under the enchantment's effects. A creature that attempts to use magic to detect this ruse or to make you speak truthfully about it must succeed at a caster level check (DC 15 + your caster level) to do so.

Appears in : Advanced Class Guide

Film of Filth**Cleric 4**

School transmutation [poison]
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 round/level (D)
Saving Throw DC 18 Fortitude negates; **Spell Resistance** yes

You cause the target's flesh to exude a layer of putrescent slime so foul that the target is sickened (Fortitude negates) for the duration of the spell and for 1d4 rounds thereafter. All creatures within 20 feet also become sickened (Fortitude negates), and remain sickened for as long as they remain within 20 feet of the target and for 1d4 rounds thereafter. A creature that strikes the target with a bite attack must succeed at an additional save or become nauseated for 1d4 rounds. Creatures immune to poison are unaffected.

Appears in : Wrath of the Righteous

Firewalker's Meditation**Cleric 4**

School abjuration [meditative]
Casting Time 1 hour
Components V, M (soothing incense worth 400 gp)
Range personal
Target you
Duration 24 hours or until discharged

You focus your mind on blocking out pain, allowing your body to endure punishments that would be otherwise unbearable. While under the effects of this spell, you continue to register pain—you simply don't suffer the deleterious effects such sensations bring. For example, if you were lit on fire as you slept, you would still wake from the pain of burning even though some of the fire damage you endured (perhaps all of it) would be negated by this spell.

You gain DR 5/magic, resist fire 10, and a +4 bonus on saving throws to resist pain effects. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged. At any time during the spell's duration when you take damage that would be subject to the damage reduction or energy resistance granted by this spell, you can expend the spell's remaining duration as an immediate action in order to increase the effects to DR 10/magic, resist fire 30, and immunity to pain effects. If you do so, these enhanced effects persist for 3 rounds. After this time, the spell ends.

Appears in : Divine Anthology

Flaming Aura**Cleric 4**

School transmutation [fire]
Casting Time 1 action
Components V, S, M/DF (a small piece of charcoal)
Range personal
Target you (see text)
Duration 1 minute/level
Saving Throw none (harmless, see text); **Spell Resistance** no (harmless, see text)

The spell allows you channel fire into your very being. If you don't already have the fire subtype, this spell grants you the fire subtype. If you already have the fire subtype, you instead channel the flames from your being outward, creating a 10-foot-radius aura of fire centered on you. Creatures who enter or end their turns in the aura must succeed at a Fortitude saving throw or take 1d8 points of fire damage.

Multiple castings of this spell stack; you can cast it once on yourself to gain the fire subtype, then again to manifest the aura of flames around you.

Appears in : Giantslayer

Flickering Fate**Cleric 4**

School divination / illumination
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target you or one creature
Duration 1 round
Saving Throw DC 18 Will negates; **Spell Resistance** no

The target sees the flickering shadows of a few seconds into the future. When the spell is cast, all creatures within range must declare their actions for the round before the subject of the spell declares his. All creatures receive a Will saving throw; those who succeed need not follow the course of action they declared. Those who fail must take their action exactly as declared. The subject of this spell gains a +4 insight bonus to attack rolls, AC, and saving throws against any creature that failed its saving throw.

Appears in : Deep Magic, Midgard Player's Guide, Zobeck Gazetteer

Forceful Strike**Cleric 4**

School evocation [force]
Casting Time 1 swift action
Components V, S
Range touch or reach of melee weapon
Target 1 creature
Duration instantaneous
Saving Throw DC 18 Fortitude partial; **Spell Resistance** yes

You cast this spell as you strike a creature with a melee weapon, unarmed strike, or natural attack to unleash a concussive blast of force. You deal normal weapon damage from the blow, but also deal an additional amount of force damage equal to 1d4 points per caster level (maximum of 10d4). The force of the blow may be enough to knock the target backward as well. To determine if the target is pushed back, make a combat maneuver check with a bonus equal to your caster level to resolve a bull rush attempt against the creature struck. You do not move as a result of this free bull rush, but it can push the target back if it defeats the target's CMD. A successful Fortitude save halves the force damage and negates the bull rush effect.

Appears in : Inner Sea Magic

Freedom of Movement**Cleric 4**

School abjuration
Casting Time 1 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.

Frigid Souls**Cleric 4**

School necromancy (haunted) [cold, emotion, fear, mind-affecting]
Casting Time 1 action
Components V, S, M/DF (a bloody icicle)
Range close (25 ft. + 5 ft./2 levels)
Area one 5-ft. cube/level (S)
Duration 1 hour/level (D)
Saving Throw DC 18 Will negates; **Spell Resistance** yes

You harness the Irriseni people's palpable fear of their frozen environment and cruel Jadwiga overlords into a haunt that withers defenses against the cold. Any creature that enters the affected area must succeed at a Will save or gain spell resistance equal to 11 + your caster level against any abjuration effect that provides resistance to or protection against cold damage or cold climates. This spell resistance cannot be voluntarily lowered. Once every 30 minutes as an immediate action, the haunt attempts a dispel check (1d20 + your caster level) against an active abjuration effect currently protecting a creature in the affected area against cold, even if it was active before the creature was haunted or it successfully bypassed the spell resistance imposed by the haunt. Against creatures with multiple layers of protection, these dispel checks start with the highest-level abjuration effects and work their way down the list. Each time the haunt attempts a dispel check, the spell's haunt-like manifestation occurs during that round.

HAUNT STATISTICS

Notice Perception DC 25 (to feel a biting chill as if through the touch of a frozen hand)

hp 2 hp/level; **Trigger** proximity; **Reset** none

Appears in : Haunted Heroes Handbook

Frosty Aura**Cleric 4**

School transmutation [cold]
Casting Time 1 action
Components V, S, M/DF (a chunk of ice or a few drops of water melted from glacier ice)
Range personal
Target you (see text)
Duration 1 minute/level
Saving Throw none (harmless, see text); **Spell Resistance** no (harmless, see text)

The spell allows you to channel cold into your very being. If you don't already have the cold subtype, this spell grants you the cold subtype. If you already have the cold subtype, you instead channel the frost from your being outward, creating a 10-foot-radius aura of cold centered on you. Creatures who enter or end their turns in the aura must succeed at a Fortitude saving throw or take 1d8 points of cold damage.

Multiple castings of this spell stack; you can cast it once on yourself to gain the cold subtype, then again to manifest the aura of frost around you.

Appears in : Giantslayer

Giant Vermin**Cleric 4**

School transmutation
Casting Time 1 action
Components V, S, DF
Range close (25 + 5 ft./2 levels)
Target 1 or more vermin, no two of which can be more than 30 ft. apart
Duration 1 min./level
Saving Throw none; **Spell Resistance** yes

You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts (see the Pathfinder RPG Bestiary). Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider). The number of vermin which can be affected by this spell depends on your caster level, as noted on the table below. Giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whomever or whatever is near them.

Caster Level - Centipedes - Scorpions - Spiders

9th or lower - 3 - 1 - 2

10th-13th - 4 - 2 - 3

14th-17th - 6 - 3 - 4

18th-19th - 8 - 4 - 5

20th or higher - 12 - 6 - 8

Shiso Sukbutter, Cleric 7 – Spells

Gift of the Deep	Cleric 4
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School transmutation (polymorph)
Casting Time 1 action
Components V, S, DF
Range close (25 + 5 ft./2 levels)
Target one non-mutated sahuagin/level, no two of which can be more than 30 ft. apart
Duration 1 minute/level (D)
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You give the targets the appearance and many of the abilities of sahuagin mutants, with effects as described below. Choose one benefit for all targets of this spell. This spell has no effect on sahuagin that are already mutants or already under the effects of *gift of the deep*.

Four-Armed: The sahuagin sprouts an extra pair of arms - which can be used to make claw attacks (dealing 1d4 points of damage), or to wield weapons or hold items. It gains the benefits of the Multiattack and Multiweapon Fighting feats.

Malenti: The sahuagin's features shift to resemble those of an aquatic elf. It loses its light blindness as well as its claw and bite attacks. The sahuagin gains a +4 enhancement bonus to Dexterity and Charisma, and a +10 circumstance bonus on Disguise checks to appear to be an aquatic elf.

Prehistoric: The sahuagin grows in size, as *enlarge person*. It also gains a +2 enhancement bonus to its natural armor.

Shark-Blooded: The sahuagin's tail elongates and melds with its legs. Its mouth enlarges, increasing its bite damage by one size category (to 1d6 for a typical sahuagin). Its swim speed increases by 20 feet, but its land speed is reduced to 5 feet. The sahuagin can't be tripped.

Sightless: The sahuagin is blinded, but gains the benefits of the Blind Fight feat and blindsense with a range of 90 feet.

Spined: Spines grow on the sahuagin's scales. Any creature that successfully grapples with it, is grappled by it, or hits it with an unarmed strike or natural weapon takes 1d4 points of piercing damage. The sahuagin also gains the benefits of the Improved Grapple feat.

Appears in : Monster Codex

Gilded Whispers	Cleric 4
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School divination
Casting Time 1 round
Components V, S, M (powdered gemstones worth 100 gp)
Range touch
Target a gold or platinum coin
Duration 1 day/level
Saving Throw DC 18 Will negates (object); **Spell Resistance** yes (object)

Developed by priests of Abadar to catch thieves and skimmers, *gilded whispers* later spread to other faiths and was adapted to the arcane arts through the combined efforts of Aram Zey and Kreighton Shaine. Pathfinders most commonly use this spell to track bribes and illicit purchases back to their ultimate source, especially when they suspect the influence of Aspis Consortium agents.

Gilded whispers allows you to use a single coin as a conduit for an eavesdropping spell. When you use a divination (scrying) spell or item, such as *clairvoyance/clairaudience*, *scrying*, or a *crystal ball*, you can choose to target a coin you have affected with *gilded whispers* instead of a creature or location (even if you would not otherwise be able to target an object), though any range limits on the scrying effect still apply. If the coin is held or carried by a creature, its owner receives any applicable saving throw against the effect. The caster of *gilded whispers* treats the coin as a familiar subject. The residual psychic impressions left upon the coin by other handlers help mask this dwomeer from detection, protecting *gilded whispers* against location by *detect magic*, *arcane sight*, and similar effects unless the latter spell's caster succeeds on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast *gilded whispers*. The scrying sensor created by using a divination (scrying) spell to observe or listen to the coin's surroundings can be detected as normal.

Appears in : Pathfinder Society Field Guide

Globe of Tranquil Water	Cleric 4
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School abjuration
Casting Time 1 action
Components V, S, M/DF (a glass globe)
Range 20 ft.
Area 20-ft.-radius emanation, centered on you
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

Upon casting this spell, a rippling bubble of calm water extends outward from you to a radius of 20 feet and remains centered on you when you move. The bubble blocks all natural and magical precipitation such as rain, snow, and hail (including spells such as *ice storm*). This bubble also pushes out any fog or mist within the area, though it does not affect temperature and can't block natural or magical lightning.

All water in this radius counts as calm water for the purposes of Swim checks, and the bubble prevents sprays and blasts of mundane and magic water from striking with enough force to deal damage, move creatures or halt their movement, or perform any action that requires an attack roll or combat maneuver check.

Water elementals are affected by a *globe of tranquil water* the same way creatures of the plant type are affected by an *antiplant shell*.

Antiplant Shell

The antiplant shell spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field.

Appears in : Heroes of the Wild

Guardian of Faith**Cleric 4****School** abjuration [see text]**Casting Time** 1 action**Components** V, S, M (parchment with a holy text written on it)**Range** close (25 + 5 ft./2 levels)**Target** one ally**Duration** 1 minute/level**Saving Throw** Will negates (harmless); **Spell Resistance** no

The target gains the benefit of *shield of faith* and your choice of *protection from chaos*, *evil*, *good*, or *law*. As a move action, the target can transfer this spell to a touched ally, who becomes the new target of the spell.

The alignment descriptor of this spell matches the alignment descriptor of the protection spell you chose when casting it. For example, granting the target *protection from evil* gives this spell the good descriptor.

Protection from Evil

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

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

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

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

Shield of Faith

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).

Appears in : Advanced Class Guide**Hallucinogenic Smoke****Cleric 4****School** conjuration [poison]**Casting Time** 1 action**Components** S, M (tobacco leaves, ingested)**Range** personal**Target** you**Duration** 3 rounds/level or until discharged; see text**Saving Throw** DC 18 Fortitude partial; **Spell Resistance** yes

Dark gray smoke seeps from your eyes, ears, and mouth for the spell's duration, though the smoke doesn't significantly hamper your vision. Upon casting the spell, you may immediately exhale the smoke in a 30-foot cone or do so in a later round as a standard action, ending the spell. Each living creature caught within the cone must succeed at a Fortitude save or be nauseated for 1 round per caster level as it is wracked with waves of nausea and disorienting visions. If it succeeds at its Fortitude save, the creature is instead sickened for 1d4 rounds.

If you don't expel the smoke by the end of the spell's duration, you suffer the spell's effects instead.

If you cast *augury* during the duration of *hallucinogenic smoke*, treat your caster level as 5 higher when determining the chance for a meaningful reply. Additionally, you know whether a result of "nothing" resulted from a failed or successful *augury*.

Appears in : Faiths and Philosophies**Healing Warmth****Cleric 4****Racial Spell for Ifrit****School** abjuration**Casting Time** 1 action**Components** V, S**Range** personal**Target** you**Duration** 1 minute/level

This spell grants you temporary immunity to fire damage as *protection from energy*. As a standard action, you may sacrifice 12 points of remaining energy absorption from the spell to heal a touched creature of 1d8 points of damage. Healing a creature provokes an attack of opportunity. When the spell has absorbed 12 points of fire damage per caster level (to a maximum of 120 points at 10th level), it is discharged.

Appears in : Advanced Race Guide**Heavy Water****Cleric 4****School** transmutation [water]**Casting Time** 1 action**Components** V, S, DF**Range** medium (100 ft. + 10 ft./level)**Area** cylinder of water (5-ft. radius/level, 30 ft. deep)**Duration** 1 minute/level (D)**Saving Throw** none (see text); **Spell Resistance** no

You cause a volume of water to become heavier than normal. Swimming in or through such water requires a Swim check with a DC equal to the saving throw DC of this spell; even creatures with a swim speed must attempt this check. Success allows a creature to swim at up to half its speed as a full-round action; a creature cannot swim as a move action while in an area of *heavy water*. If a creature fails its Swim check by 4 or less, it makes no progress. If it fails by 5 or more, it goes underwater. All Perception checks to see through the affected water take a –10 penalty. All ships sailing through an area of *heavy water* move at half speed.

Appears in : Magical Marketplace

Shiso Sukbutter, Cleric 7 – Spells

Holy Smite Cleric 4

School evocation [good]
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Area 20-ft.-radius burst
Duration instantaneous (1 round); see text
Saving Throw DC 18 Will partial; see text; **Spell Resistance** yes

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected. The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect. The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

Holy Smite Cleric 4

School evocation [good]
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Area 20-ft.-radius burst
Duration instantaneous (1 round); see text
Saving Throw DC 18 Will partial; see text; **Spell Resistance** yes

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected. The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect. The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

Imbue with Spell Ability Cleric 4

School evocation
Casting Time 10 minutes
Components V, S, DF
Range touch
Target creature touched; see text
Duration permanent until discharged (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this boon. Only cleric spells from the schools of abjuration, divination, and conjuration (healing) can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of *imbue with spell ability* can't exceed this limit.

HD of Recipient - Spells Imbued
 2 or lower - One 1st-level spell
 3-4 - One or two 1st-level spells
 5 or higher - One or two 1st-level spells and one 2nd-level spell

The transferred spell's variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast *imbue with spell ability*, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the *imbue with spell ability* spell. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active *imbue with spell ability* spells, the more recently cast imbued spells are dispelled.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must be able to move freely. To cast a spell with a material component or focus, it must have the materials or focus.

Inflict Critical Wounds Cleric 4

School necromancy
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw DC 18 Will half; **Spell Resistance** yes

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

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.

Infuse Effigy**Cleric 4****School** necromancy [curse]**Casting Time** 1 hour**Components** V, S, F (effigy to be imbued)**Range** touch**Target** touched effigy**Duration** permanent until discharged (D)**Saving Throw** DC 18 Will partial; **Spell Resistance** yes

This spell infuses an effigy with a powerful curse that targets a specific type of creature associated in some way with the effigy itself. When you cast this spell, it remains in effect until it is discharged. Once you cast *infuse effigy*, you cannot prepare a new 4th-level spell to replace it or cast another spell with its spell slot until you dismiss the *infuse effigy* spell or until it is discharged against a foe. If the number of 4th-level spells that you can cast decreases, and that number drops below your current number of *infuse effigy* spells, the more recently cast *infuse effigy* spells in excess of the number of 4th-level spells you can now cast are dispelled.

The nature of the curse that becomes infused into the effigy you touch depends more on the nature of the effigy than anything else. You can cast this spell on a standard effigy (such as a head stuck onto a spike, or on a body hanging from a tree), but can generate more powerful effects by casting the spell on one of the more elaborate effigies detailed above - in this case, it is the established traditions of the effigy as much as the effigy itself that empowers the curse. The larger effigies, such as the tree of souls and the wicker man, have minimum caster level requirements; you must be this level or higher in order to cast *infuse effigy* on such a target.

Once an effigy is infused, it radiates an aura of unease to a radius of 5 feet per caster level - the first time a creature enters this area, it must make a Will save or become shaken for 1 minute per caster level. This effect can only occur once per creature and is a mind-affecting fear effect. As long as an effigy remains under the effects of this spell, the body parts associated with the effigy become preserved as if by *gentle repose*. Once an effigy has been the focus for an *infuse effigy* spell, it can never again be the target of this spell - a new effigy must be constructed from new victims if you wish to recreate it. An infused effigy is treated as a magic item for the purposes of saving throws.

An infused effigy has an additional effect on creatures of the same type as the largest creature incorporated into the effigy. If the largest creature is a humanoid or outsider, the additional effect only affects creatures of the largest creature's subtype. Creatures of this type (and subtype) take a -2 penalty on the saving throw against the effigy's aura, and as soon as such creatures attack or damage the effigy (from any distance) or approach within 10 feet of it, they must make a Will saving throw or become cursed. If a creature becomes cursed by an infused effigy, the spell effect on the effigy ends (and the caster can now use that spell slot to prepare or cast spells again), but the curse itself is permanent until it is removed. If the creature that triggers the effigy was close friends with or related to anyone whose body was used to construct the effigy, that creature takes a -4 penalty on the Will save to avoid becoming cursed. The specific effects of each type of effigy's curse are listed below. At the GM's discretion, other specific effigies might exist, along with specific effects they exhibit when they are the subject of an *infuse effigy* spell.

Standard Effigy Curse (no minimum CL) : -2 penalty to an ability score chosen by the caster.

Blood Eagle Curse (no minimum CL) : -4 penalty to Constitution and -4 penalty on all saving throws against fear effects.

Nothing Pole Curse (no minimum CL) : Any effect that can be generated by a *bestow curse* spell.

Tree of Souls Curse (minimum CL 11th) : The victim heals damage from rest at half normal rate, and any magical healing applied to the victim must succeed at a DC 20 Caster Level check or be negated. The cursed victim takes a -4 penalty on all Constitution-based checks, including stabilization checks and Fortitude saving

Instant Restoration**Cleric 4****School** conjuration (healing)**Casting Time** 1 action**Components** V, S, F/DF (a thimble of water and a seed)**Range** close (25 ft. + 5 ft./2 levels)**Target** one summoned creature you control**Duration** 1 round/level (D)**Saving Throw** none; **Spell Resistance** no

Instant restoration channels planar energy into a summoned creature. This spell can be cast as an immediate action when a summoned creature you control drops to 0 or fewer hit points. Rather than immediately disappear, the creature is healed for 4d8 hp + 1 hit point per caster level (maximum 4d8+10 hit points). If this healing brings your summoned creature's hit point total to 1 or more hit points, it remains as if its hit points had never dropped to 0 or fewer. Creatures slain by death effects cannot be saved by *instant restoration*. A summoner can target his eidolon with this spell.

Appears in : Monster Summoner's Handbook

Magic Circle Against Technology**Cleric 4****School** abjuration**Casting Time** 1 action**Components** V, S, M/DF (a 3-ft.-diameter circle of powdered copper)**Range** touch**Area** 10-ft.-radius emanation from touched creature**Duration** 10 minute/level**Saving Throw** Will negates (harmless), see text; **Spell Resistance** no, see text

All creatures within the area gain the effects of a *protection from technology* spell. Creatures in the area, or that later enter the area, receive only one attempt to suppress technological effects that are controlling them. If a creature succeed at this save, such effects are suppressed as long as the creature remains in the area. Creatures that leave the area and then return are not protected. Robots receive a saving throw and spell resistance to avoid being kept at bay, but the deflection and resistance bonuses and the protection from mental control apply to non-technological creatures in the area even if a robot succeeds at its saving throw and is thus able to enter the area.

This spell is not cumulative with *protection from technology* and vice versa.

Appears in : Technology Guide

Magic Weapon, Greater **Cleric 4**

School transmutation / metal elemental
Casting Time 1 action
Components V, S, M/DF (powdered lime and carbon)
Range close (25 + 5 ft./2 levels)
Target one weapon or 50 projectiles (all of which must be together at the time of casting)
Duration 1 hour/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell functions like *magic weapon*, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5). This bonus does not allow a weapon to bypass damage reduction aside from magic. Alternatively, you can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation after they are used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.

Magic Weapon

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

Make Whole, Greater **Cleric 4**

School transmutation
Casting Time 1 action
Components V, S
Range 10 ft.
Target one object up to 5 lb./level
Duration instantaneous
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell repairs 1d6 points of damage plus 1 point per level when cast on a construct creature (maximum 10d6+10). *Greater make whole* can fix destroyed magic items or technological items (items at 0 hit points or fewer), and restores the magic properties of the item if your caster level at least equal to that of the item. This spell otherwise functions as *make whole*.

Make Whole

This spell functions as *mending*, except that it repairs 1d6 points of damage per level when cast on a construct creature (maximum 5d6).

Make whole can fix destroyed magic items (at 0 hit points or less), and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way. When *make whole* is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

Appears in : Technology Guide

Mark of the Reptile God **Cleric 4**

School transmutation (curse)
Casting Time 1 action
Components V, S, DF
Range close (25 + 5 ft./2 levels)
Target one creature
Duration permanent
Saving Throw DC 18 Fortitude negates; **Spell Resistance** yes

If you succeed at a ranged touch attack, you burn your handprint onto the flesh of a creature, dealing 1d6 points of acid damage. The mark can be placed on any exposed portion of the creature, typically the head or forearm. The flesh around the handprint becomes rough and scaly, like the hide of a lizard. It also glows with a green radiance (shedding light as a torch) when brought within 60 feet of you. While the handprint glows, the target takes a -2 penalty to AC against your attacks and on saving throws to resist any spell you cast or spell-like ability you use.

Additionally, each day the target remains cursed, more and more of its flesh becomes covered in reptilian scales. The target must succeed at a Fortitude save each day or take 1d4 points of Charisma damage, 1 point of which is Charisma drain instead. A creature reduced to 0 Charisma by this effect is immediately transformed into a small, harmless cave lizard, as the *baleful polymorph* spell.

As with the effects of *bestow curse*, the curse inflicted by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Appears in : Monster Codex

Master's Escape **Cleric 4**

School conjuration (teleportation)
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target you and one summoned creature you control
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

You create an extradimensional link between yourself and one summoned creature you control that allows you to switch places. After casting *master's escape*, you can teleport to your summoned creature's space as a swift action, causing your summoned creature to teleport to your former space. If your summoned creature is reduced to 0 or fewer hit points before you can use this spell's effect, you can teleport to a space that you can see within 30 feet as an immediate action. After using either of these effects, the spell ends. A summoner can target his eidolon with this spell.

Appears in : Monster Summoner's Handbook

Mighty Strength **Cleric 4**

School transmutation
Casting Time 1 action
Components V, S, DF
Range personal
Target you
Duration 1 minute/level
Saving Throw n/A; **Spell Resistance** no

In order to prepare this spell, the caster must spend an hour performing a ritual in which he beseeches Torag (or a member of his family) for the aid of one of his divine family members. For 24 hours after the ritual, the caster may prepare spells of the requested deity. The caster may only attune himself to one additional deity at a time.

As *bull's strength*, except it grants a +8 enhancement bonus to Strength.

Appears in : Dwarves of Golarion

Nature's Ravages Cleric 4

School necromancy
Casting Time see text
Components V, S, M/DF (dried maggots)
Range close (25 + 5 ft./2 levels)
Target corpse of creature whose total number of HD does not exceed your caster level
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You greatly speed up the decomposition process of a nearby corpse and warp the fibers of time that permeate it, aging the corpse an additional amount of time equal to up to 1 day per 2 caster levels (maximum 10 days at 20th level). This spell prompts all the natural effects of the intended decomposition period, including crumbled clothing, rotted or liquefied flesh, maggot infestations, and the infiltration of any surrounding vegetation.

In addition to hindering mundane autopsies and investigations, this spell may effectively prohibit the use of *raise dead* on the target, though more powerful magic such as *resurrection* or *true resurrection* may still work.

Casting time is 1 minute per HD of target.

Appears in : Dungeoneer's Handbook

Neutralize Poison Cleric 4

School conjuration (healing)
Casting Time 1 action
Components V, S, M/DF (charcoal)
Range touch
Target creature or object of up to 1 cu. ft./level touched
Duration instantaneous or 10 min./level; see text
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a Will save to negate the effect.

Order's Wrath Cleric 4

School evocation [lawful]
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Area nonlawful creatures within a burst that fills a 30-ft. cube
Duration instantaneous (1 round); see text
Saving Throw DC 18 Will partial; see text; **Spell Resistance** yes

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

Path of Glory, Greater Cleric 4

School conjuration (healing)
Casting Time 1 action
Components V, S
Range touch (see text)
Area four 5-ft. squares/level (see text)
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

This spell functions as *path of glory*, except as noted above, and a square provides 5 points of healing instead of 1.

Path of Glory

You cause four 5-foot squares (one of which must be your space) to glow with dim illumination. Starting on your next turn, as a swift action you can extend the glowing area by an additional four 5-foot squares; each new square must be adjacent to a square that was previously glowing. Allies that end their turns on a glowing square (including one who falls unconscious in the square) are healed of 1 point of damage.

Appears in : Advanced Class Guide

Persistent Vigor Cleric 4

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

You are filled with a persistent vigor. You gain fast healing 2 and are immune to bleed effects as well as the sickened and nauseated conditions. When you succeed at a saving throw against a disease or poison effect, that disease or poison effect ends (as if you had succeeded at enough saving throws to cure that effect).

If you fail a saving throw against a disease or poison effect, you can instantly dismiss this spell to reroll that saving throw with a +4 bonus; you must take the result of this reroll, even if it is lower.

Appears in : Advanced Class Guide

Planar Adaptation Cleric 4

School transmutation / all elements
Casting Time 1 action
Components V
Range personal
Target you
Duration 1 hour/level (D)

Planar adaptation grants you immunity to the harmful environmental effects of a particular plane of existence, including such hazards as toxicity, extreme temperatures, and lack of air. Additionally, you gain energy resistance 20 to a single energy type prevalent on that plane (choose one if more than one type is equally prevalent). Planar adaptation has no effect when cast upon your native plane.

Appears in : Advanced Player's Guide

Planar Ally, Lesser**Cleric 4****School** conjuration (calling)**Casting Time** 10 minutes**Components** V, S, M (payment, plus offerings worth 500 gp), DF, see text**Range** close (25 + 5 ft./2 levels)**Effect** one called outsider of 6 HD or less**Duration** instantaneous**Saving Throw** none; **Spell Resistance** no

By casting this spell, you request your deity to send you an outsider (of 6 HD or less) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway). You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services. The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives. A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to 1 day per caster level, requires a payment of 1,000 gp per HD. A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment. At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

Note: When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Planetary Adaptation**Cleric 4****School** transmutation**Casting Time** 1 action**Components** V**Range** personal**Target** you**Effect** adapts you to survive on a world.**Duration** 1 hour/level

This spell functions as *planar adaptation* (*Advanced Player's Guide* 236), save that it only works on worlds of the Material Plane. The cold void of space is considered a single world for the purpose of this spell, allowing you to survive in vacuum.

Planar Adaptation

Planar adaptation grants you immunity to the harmful environmental effects of a particular plane of existence, including such hazards as toxicity, extreme temperatures, and lack of air. Additionally, you gain energy resistance 20 to a single energy type prevalent on that plane (choose one if more than one type is equally prevalent). Planar adaptation has no effect when cast upon your native plane.

Appears in : Distant Worlds, People of the Stars

Poison**Cleric 4****School** necromancy**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** living creature touched**Duration** instantaneous; see text**Saving Throw** DC 18 Fortitude negates; see text; **Spell Resistance** yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

Probe History**Cleric 4****Racial Spell for Half-Elf****School** divination**Casting Time** 1 round**Components** V, S, DF**Range** close (25 ft. + 5 ft./2 levels)**Target** one creature**Duration** instantaneous**Saving Throw** DC 18 Will negates; **Spell Resistance** yes

You gain a glimpse of a potential reality similar to this one but that never was. If the target fails her Will save, you can ask about one topic and attempt the appropriate Knowledge check with a +5 competence bonus; track Knowledge checks attempted with this spell separately for the purpose of disallowing retries on Knowledge checks. You learn information on that topic from a reality in which you were an acquaintance of the target, although the differences in that reality might cause the answer to be subtly different than in your own. Once you have probed a target's history, successfully or not, you cannot target the same creature's history or search for the same information in another creature's history

Appears in : Inner Sea Races

Protection from Energy, Communal**Cleric 4****School** abjuration / all elements**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** creatures touched**Duration** 10 min./level or until discharged split among the recipients**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *protection from energy*, except you divide the duration in 10-minute intervals among the creatures touched. Once the spell absorbs 12 points of energy damage per caster level (maximum 120 points) for a subject, the spell's effects end for that subject.

Protection from Energy

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.

Appears in : Ultimate Combat

Rags to Riches Cleric 4

School transmutation
Casting Time 1 action
Components V, S, M (a bit of burlap wrapped over a copper coin)
Range touch
Target 1 weapon, suit or armor, shield, tool, or skill kit touched/5 levels
Duration 10 minutes/level
Saving Throw DC 18 Fortitude negates (object); **Spell Resistance** no

The target object is enhanced to function as a masterwork item. In addition to any bonuses for the masterwork quality, the object gains other bonuses. Skill kits and other equipment add an additional +1 insight bonus for every 4 caster levels you possess to skill checks made with them that already receive a bonus from the skill kit. Armor and weapons gain temporary hit points equal to your caster level. If the object already has an enhancement bonus, this bonus increases by 1. If the object of the spell has hardness, that hardness increases by 5.

Appears in : Arcane Anthology

Remove Radioactivity Cleric 4

School conjuration (healing)
Casting Time 1 action
Components V, S
Range touch
Duration instantaneous
Saving Throw DC 18 Fortitude negates (object); **Spell Resistance** yes (object)

You remove all ongoing radiation effects, both primary and secondary, on a single target if you succeed at a caster level check (DC = the Fortitude DC associated with the radiation effect). In addition, you immediately restore 1d4 points of Constitution drain and 1d4 points of Strength drain caused by radiation - this spell cannot restore ability damage or drain caused by other sources. When cast on an area, a single casting of *remove radioactivity* removes radiation from a 20-foot-radius area around the point you touch. This spell has no power to negate naturally radioactive materials, and as long as such materials remain in an area, the radiation that was removed may return.

Appears in : Technology Guide

Repel Vermin Cleric 4

School abjuration
Casting Time 1 action
Components V, S, DF
Range 10 ft.
Area 10-ft.-radius emanation centered on you
Duration 10 min./level (D)
Saving Throw none or Will negates; see text; **Spell Resistance** yes

An invisible barrier holds back vermin. A vermin with HD of less than one-third your level cannot penetrate the barrier. A vermin with HD of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

Replenish Ki Cleric 4

School conjuration (healing)
Casting Time 1 minute
Components V, S, DF
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You attune the target's internal store of supernatural energy to the cosmos, replenishing its *ki* pool. If you are the target, you regain 2 *ki* points. If another creature is the target, it regains 1 *ki* point. This does not allow the target to exceed its *ki* pool's maximum. This spell has no effect if the target does not have a *ki* pool.

Appears in : Inner Sea Gods, Jade Regent

Rest Eternal Cleric 4

School necromancy
Casting Time 1 round
Components V, S, M/DF (ashes and a vial of holy or unholy water)
Range touch
Target one dead creature touched
Duration permanent
Saving Throw none; **Spell Resistance** no

You place a curse upon a dead creature that bars its spirit from returning. Anyone casting a spell that would communicate with the dead creature, return it to life, or turn it into an undead creature must succeed on a caster level check with a DC of 11 plus your caster level. Rest eternal cannot be dispelled, but it can be negated with remove curse or break enchantment.

Appears in : Advanced Player's Guide

Restoration Cleric 4

School conjuration (healing)
Casting Time 3 rounds
Components V, S, M (diamond dust worth 100 gp), see text
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *lesser restoration*, except that it also dispels temporary negative levels or one permanent negative level. If this spell is used to dispel a permanent negative level, it has a material component of diamond dust worth 1,000 gp. This spell cannot be used to dispel more than one permanent negative level possessed by a target in a 1-week period.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

Restoration, Lesser

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Revenant Armor Cleric 4

School transmutation
Casting Time 1 action
Components V, S, F (one suit of armor)
Range close (25 ft. + 5 ft./2 levels)
Target one suit of armor
Duration 1 day/level or 1 hour/level; see below
Saving Throw none; **Spell Resistance** no

This spell endows a suit of armor with a singular purpose realized only after its wearer goes unconscious or is killed; whenever the wearer of a suit of armor warded by *revenant armor* is brought below 0 hit points or otherwise rendered unconscious (but not paralyzed or held) in combat, the armor is immediately brought to life as a Medium animated object. This animated suit of armor still contains the unconscious (or dead) body of its former wearer and moves with a shambling gait at a speed of 20 feet. This animated object has average hit points and, if the armor is made from metal, it has the metal animated object extraordinary ability (plus additional abilities based on the type of metal, as indicated on page 14 of the *Pathfinder RPG Bestiary*). Once animated, the *revenant armor* remains standing (and stands if knocked prone, doing so without provoking attacks of opportunity), and prevents the wearer of the armor from being considered helpless. If an ally of the wearer is within range of the armor, she can direct it to move, though it refuses to go anywhere that requires a skill check. If grappled or otherwise restrained, it can attempt to break free with a Strength score equal to your caster level and a CMB equal to 1 + your caster level + the armor's Strength modifier. If the armor's wearer is reduced to dust, made conscious, or removed from the armor, the spell ends.

Appears in : Armor Master's Handbook

Ride the Waves Cleric 4

School transmutation / water elemental [water]
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 hour/level (D)
Saving Throw DC 18 Will negates (harmless); **Spell Resistance** yes (harmless)

The target gains the ability to breathe water and a swim speed of 30 feet. This swim speed means the target also gains the standard +8 bonus on Swim checks and the ability to take 10 on Swim checks even while distracted or endangered. The target can use the run action while swimming, provided it swims in a straight line. The spell does not make the target unable to breathe air.

Appears in : Ultimate Magic

Sending Cleric 4

School evocation / wood elemental
Casting Time 10 minutes
Components V, S, M/DF (fine copper wire)
Range see text
Target one creature
Duration 1 round; see text
Saving Throw none; **Spell Resistance** no

You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence. Even if the sending is received, the subject is not obligated to act upon it in any manner. If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Shadow Barbs Cleric 4

School illusion (shadow) [darkness]
Casting Time 1 action
Components V, S, M (a single link from a spiked chain)
Range 0 ft.
Effect spiked chain-like shadowy weapon
Duration 1 round/level
Saving Throw DC 18 Will negates (see text); **Spell Resistance** no

This spell, developed originally by priests of Zon-Kuthon in Nidal's early years, has recently crossed the boundary between divine and arcane magic. Although it still bears some of the stigma of being associated with the Midnight Lord, it's rapidly becoming a favorite spell of magi and other martially minded arcane spellcasters.

When you cast this spell, you create a shadowy spiked chain that shimmers and pulses with darkness. The chain exists as long as you carry it; if you ever drop the chain, give it to another, or are disarmed, it immediately vanishes and the spell's duration ends.

The chain radiates darkness in a 10-foot-radius spread around you, reducing the illumination level in this area by one step, but not below the level of dim light.

You can wield the *shadow barbs* as a spiked chain as if you were fully proficient with spiked chains. Any additional abilities or feats that you possess that apply to spiked chains apply to the *shadow barbs* as well. The weapon functions as a +2 *vicious spiked chain*. Its enhancement bonus increases to +3 at caster level 11th, to +4 at caster level 15th, and finally to +5 at caster level 19th. When the spell effect ends, you can make a Will save against the spell - if successful, all of the damage caused to you by the *shadow barbs*' vicious weapon quality vanishes, unless you are dead or unconscious at the time the spell ends, in which case you automatically fail this Will save and the vicious weapon damage remains.

Appears in : Inner Sea Magic

Shield of Fortification, Greater Cleric 4

School abjuration
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration 1 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell functions as *shield of fortification*, except there is a 50% chance that the critical hit or sneak attack is negated and damage is instead be rolled normally, rather than 25%.

Shield of Fortification

You create a magical barrier that protects a target's vital areas. When the target is struck by a critical hit or a sneak attack, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This benefit does not stack with other effects that can turn critical hits or sneak attacks into normal attacks, such as the *fortification* armor special ability.

Appears in : Advanced Class Guide

Shield of the Dawnflower**Cleric 4****School** evocation [fire, good, light]**Casting Time** 1 action**Components** V, S, DF**Range** personal**Duration** 1 round/level**Saving Throw** see Text; **Spell Resistance** no

You create a disk of sunlight on one arm. Any creature that strikes you with a melee attack deals normal damage, but also takes 1d6 points of fire damage + 1 point per caster level (maximum +15). Creatures with reach weapons are not subject to this damage if they attack you. The shield provides illumination as if it were a *continual flame* spell. You can only have one instance of this spell in effect at a time. It does not stack with similar damaging aura spells such as *fire shield*.

Continual Flame

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched. Light spells counter and dispel darkness spells of an equal or lower level.

Appears in : Gods & Magic, Inner Sea World Guide**Shield Speech, Greater****Cleric 4****School** abjuration**Casting Time** 1 action**Components** V, S**Range** 30 ft.**Area** 30-ft. emanation centered on you**Duration** 10 minute/level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions as *shield speech*, except all creatures within the dome may communicate with each other as if linked by *shield speech*. If they speak with anyone outside the area, those outside the area hear them normally.

Shield Speech

You can securely communicate with one creature within range. So long as your target remains within 10 feet of you, you and it can speak freely to each other without fear of being overheard. Communications that involve shield speech cannot be spied on, such as with a *divination* spell, and observers of the conversation can tell you are communicating but cannot read lips or hear the conversation unless they are the target of the spell. If you or the target speak to any other creatures, they can hear you normally (only communication between you and the target is protected). The spell does not shield writing, sign language, or any form of communication other than speaking.

Appears in : Taldor, Echoes of Glory**Soothe Construct****Cleric 4****School** abjuration / metal elemental**Casting Time** 1 round**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** one construct**Duration** instantaneous**Saving Throw** none; **Spell Resistance** no

You soothe the elemental spirit of a targeted construct, reducing its chance of going berserk by 1d4% per four caster levels (maximum 5d4%). If cast on a construct that has already gone berserk and you are its master, you may immediately roll d% to end the construct's berserk state, it returns to normal functioning, and its berserk chance returns to 0%.

Appears in : Ultimate Magic**Speak with Haunt****Cleric 4****School** necromancy [language-dependent]**Casting Time** 10 minutes**Components** V, S, DF**Range** 10 ft. (see text)**Target** one haunt**Duration** 1 minute/level**Saving Throw** DC 18 Will negates (see text); **Spell Resistance** no

You stir a haunt (Pathfinder RPG GameMastery Guide 242) to a limited sense of awareness and consciousness, allowing it to answer questions. The spell's range must reach any square within 10 feet of the haunt's area. You must be aware of the haunt prior to casting the spell, and casting the spell does not trigger the haunt. You can ask one question per 2 caster levels. The haunt's knowledge is limited to what its original creature knew during life, including the languages it spoke. A haunt often remembers the circumstance that led to its existence (though this recollection might be from the original victim's perspective and therefore not objective), what triggers it, and how it can be laid to rest (destroyed). Answers are brief, cryptic, or repetitive, especially if the haunt is angry and vindictive.

If the haunt's alignment is more than one step away from yours, the haunt can attempt a Will save to resist the spell.

A haunt's Will save modifier is equal to 3 + the haunt's CR.

If the save is successful, the haunt can refuse to answer your questions or attempt to deceive you (using Bluff). A haunt's Bluff modifier equals its CR (minimum +0) or might be determined by the GM based upon the original victim.

The haunt can speak only about what it knew in life and the circumstances by which it became a haunt. It cannot answer any questions that pertain to events that occurred after it was created. A neutral or good haunt might cooperate with similarly aligned creatures in order to end its suffering.

If a haunt has been subject to this spell within the past week, a new casting of this spell on it fails. You can cast this on a haunt that has been deceased for any amount of time.

Unlike a corpse affected by *Speak with Dead*, a haunt wants to express itself, if only to share its pain or to cause mischief.

Appears in : Advanced Class Guide**Spell Immunity****Cleric 4****School** abjuration**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** creature touched**Duration** 10 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect. A creature can have only one spell immunity or greater spell immunity spell in effect on it at a time.

Spellcrash, Lesser**Cleric 4**

School abjuration
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Target one creature
Duration 1 round/level
Saving Throw DC 18 Will negates; see text; **Spell Resistance** yes

You create a discordant blast of energy that disrupts the target's available magic each round at the start of its turn.

If the target prepares spells, it must choose one of its prepared 3rd-level spells, which is immediately lost; if the target has no 3rd-level spells prepared, it must lose a 2nd-level spell it has prepared (progressing down to 1st-level spell if it has no 2nd-level spells prepared).

If the target is a spontaneous spellcaster, it loses one of its available 3rd-level spell slots; if the target has no available 3rd-level spell slots, it must lose a 2nd-level spell slot (progressing down to 1st-level spell if it has no 2nd-level spell slots available).

If the target has more than one spellcasting class, choose one at random to be affected. This spell has no effect on spell-like abilities.

There is no initial saving throw for this spell, but the target can attempt a Will saving throw each round at the end of its turn.

Any spell or spell slot lost because of this spell is treated as if the caster had failed a concentration check while trying to cast it - the spell or spell slot is wasted and has no effect, but is recovered normally the next time the character prepares spells or regains spell slots.

Appears in : Advanced Class Guide

Spiritual Ally**Cleric 4**

School evocation / aether elemental [force]
Casting Time 1 action
Components V, S, DF
Range medium (100 + 10 ft./level)
Effect spiritual ally of force
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

An ally made of pure force appears in a single 5-foot square within range. The ally takes the form of a servant of your god. The spiritual ally occupies its space, though you and your allies can move through it, since it is your ally. The spiritual ally carries a single weapon, one favored by your deity (as for spiritual weapon), which has the same threat range and critical modifiers as a real weapon of its form. Each round on your turn, starting with the turn that you cast this spell, your spiritual ally can make an attack against a foe within its reach that you designate. The spiritual ally threatens adjacent squares and can flank and make attacks of opportunity as if it were a normal creature. The spiritual ally uses your base attack bonus (gaining extra attacks if your base attack bonus is high enough) plus your Wisdom bonus when it makes a melee attack. When the spiritual ally hits, it deals 1d10 points of force damage + 1 point of damage per 3 caster levels (maximum +5 at 15th level). It strikes as a spell, not a weapon, so it bypasses DR and can affect incorporeal creatures. Each round after the first, you can move the spiritual ally as a swift action. It has a speed of 30 feet, and a fly speed of 30 feet (perfect maneuverability). Being a construct of force, the spiritual ally cannot be harmed by any physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual ally's AC against touch attacks is 10. 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 ally strikes it. If the ally 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.

Appears in : Advanced Player's Guide

Spit Venom**Cleric 4**

School transmutation [poison]
Casting Time 1 action
Components V
Range close (25 + 5 ft./2 levels)
Effect one stream of venom
Duration instantaneous; see text
Saving Throw DC 18 Fortitude partial; **Spell Resistance** no

You spit a stream of venom at a target using a ranged touch attack. If the venom hits, it causes blindness for 1 round. The target must also save or be poisoned by black adder venom; the DC in successive rounds of the poison is equal to the spell's DC.

Appears in : Ultimate Magic

Summon Genie, Lesser**Cleric 4**

School conjuration (summoning)
Casting Time 1 round
Components V, S, F (an oil lamp worth at least 50 gp), DF (an oil lamp worth at least 50 gp)
Range close (25 + 5 ft./2 levels)
Effect one summoned janni
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell functions like *summon monster I*, except you can summon one janni.

Summon Monster I

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish). When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Monster Tables

1st Level : Dire rat*, Dog*, Dolphin*, Eagle*, Fire beetle*, Frog, poison*, Pony (horse)*, Viper (snake)*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Appears in : People of the Sands

Summon Monster IV**Cleric 4****School** conjuration / all elements (summoning)**Casting Time** 1 round**Components** V, S, F/DF**Range** close (25 + 5 ft./2 levels)**Effect** one summoned creature**Duration** 1 round/level (D)**Saving Throw** none; **Spell 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 Monster Tables

4th Level : Ant, giant (drone)*, Bison (herd animal)*, Deinonychus (dinosaur)*, Dire ape*, Dire boar*, Dire wolf*, Elemental (Medium) [Elemental subtype], Giant scorpion*, Giant wasp*, Grizzly bear*, Hell hound [Evil, Lawful subtypes], Hound archon [Good, Lawful subtypes], Lion*, Mephit (any) [Elemental subtype], Pteranodon (dinosaur)*, Rhinoceros*

3rd Level : Ant, giant (soldier)*, Ape*, Aurochs (herd animal)*, Boar*, Cheetah*, Constrictor snake*, Crocodile*, Dire bat*, Dretch (demon) [Chaotic, Evil subtypes], Electric eel*, Giant lizard*, Lantern archon [Good, Lawful subtypes], Leopard (cat)*, Shark*, Wolverine*

2nd Level : Ant, giant (worker)*, Elemental (Small) [Elemental subtype], Giant centipede*, Giant frog*, Giant spider*, Goblin dog*, Horse*, Hyena*, Lemure (devil) [Evil, Lawful subtypes] Octopus*, Squid*, Wolf*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Summon Monster I

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish). When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Monster Tables

1st Level : Dire rat*, Dog*, Dolphin*, Eagle*, Fire beetle*, Frog, poison*, Pony (horse)*, Viper (snake)*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Summoner Conduit**Cleric 4****School** necromancy**Casting Time** 1 action**Components** V, S, M (two flies)**Range** close (25 + 5 ft./2 levels)**Target** one summoned creature or eidolon**Duration** 1 minute/level**Saving Throw** DC 18 Will negates; **Spell Resistance** yes

You exploit the invisible, mystic connection between the target creature and its summoner to harm that summoner. Whenever the target's summoned creature is the target of a spell that deals damage, the target's summoner is also considered to be a target of that spell. Such a summoner gains his normal defenses against the spell, such as a saving throw and spell resistance, and cannot be affected if he is on another plane of existence.

Appears in : Ultimate Combat**Suppress Primal Magic****Cleric 4****School** abjuration**Casting Time** 1 action**Components** V, S, M (a pinch of sand from the Spellscar Desert)**Range** 10 ft.**Area** 10-ft.-radius emanation centered on you**Duration** 1 round/level

Nexian wizards first created this spell while researching the nature of the Mana Wastes, hoping to create small zones within the magic-starved region where their own spells could still function reliably. The best the Nexians could manage was this spell - a method to temporarily stabilize magic so that spellcasting within a small area can be accomplished without fear of triggering primal magic events. In the area of effect of this spell, primal magic events cannot be triggered. The emanation grants a +4 circumstance bonus on all saving throws against effects generated by primal magic outside of the spell's effect that expand into the area.

Unfortunately, suppressed primal magic tends to build up around the emanation created by this spell. When *suppress primal magic's* duration ends (or when the spell is dispelled), a primal magic event is immediately triggered at the center of the emanation if that point is still in an area where primal magic is active. The CR of this event is equal to the caster level of the recently ended *suppress primal magic* spell. The original caster of the *suppress primal magic* spell can attempt to negate this triggered primal magic event by making a DC 20 Will save - most spellcasters instead relocate to an area not affected by primal magic if they can so that they can end the spell's effect safely.

Appears in : Inner Sea Magic

Sword to Snake

Cleric 4

School transmutation [poison]

Casting Time 1 action

Components V, S, M/DF (a hair from a spider)

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

Target one Medium or smaller item

Duration 1 round/level (D)

Saving Throw DC 18 Will negates (object); **Spell Resistance** yes (object)

When you make an undulating gesture using your hand, the target item changes slightly in shape and appearance to resemble a cross between its original form and that of a venomous animal. For example, a staff might change to resemble a snake, a shield might change to resemble an enormous venomous beetle, or the hilt of a sword might change to resemble a scorpion's tail.

If this spell is cast on a held item, the wielder adds his Will save bonus to the saving throw. You must be able to see the item to cast this spell on it.

The item retains all its properties, but whenever a creature picks up, attacks with, activates, or otherwise manipulates the item (with the exception of dropping the item) after this spell is cast, it animates and bites the creature. The attack is resolved before the action that triggered it. This spell otherwise does not affect the creature's ability to use the item.

If the item is a nonmagical weapon, it has an attack bonus equal to your caster level plus your spellcasting ability score modifier, and its attack deals 1d4 points of piercing damage. If the target item is a magic weapon, it retains any magical qualities, and its enhancement bonus is still added to both the attack roll and the damage roll.

A creature that takes damage from the bite is affected as if by a venomous snake's poison (*frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save). The poison's save DC is equal to this spell's DC.

Appears in : Dirty Tactics Toolbox

Symbol of Revelation**Cleric 4****School** divination**Components** V, S, M (mercury and phosphorous, plus powdered diamond and opal)**Saving Throw** none

This spell functions as *symbol of death*, except it is only activated by invisible creatures, creatures affected by an illusion (glamer) effect, creatures with the shapechanger subtype, or creatures that have magically changed their shape. These creatures are outlined by a pale light that functions like *faerie fire*, except it lasts for 10 minutes per caster level; the symbol does not otherwise reveal their true form. Once triggered, a symbol of revelation remains active for 10 minutes per caster level.

Symbol of revelation can be made permanent with a permanency spell by a caster of 12th level or higher for the cost of 10,000 gp.

Faerie Fire

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Creatures outlined by faerie fire take a -20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical darkness effect functions normally), blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Symbol of Death

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of death* kills one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. A creature that enters the area while the *symbol of death* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol of death* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol of death* ineffective, unless a creature removes the covering, in which case the *symbol of death* works normally.

As a default, a *symbol of death* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol of death* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol of death*'s triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of death* to render it inoperative triggers it if the symbol reacts to touch. You can't use a *symbol of death* offensively; for instance, a touch-triggered *symbol of death* remains untriggered if an item bearing the *symbol of death* is used to touch a creature. Likewise, a *symbol of death* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of death* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points

Shiso Sukbutter, Cleric 7 – Spells

Symbol of Slowing	Cleric 4	Terrible Remorse	Cleric 4
<p>School transmutation</p> <p>Components V, S, M (mercury and phosphorous, plus powdered diamond and opal)</p> <p>Saving Throw DC 18 Will negates; Spell Resistance yes</p> <p>This spell functions as <i>symbol of death</i>, except all creatures within 60 feet of a symbol of slowing are slowed (as the slow spell) for 1 round per caster level.</p> <p>Symbol of slowing can be made permanent with a permanency spell by a caster of 11th level or higher for the cost of 10,000 gp.</p> <p>Symbol of Death</p> <p>This spell allows you to scribe a potent rune of power upon a surface. When triggered, a <i>symbol of death</i> kills one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The <i>symbol of death</i> affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the <i>symbol</i> becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. A creature that enters the area while the <i>symbol of death</i> is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the <i>symbol</i> only once as long as it remains within the area, though if it leaves the area and returns while the <i>symbol</i> is still active, it must save again.</p> <p>Until it is triggered, the <i>symbol of death</i> is inactive (though visible and legible at a distance of 60 feet). To be effective, a <i>symbol of death</i> must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the <i>symbol of death</i> ineffective, unless a creature removes the covering, in which case the <i>symbol of death</i> works normally.</p> <p>As a default, a <i>symbol of death</i> is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a <i>symbol of death</i> can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a <i>symbol of death</i>'s triggering conditions cannot be changed.</p> <p>In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a <i>symbol of death</i> to render it inoperative triggers it if the symbol reacts to touch. You can't use a <i>symbol of death</i> offensively; for instance, a touch-triggered <i>symbol of death</i> remains untriggered if an item bearing the <i>symbol of death</i> is used to touch a creature. Likewise, a <i>symbol of death</i> cannot be placed on a weapon and set to activate when the weapon strikes a foe.</p> <p>You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a <i>symbol of death</i> can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.</p> <p>When scribing a <i>symbol of death</i>, you can specify a password or phrase that prevents a creature using it from triggering the symbol's effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.</p> <p>You also can attune any number of creatures to the <i>symbol of death</i>, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a <i>symbol of death</i> cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are</p>		<p>School enchantment (compulsion) [emotion, mind-affecting]</p> <p>Casting Time 1 action</p> <p>Components V, S</p> <p>Range close (25 + 5 ft./2 levels)</p> <p>Target 1 living creature</p> <p>Duration 1 round/level</p> <p>Saving Throw DC 18 Will partial (see text); Spell Resistance yes</p> <p>You fill a target with such profound remorse that it begins to harm itself. Each round, the target must save or deal 1d8 points of damage + its Strength modifier to itself using an item held in its hand or with unarmed attacks. If the creature saves, it is staggered for 1 round and takes a -2 penalty to Armor Class, after which the spell ends.</p> <p>Appears in : Ultimate Magic</p>	

Thaumaturgic Circle**Cleric 4**

School abjuration
Casting Time 1 action
Components V, S, M (a 3-ft.-diameter circle of powdered silver), DF
Range touch
Area 10-ft.-radius emanation from touched creature
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** no; see text

This spell functions as *magic circle against chaos, evil, good, or law*, but rather than stipulating an alignment descriptor, you can designate any one non-alignment subtype of outsider, including air, earth, fire, and water, as well as outsider races such as angels and devils.

Magic Circle against Evil

All creatures within the area gain the effects of a *protection from evil* spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance. This spell has an alternative version that you may choose when casting it. A *magic circle against evil* can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only. A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself. You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a *dimensional anchor* spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram - even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above. This spell is not cumulative with *protection from evil* and vice versa.

Protection from Evil

This spell wards a creature from attacks by evil creatures, from

Tongues**Cleric 4**

School divination / wood elemental
Casting Time 1 action
Components V, M/DF (a clay model of a ziggurat)
Range touch
Target creature touched
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** no

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a permanency spell.

Umbral Infusion**Cleric 4**

School necromancy [shadow]
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one mindless undead creature
Duration 1 minute/level
Saving Throw DC 18 Will negates; **Spell Resistance** yes

You infuse the target mindless undead creature with power drawn from the Shadow Plane, immediately granting it the advanced creature simple template. It gains a +2 bonus on all rolls, including damage rolls, a +2 bonus to special ability DCs, a +4 bonus to AC and CMD, and 2 additional hit points per Hit Die. The undead creature's destructive instincts take hold for the duration of this spell, and any attempts to control or command the undead creature have a 50% chance of failing; if uncontrolled, the undead creature attacks any living creatures it sees. This spell has no effect on undead creatures that already have the advanced creature template.

Appears in : Blood of Shadows

Undeath Inversion**Cleric 4**

School necromancy
Casting Time 1 action
Components V, S, F/DF (a gold piece with one scratched face)
Range close (25 ft. + 5 ft./2 levels)
Target one undead creature
Duration 1 round/level (D); see text
Saving Throw DC 18 Will negates; see text; **Spell Resistance** yes

You alter an undead creature's energy affinity so that it takes damage from negative energy and gains healing from positive energy, as if it were a living creature. If the target was able to channel negative energy or produce negative energy effects (such as inflict spells), these abilities produce positive energy instead, healing living targets and harming the undead. The target cannot impose negative levels on other creatures for the duration of the spell. The target's creature type does not change, and it is still considered an undead creature. 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.

Appears in : Undead Slayer's Handbook

Wall of Bone**Cleric 4****School** necromancy**Casting Time** 1 action**Components** V, S, M (a polished humanoid femur)**Range** close (25 ft. + 5 ft./2 level)**Effect** solid wall of humanoid bones with an area of up to one 5-ft. square/level**Duration** 1 minute/level**Saving Throw** none; **Spell Resistance** yes; see text

This spell creates a vertical wall of skeletal arms that attaches itself to any solid surface. The wall of bone works identically to *wall of stone* except as noted above and in this spell description. The *wall of bone* is 1 inch thick per 4 caster levels and composed of up to one 5-foot square per level. The wall created must be vertical, and must rest upon a firm foundation. It cannot be used to bridge a chasm, for instance, or to act as a ramp. Each 5-foot square of the wall has hardness 4 and 7 hit points per inch of thickness. A section of wall whose hit points drops to 0 is breached. If a creature tries to break through the wall with a single attack, the DC of the Strength check is equal to 15 + 2 per inch of thickness.

For each creature adjacent to the wall, the skeletal hands attempt a combat maneuver check to grapple it. The skeletal hands do not provoke attacks of opportunity. They make their attacks at the start of your turn, when the wall is summoned, or when an enemy first moves adjacent to the wall. The skeletal hands' CMB is equal to your caster level, and they can grapple a Huge or smaller creature with no penalty.

If the wall successfully grapples a foe, that foe takes 1d6 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The wall cannot move or pin foes. Each round the wall succeeds at a grapple combat maneuver check, it deals 1d6 additional points of damage. The CMD of the wall, for the purposes of escaping the grapple, is equal to 10 + its CMB.

Wall of Stone

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

Appears in : Magic Tactics Toolbox**Ward of the Season****Cleric 4****Racial Spell for Elf****School** abjuration**Casting Time** 1 action**Components** V, S**Range** touch**Target** one creature**Effect** target gains blessing of one of the seasons**Duration** 1 hour/level**Saving Throw** Will negates (harmless); **Spell Resistance** no

This spell harnesses the power of the seasons to protect the target and grant a number of bonuses. This spell has one of four different effects. The caster of the spell can select any one of the following four effects, but can change the effect as a standard action that reduces the total remaining duration by 1 hour.

Spring: The target is wrapped in light vines, culminating in a crown of bright, beautiful flowers. While the spell remains in effect, the target is immune to bleed effects and regains 1 hit point per round whenever below 0 hit points, as long as the target is still alive. This stabilizes the target. For each hit point restored in this way, the spell's total remaining duration is reduced by 1 hour.

Summer: The target is surrounded by tiny motes of light. While the spell remains in effect, the target's base speed increases 10 feet. The target may instead increase its base speed by 30 feet for 1 round by reducing the spell's total remaining duration by 1 hour.

Fall: A cloak of autumn leaves appears on the target. While the spell remains in effect, the target gains a +2 morale bonus on Fortitude saves. The target can decide to roll twice on any saving throw against disease or poison and take the higher result by reducing the spell's total remaining duration by 1 hour.

Winter: A flutter of snow and crisp air surrounds the target. While this spell remains in effect, the target automatically succeeds at Acrobatics skill checks made to avoid falling while moving across slick or narrow surfaces. The target can move freely through difficult terrain for 1 round by reducing the spell's remaining duration by 1 hour. Difficult terrain created by magic affects the target normally.

Appears in : Advanced Race Guide**Ward Shield****Cleric 4****School** transmutation**Casting Time** 1 action**Components** V, S**Range** touch**Target** shield touched**Duration** 1 minute/level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

With a touch, you enchant a shield and enable it to protect its wielder from hostile spells. The shield grants spell resistance 10 + your caster level against spells so long as the shield can be interposed between the wielder and the spell effect. A *spell shield* does not provide spell resistance against area effect spells such as *fireball*, but does provide a +5 bonus on Reflex saving throws against such spells.

Appears in : Knights of the Inner Sea

Warp Metal**Cleric 4****School** transmutation [earth]**Casting Time** 1 action**Components** V, S, M (a twisted wire)**Range** close (25 ft. + 5 ft./2 levels)**Target** 1 Small metal object/level, all within a 20-ft. radius; see text**Duration** instantaneous**Saving Throw** DC 18 Will negates (object); **Spell Resistance** yes (object)

You cause metal to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a successful Strength check to open, at your option). A vehicle grinds to a halt and ceases to operate. Warped ranged weapons are useless. A warped melee weapon imposes a -4 penalty on attack rolls.

You can warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32.

Alternatively, you can unwarped metal (effectively warping it back to normal) with this spell. *Make whole*, on the other hand, does nothing to repair a warped item.

You can combine multiple consecutive castings of *warp metal* to warp (or unwarped) an object that is too large for you to warp with a single casting. Until the object is completely warped, it suffers no ill effects.

Appears in : Magic Tactics Toolbox**Water Walk, Communal****Cleric 4****School** transmutation [water]**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** creatures touched**Duration** 10 min./level (D) split among the recipients**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *water walk*, except you divide the duration in 10-minute intervals among the creatures touched.

Water Walk

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Appears in : Ultimate Combat**Wrathful Weapon****Cleric 4****School** transmutation [see text]**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** melee weapon touched (see text)**Duration** 1 minute/level**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (object)

You grant the targeted weapon one of the following weapon special abilities: *anarchic*, *axiomatic*, *holy*, or *unholy*. If *anarchic*, this spell has the chaos descriptor; if *axiomatic*, the law descriptor; if *holy*, the good descriptor; and if *unholy*, the evil descriptor. If the caster attempts to place a special ability on a weapon that already has that special ability, the spell fails.

If a warpriest casts this spell on his sacred weapon, the duration doubles. Warpriests with unarmed strike as a sacred weapon can cast this spell on their unarmed strike.

Appears in : Advanced Class Origins