

## Shiso Sukbutter, Cleric 15 – 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 18 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:* Conjuration 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

## Shiso Sukbutter, Cleric 15 – Spells

<p><b>Detect Magic</b> <span style="float: right;"><b>Cleric 0</b></span></p> <p><b>School</b> divination  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> 60 ft.  <b>Area</b> cone-shaped emanation  <b>Duration</b> concentration, up to 1 min./level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>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><b>Original Strength - Duration of Lingering Aura</b>  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><b>Enhanced Diplomacy</b> <span style="float: right;"><b>Cleric 0</b></span></p> <p><b>School</b> divination  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> creature touched  <b>Duration</b> 1 minute or until discharged  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)</p> <p>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.</p> <p><b>Appears in :</b> Taldor, Echoes of Glory</p>
<p><b>Detect Poison</b> <span style="float: right;"><b>Cleric 0</b></span></p> <p><b>School</b> divination  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one creature, one object, or a 5-ft. cube  <b>Duration</b> instantaneous  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>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.</p>	<p><b>Guidance</b> <span style="float: right;"><b>Cleric 0</b></span></p> <p><b>School</b> divination / void elemental  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> 1 minute or until discharged  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes</p> <p>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.</p>
<p><b>Light</b> <span style="float: right;"><b>Cleric 0</b></span></p> <p><b>School</b> evocation / wood elemental [light]  <b>Casting Time</b> 1 action  <b>Components</b> V, M/DF (a firefly)  <b>Range</b> touch  <b>Target</b> object touched  <b>Duration</b> 10 min./level  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>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.</p> <p>Light can be used to counter or dispel any darkness spell of equal or lower spell level.</p>	

## Shiso Sukbutter, Cleric 15 – Spells

### 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 18 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

## Shiso Sukbutter, Cleric 15 – Spells

### 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 18 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 18 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 19 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

## Shiso Sukbutter, Cleric 15 – Spells

<b>Air Bubble</b>	<b>Cleric 1</b>	<b>Ant Haul</b>	<b>Cleric 1</b>
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**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

<b>Air Bubble</b>	<b>Cleric 1</b>
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**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

<b>Alleviate Addiction</b>	<b>Cleric 1</b>
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**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

**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 19 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

<b>Aspect of the Nightingale</b>	<b>Cleric 1</b>
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**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

## Shiso Sukbutter, Cleric 15 – Spells

<p><b>Authenticating Gaze</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> divination  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (a miniature magnifying glass or spectacles)  <b>Range</b> personal  <b>Duration</b> 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><b>Detect Magic</b>  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><b>Original Strength - Duration of Lingering Aura</b>  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><b>Appears in</b> : Black Markets</p>	<p><b>Bane</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> enchantment (compulsion) [fear, mind-affecting]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> 50 ft.  <b>Area</b> 50-ft.-radius burst, centered on you  <b>Duration</b> 1 min./level  <b>Saving Throw</b> DC 19 Will negates; <b>Spell Resistance</b> 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><b>Bleeding Strike</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> necromancy  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Effect</b> one slashing melee weapon touched  <b>Duration</b> 1 round/level or until discharged  <b>Saving Throw</b> Will negates (harmless, object); <b>Spell Resistance</b> 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><b>Appears in</b> : Wrath of the Righteous</p> <p><b>Blend with Surroundings</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> illusion (glamer)  <b>Casting Time</b> 1 round  <b>Components</b> V, S, M/DF (a chess piece)  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Target</b> one creature  <b>Duration</b> 10 minutes/level  <b>Saving Throw</b> Fortitude negates (harmless) or Will disbelieves (if interacted with); <b>Spell Resistance</b> 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><b>Appears in</b> : Dirty Tactics Toolbox</p> <p><b>Bless</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> enchantment (compulsion) [mind-affecting]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> 50 ft.  <b>Area</b> the caster and all allies within a 50-ft. burst, centered on the caster  <b>Duration</b> 1 min./level  <b>Saving Throw</b> none; <b>Spell Resistance</b> 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 15 – 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 19 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 19 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 19 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 19 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 15 – Spells

<b>Celestial Healing</b>	<b>Cleric 1</b>	<b>Ceremony</b>	<b>Cleric 1</b>
<b>School</b> conjuration (healing) [good]		<b>School</b> transmutation	
<b>Casting Time</b> 1 round		<b>Casting Time</b> 8 hours	
<b>Components</b> V, S, M (1 drop of blood from a good outsider or 1 dose of holy water worth 25 gp)		<b>Components</b> V, S, DF	
<b>Range</b> touch		<b>Range</b> touch or medium (100 ft. + 10 ft./level) (see text)	
<b>Target</b> creature touched		<b>Target</b> willing, living creature or creatures touched or one creature/level (see text)	
<b>Duration</b> 1 round/2 levels		<b>Duration</b> 1 hour/level or 1 day/level (see text)	
<b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)		<b>Saving Throw</b> DC 19 Will negates (see text); <b>Spell Resistance</b> yes	

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 15 – Spells

Clarion Call	Cleric 1	Command	Cleric 1
<p><b>School</b> illusion  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a piece of brass)  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> 10 minutes/level  <b>Saving Throw</b> Fortitude negates (harmless); <b>Spell Resistance</b> yes (harmless)</p> <p>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.</p> <p><b>Appears in</b> : Knights of the Inner Sea</p>		<p><b>School</b> enchantment (compulsion) [language-dependent, mind-affecting]  <b>Casting Time</b> 1 action  <b>Components</b> V  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one living creature  <b>Duration</b> 1 round  <b>Saving Throw</b> DC 19 Will negates; <b>Spell Resistance</b> yes</p> <p>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.</p> <p><b>Approach:</b> 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.</p> <p><b>Drop:</b> On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.</p> <p><b>Fall:</b> 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.</p> <p><b>Flee:</b> 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.</p> <p><b>Halt:</b> 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.</p>	
	<p style="background-color: #e0e0e0;"><b>Cloak of Secrets</b></p> <p><b>School</b> illusion (glamer)  <b>Casting Time</b> 1 minute  <b>Components</b> V, S  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Area</b> 5-ft.-radius emanation centered on a point in space  <b>Duration</b> 10 minutes/level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>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.</p> <p><b>Appears in</b> : Heroes of the Streets</p>	<p style="background-color: #e0e0e0;"><b>Compel Hostility</b></p> <p><b>School</b> enchantment (compulsion) [mind-affecting]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a drop of your blood)  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 round/level  <b>Saving Throw</b> see text; <b>Spell Resistance</b> see text</p> <p>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.</p> <p>A summoner casting this spell can choose his eidolon as the target of the spell.</p> <p><b>Appears in</b> : Ultimate Combat</p>	

**Compelling Question****Cleric 1****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 19 Will negates; **Spell Resistance** yes

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.

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

**Comprehend Languages****Cleric 1****School** divination**Casting Time** 1 action**Components** V, S, M/DF (pinch of soot and salt)**Range** personal**Target** you**Duration** 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

**Coward's Cowl****Cleric 1****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

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.

While affected by *coward's cowl*, a creature takes a -2 penalty on all saving throws against fear effects.

**Appears in** : Agents of Evil

**Cultural Adaptation****Cleric 1****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

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.

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.

**Appears in** : Humans of Golarion, Ultimate Intrigue

**Cure Light Wounds****Cleric 1****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

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 Light Wounds****Cleric 1****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

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.

## Shiso Sukbutter, Cleric 15 – Spells

<b>Dancing Lantern</b>	<b>Cleric 1</b>	<b>Detect Chaos</b>	<b>Cleric 1</b>
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**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

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.

**Appears in** : Advanced Player's Guide

<b>Deadeye's Lore</b>	<b>Cleric 1</b>
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**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

<b>Deathwatch</b>	<b>Cleric 1</b>
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**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.

<b>Decompose Corpse</b>	<b>Cleric 1</b>
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**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 19 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

**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 15 – Spells

<b>Detect Demon</b>	<b>Detect Evil</b>												
<b>School</b> divination	<b>School</b> divination												
<b>Casting Time</b> 1 action	<b>Casting Time</b> 1 action												
<b>Components</b> V, S, DF	<b>Components</b> V, S, DF												
<b>Range</b> 60 ft.	<b>Range</b> 60 ft.												
<b>Area</b> cone-shaped emanation	<b>Area</b> cone-shaped emanation												
<b>Duration</b> concentration, up to 10 minutes / level (D)	<b>Duration</b> concentration, up to 10 min./level (D)												
<b>Saving Throw</b> none (see text); <b>Spell Resistance</b> no	<b>Saving Throw</b> none; <b>Spell Resistance</b> no												
<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><b>Detect Evil</b> 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><b>Aura Power:</b> 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><b>Lingering Aura:</b> 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>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><b>Aura Power:</b> 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><b>Lingering Aura:</b> 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>												
<table style="width: 100%; border: none;"> <tr> <td style="width: 33%; border: none;">Original Strength</td> <td style="width: 33%; border: none;">Duration of Lingering Aura</td> <td style="width: 33%; border: none;"></td> </tr> <tr> <td style="border: none;">Faint</td> <td style="border: none;">1d6 rounds</td> <td style="border: none;">Moderate</td> </tr> <tr> <td style="border: none;">Overwhelming</td> <td style="border: none;">1d6 days</td> <td style="border: none;">Strong</td> </tr> <tr> <td style="border: none;"></td> <td style="border: none;"></td> <td style="border: none;">1d6 x 10 minutes</td> </tr> </table>		Original Strength	Duration of Lingering Aura		Faint	1d6 rounds	Moderate	Overwhelming	1d6 days	Strong			1d6 x 10 minutes
Original Strength	Duration of Lingering Aura												
Faint	1d6 rounds	Moderate											
Overwhelming	1d6 days	Strong											
		1d6 x 10 minutes											

## Shiso Sukbutter, Cleric 15 – Spells

Detect Evil	Cleric 1	Detect Good	Cleric 1
<p><b>School</b> divination  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> 60 ft.  <b>Area</b> cone-shaped emanation  <b>Duration</b> concentration, up to 10 min./level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> 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>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><b>Aura Power:</b> 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><b>Lingering Aura:</b> 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><b>School</b> divination  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> 60 ft.  <b>Area</b> cone-shaped emanation  <b>Duration</b> concentration, up to 10 min./level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> 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><b>Detect Evil</b></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>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><b>Aura Power:</b> 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><b>Lingering Aura:</b> 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 15 – Spells

**Detect Law** **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 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.

**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 Radiation** **Cleric 1**

**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**

**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

## Shiso Sukbutter, Cleric 15 – Spells

### Detect Undead Cleric 1

**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.

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

**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

### 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.

### 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 19 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



## Shiso Sukbutter, Cleric 15 – Spells

### 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 19 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.

### 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

## Shiso Sukbutter, Cleric 15 – Spells

Fairness	Cleric 1	Forbid Action	Cleric 1	
<p><b>School</b> enchantment (compulsion) [mind-affecting]  <b>Casting Time</b> 1 round  <b>Components</b> V, S, DF  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one humanoid creature per level  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> DC 19 Will negates; <b>Spell Resistance</b> yes</p> <p>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.</p> <p><b>Appears in</b> : Faiths of Balance, Inner Sea Gods</p>		<p><b>School</b> enchantment (compulsion) [language-dependent, mind-affecting]  <b>Casting Time</b> 1 action  <b>Components</b> V  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one creature  <b>Duration</b> 1 round  <b>Saving Throw</b> DC 19 Will negates; <b>Spell Resistance</b> yes</p> <p>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.</p> <p><b>Attack:</b> 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.</p> <p><b>Cast:</b> Target cannot cast spells or use spell-like abilities.</p> <p><b>Communicate:</b> 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.</p> <p><b>Draw:</b> Target cannot ready or prepare any item, weapon, component, or equipment.</p> <p><b>Move:</b> 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.</p> <p><b>Appears in</b> : Ultimate Magic</p>		
	<p><b>Fallback Strategy</b></p> <p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 minute/level or until discharged; see text</p> <p>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 <i>fallback strategy</i> active on you at the same time.</p> <p><b>Appears in</b> : Gods &amp; Magic, Inner Sea Gods</p>	<p><b>Cleric 1</b></p>		
		<p><b>Firebelly</b></p> <p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> DC 19 Reflex half, see text; <b>Spell Resistance</b> yes, see text</p> <p>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.</p> <p><b>Appears in</b> : Inner Sea Gods, Shattered Star</p>	<p><b>Cleric 1</b></p>	

## Shiso Sukbutter, Cleric 15 – 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 19 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** 1 immediate action

**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 19 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 19 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

## Shiso Sukbutter, Cleric 15 – Spells

### 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 19 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 19 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 15 – Spells

<p><b>Liberating Command</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> transmutation / wood elemental  <b>Casting Time</b> 1 immediate action  <b>Components</b> V  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Target</b> one creature  <b>Duration</b> instantaneous  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> 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><b>Appears in</b> : Andoran, Spirit of Liberty, Ultimate Combat</p>	<p><b>Magic Stone</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> touch  <b>Target</b> up to three pebbles touched  <b>Duration</b> 30 minutes or until discharged  <b>Saving Throw</b> Will negates (harmless, object); <b>Spell Resistance</b> 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><b>Lighten Object</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, M (goose down)  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Target</b> 1 object of up to 1 cubic ft./level  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> DC 19 Will negates (object); <b>Spell Resistance</b> 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><b>Appears in</b> : Faiths of Balance, Inner Sea Gods</p>	<p><b>Magic Weapon</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> transmutation / metal elemental  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> touch  <b>Target</b> weapon touched  <b>Duration</b> 1 min./level  <b>Saving Throw</b> Will negates (harmless, object); <b>Spell Resistance</b> 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><b>Lucky Number</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> one willing creature  <b>Duration</b> 24 hours or until discharged  <b>Saving Throw</b> none; <b>Spell Resistance</b> 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><b>Appears in</b> : Occult Mysteries</p>	<p><b>Marid's Mastery</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>Racial Spell for Undine</b>  <b>School</b> transmutation / water elemental [water]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> willing creature touched  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> 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><b>Appears in</b> : 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 19 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 <sup>B2</sup>, (chaotic), fiendish (evil), or resolute <sup>B2</sup> (lawful). In addition to its normal abilities, the crow gains the Improved Steal <sup>APG</sup> 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** 1 immediate action  
**Components** V, S  
**Range** close (25 + 5 ft./2 levels)  
**Target** one creature  
**Duration** instantaneous  
**Saving Throw** DC 19 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 *bles*s 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

<p><b>Peace Bond</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (a glass cube)  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Area</b> one or more 5-ft. cubes, no two of which can be more than 30 ft. apart  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p>	<p><b>Poisoned Egg</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> transmutation [poison]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> touch  <b>Target</b> one egg  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> none (object); <b>Spell Resistance</b> no (object)</p>
<p>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 <i>peace bond</i> take no damage from a <i>fireball</i> you cast. However, if you cast <i>stinking cloud</i>, 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 <i>peace bond's</i> area. <i>Peace bond</i> offers no protection against your spell-like abilities or supernatural area effects.</p> <p><b>Appears in</b> : Heroes of the Streets</p>	<p>You transform the contents of a normal egg into a single dose of small centipede poison (injury; <i>save</i> DC 11; <i>frequency</i> 1/round for 4 rounds; <i>effect</i> 1 Dex; <i>cure</i> 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.</p> <p><b>Appears in</b> : Gods &amp; Magic, Inner Sea Gods</p>
<p><b>Pesh Vigor</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a dose of pesh worth 15 gp)  <b>Range</b> touch  <b>Target</b> living creature touched  <b>Duration</b> 1 round/level; see text  <b>Saving Throw</b> DC 19 Will negates; <b>Spell Resistance</b> yes</p>	<p><b>Protection from Chaos</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> abjuration [lawful]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> 1 min./level (D)  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> no; see text</p>
<p>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.</p> <p><b>Appears in</b> : Black Markets, Dark Markets: A Guide to Katapesh</p>	<p>This spell functions like <i>protection from evil</i>, 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.</p> <p><b>Protection from Evil</b></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><b>Pick Your Poison</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> conjuration (healing) [mind-affecting]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> 10 minute/level  <b>Saving Throw</b> Fortitude negates (harmless); <b>Spell Resistance</b> yes (harmless)</p>	
<p>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. <i>Pick your poison</i> does not affect any poison effects that occurred before the spell was cast.</p> <p><b>Appears in</b> : Gods &amp; Magic, Inner Sea Gods</p>	

## Shiso Sukbutter, Cleric 15 – Spells

Protection from Evil	Cleric 1	Protection from Law	Cleric 1
<p><b>School</b> abjuration [good]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> 1 min./level (D)  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> no; see text</p>		<p><b>School</b> abjuration [chaotic]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> 1 min./level (D)  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> 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><b>Protection from Evil</b></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 15 – 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 19 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 19 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 19 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.

## Shiso Sukbutter, Cleric 15 – Spells

<b>Shadow Trap</b>	<b>Cleric 1</b>
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**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 19 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

<b>Shield of Faith</b>	<b>Cleric 1</b>
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**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).

<b>Shield of Faith (x2)</b>	<b>Cleric 1</b>
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**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).

<b>Shield Speech</b>	<b>Cleric 1</b>
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**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

<b>Shield the Banner</b>	<b>Cleric 1</b>
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**School** abjuration  
**Casting Time** 1 action  
**Components** V, S, DF  
**Range** touch  
**Duration** 1 minute/level  
**Saving Throw** DC 19 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

**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 19 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

<b>Summon Minor Monster</b>	<b>Cleric 1</b>	<b>Summon Monster I</b>	<b>Cleric 1</b>
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**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

**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.

<b>Sun Metal</b>	<b>Cleric 1</b>
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**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 19 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

## Shiso Sukbutter, Cleric 15 – Spells

<p><b>Sure Casting</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> divination  <b>Casting Time</b> 1 action  <b>Components</b> V, F (a square of cloth and a needle)  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 round (see text)</p> <p>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 <i>sure casting</i>.</p> <p><b>Appears in</b> : Pathfinder Society Primer</p>	<p><b>Touch of Bloodletting</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> necromancy  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> living creature touched  <b>Duration</b> 1 round/level  <b>Saving Throw</b> DC 19 Will negates; <b>Spell Resistance</b> yes</p> <p>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.</p> <p><b>Appears in</b> : Faiths of Corruption, Inner Sea Gods</p>
<p><b>Tap Inner Beauty</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> divination  <b>Casting Time</b> 1 action  <b>Components</b> V, M (a tiny mirror)  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 minute/level</p> <p>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.</p> <p><b>Appears in</b> : Faiths of Purity, Inner Sea Gods</p>	<p><b>Tracking Mark</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> evocation  <b>Casting Time</b> 1 action  <b>Components</b> S, DF  <b>Range</b> long (400 ft. + 40 ft./level)  <b>Target</b> one creature  <b>Duration</b> 10 minutes/level (D)  <b>Saving Throw</b> DC 19 Will negates; <b>Spell Resistance</b> yes</p> <p>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.</p> <p><b>Appears in</b> : Inner Sea Gods, Kingmaker</p>
<p><b>Theft Ward</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>Racial Spell for Tengu</b>  <b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V  <b>Range</b> touch  <b>Target</b> one Object  <b>Duration</b> 1 day  <b>Saving Throw</b> Will negates (harmless, object); <b>Spell Resistance</b> yes (harmless, object)</p> <p>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.</p> <p><b>Appears in</b> : Advanced Race Guide</p>	<p><b>Unbreakable Heart</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> enchantment (compulsion) [mind-affecting]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Duration</b> 1 round/level  <b>Saving Throw</b> Will Negates (harmless); <b>Spell Resistance</b> yes (harmless)</p> <p>The target creature gains a +4 morale bonus on saving throws against mind-affecting effects that rely on negative emotions (such as <i>crushing despair</i>, <i>rage</i>, or fear effects) or that would force him to harm an ally (such as <i>confusion</i>). 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 <i>good hope</i> 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. <i>Calm emotions</i> counters and dispels <i>unbreakable heart</i>.</p> <p><b>Appears in</b> : Gods &amp; Magic, Inner Sea World Guide</p>
<p><b>Touch of Blindness</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> necromancy [darkness, shadow]  <b>Casting Time</b> 1 action  <b>Components</b> V  <b>Range</b> touch  <b>Target</b> creature or creatures touched (up to one/level)  <b>Duration</b> 1 round/level (see text)  <b>Saving Throw</b> DC 19 Fortitude negates; <b>Spell Resistance</b> yes</p> <p>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.</p> <p><b>Appears in</b> : Blood of Shadows</p>	

<p><b>Unwelcome Halo</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> evocation [light]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> medium (100 ft. + 10 ft./level)  <b>Target</b> one nongood creature  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> DC 19 Will negates; <b>Spell Resistance</b> yes</p> <p>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.</p> <p>If <i>unwelcome halo</i> 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.</p> <p><b>Appears in</b> : Inner Sea Gods</p>	<p><b>Weapons Against Evil</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, DF  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Target</b> one weapon/level, no two of which can be more than 20 ft. apart  <b>Duration</b> 1 round/level  <b>Saving Throw</b> Fortitude negates (harmless, object); <b>Spell Resistance</b> yes (harmless, object)</p> <p>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.</p> <p><b>Appears in</b> : Faiths of Purity, Inner Sea Gods</p>
<p><b>Watchful Eye</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S, F  <b>Duration</b> 1 minute/level</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 emulates Folgrit's motherly protection. It functions as <i>shield other</i>, except as noted above, and you must maintain line of effect to the target.</p> <p><b>Shield Other</b></p> <p>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.</p> <p><b>Appears in</b> : Dwarves of Golarion</p>	<p><b>Weaponwand</b> <span style="float: right;"><b>Cleric 1</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 round  <b>Components</b> V, S, F (a magic wand)  <b>Range</b> touch  <b>Target</b> one weapon  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> Will negates (harmless, object); <b>Spell Resistance</b> yes (harmless, object)</p> <p>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.</p> <p>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 <i>weaponwand</i>, the encased wand is similarly broken or destroyed.</p> <p><b>Appears in</b> : Inner Sea Magic</p>

## Shiso Sukbutter, Cleric 15 – Spells

### Winter Feathers Cleric 1

**Racial Spell for Tengû**  
**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 20 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

### 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 20 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

**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).



## Shiso Sukbutter, Cleric 15 – Spells

<p><b>Air Step</b></p> <p><b>School</b> transmutation [air]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a goose feather)  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 minute/level</p> <p>This spell functions as <i>air walk</i>, 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.</p> <p>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.</p> <p>If you have 5 ranks in Fly, you can cross liquid at full speed and do not take the penalties to your skill checks.</p> <p><b>Air Walk</b></p> <p>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.</p> <p><b>Appears in</b> : Advanced Class Guide</p>	<p style="text-align: center;"><b>Cleric 2</b></p> <p><b>Align Weapon</b></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> touch  <b>Target</b> weapon touched or 50 projectiles (all of which must be together at the time of casting)  <b>Duration</b> 1 min./level  <b>Saving Throw</b> Will negates (harmless, object); <b>Spell Resistance</b> yes (harmless, object)</p> <p>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.</p> <p style="text-align: center;"><b>Cleric 2</b></p> <p><b>Alter Summoned Monster</b></p> <p><b>School</b> conjuration (summoning)  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 ft. + 5 ft./ 2 levels)  <b>Target</b> one summoned creature  <b>Duration</b> instantaneous  <b>Saving Throw</b> DC 20 Will negates; <b>Spell Resistance</b> yes</p> <p>You swap a creature summoned by a conjuration (summoning) spell for a creature you could summon with a <i>summon monster</i> or <i>summon nature's ally</i> 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. <i>Alter summoned monster</i> 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. <i>Alter summoned monster</i> 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.</p> <p><b>Appears in</b> : Monster Summoner's Handbook</p>
<p style="text-align: center;"><b>Cleric 2</b></p> <p><b>Alchemical Tinkering</b></p> <p><b>Racial Spell for Ratfolk</b></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> firearm or alchemical item touched  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> DC 20 Fortitude negates (object); <b>Spell Resistance</b> yes</p> <p>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</p> <p><b>Appears in</b> : Advanced Race Guide</p>	<p style="text-align: center;"><b>Cleric 2</b></p> <p><b>Amplify Stench</b></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 10 minutes/level</p> <p>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.</p> <p><b>Appears in</b> : Monster Codex</p>

**Ancestral Communion** **Cleric 2** **Ant Haul, Communal** **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

**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 20 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

## Shiso Sukbutter, Cleric 15 – Spells

### 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

### 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 20 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 20 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 20 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**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 20 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 20 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

## Shiso Sukbutter, Cleric 15 – Spells

<p><b>Bone Fists</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> necromancy  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (the knucklebone of a dire animal)  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Target</b> 1 creature/level, no two of which can be more than 30 feet apart  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> none (harmless); <b>Spell Resistance</b> no</p> <p>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.</p> <p><b>Appears in</b> : Magic Tactics Toolbox</p>	<p><b>Bull's Strength</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (a few hairs, or a pinch of dung, from a bull)  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> 1 min./level  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)</p> <p>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.</p>
<p><b>Book Ward</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (a drop of clear oil)  <b>Range</b> touch  <b>Target</b> one touched object up to 10 lbs/level  <b>Duration</b> 1 day/level or until discharged (see text)  <b>Saving Throw</b> Will negates (harmless, object); <b>Spell Resistance</b> yes (harmless, object)</p> <p>As <i>protection from energy</i>, 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).</p> <p><b>Protection from Energy</b>          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.</p> <p>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.</p> <p><b>Appears in</b> : Seekers of Secrets</p>	<p><b>Burst of Radiance</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> evocation [good, light]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (a piece of flint and a pinch of silver dust)  <b>Range</b> long (400 + 40 ft./level)  <b>Area</b> 10-ft.-radius burst  <b>Duration</b> instantaneous  <b>Saving Throw</b> DC 20 Reflex partial; <b>Spell Resistance</b> yes</p> <p>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.</p> <p><b>Appears in</b> : Champions of Purity</p>
<p><b>Brittle Portal</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Area</b> 5-ft.-radius spread  <b>Duration</b> 1 round/level  <b>Saving Throw</b> DC 20 Will negates (object); <b>Spell Resistance</b> yes (object)</p> <p>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.</p> <p><b>Appears in</b> : Faiths of Corruption, Inner Sea Gods</p>	<p><b>Calm Emotions</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> enchantment (compulsion) [emotion, mind-affecting]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> medium (100 + 10 ft./level)  <b>Area</b> creatures in a 20-ft.-radius spread  <b>Duration</b> concentration, up to 1 round/level (D)  <b>Saving Throw</b> DC 20 Will negates; <b>Spell Resistance</b> yes</p> <p>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 <i>bless</i>, <i>good hope</i>, and <i>rage</i>, 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.</p>

**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 20 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

**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 20 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 20 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 20 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

## Shiso Sukbutter, Cleric 15 – Spells

<p><b>Consecrate</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> evocation [good]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a vial of holy water and silver dust worth 25 gp), DF  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Area</b> 20-ft.-radius emanation  <b>Duration</b> 2 hours/level  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>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.</p> <p style="text-align: center;"><i>Consecrate counters and dispels desecrate.</i></p>	<p><b>Deadeye's Arrow</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> evocation [electricity]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (one arrow)  <b>Range</b> medium (100 ft. + 10 ft./level) or see text  <b>Effect</b> arrow of electricity  <b>Duration</b> instantaneous or 1 round (see text)  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes</p> <p>You create an arrow made of crackling electricity, which you may use for one of two effects.</p> <p><i>Attack:</i> 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).</p> <p><i>Beacon:</i> 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.</p> <p style="text-align: center;"><b>Appears in :</b> Gods &amp; Magic, Inner Sea Gods</p>
<p><b>Cure Moderate Wounds</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> conjuration (healing)  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> instantaneous  <b>Saving Throw</b> Will half (harmless); see text; <b>Spell Resistance</b> yes (harmless); see text</p> <p>This spell functions like <i>cure light wounds</i>, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).</p> <p><b>Cure Light Wounds</b>  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>	<p><b>Deathwine</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> necromancy  <b>Casting Time</b> 1 minute  <b>Components</b> V, S  <b>Range</b> touch  <b>Duration</b> 1 hour/level  <b>Saving Throw</b> none (object); <b>Spell Resistance</b> no (object)</p> <p>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.</p> <p>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.</p> <p>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.</p> <p style="text-align: center;"><b>Appears in :</b> Rise of the Runelords Anniversary Edition</p>
<p><b>Darkness</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> evocation [darkness]  <b>Casting Time</b> 1 action  <b>Components</b> V, M/DF (bat fur and a piece of coal)  <b>Range</b> touch  <b>Target</b> object touched  <b>Duration</b> 1 min./level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>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.</p>	<p><b>Defending Bone</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> necromancy  <b>Casting Time</b> 1 action  <b>Components</b> V, S, F (a Medium creature's skull or femur), DF (a Medium creature's skull or femur)  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 hour/level or until discharged</p> <p>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.</p> <p style="text-align: center;"><b>Appears in :</b> Gods &amp; Magic, Inner Sea Gods</p>

## Shiso Sukbutter, Cleric 15 – Spells

### 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 20 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 20 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

### Disfiguring Touch Cleric 2

**School** transmutation [curse]  
**Casting Time** 1 action  
**Components** V, S  
**Range** touch  
**Target** creature touched  
**Duration** 1 day/level  
**Saving Throw** DC 20 Will negates; **Spell Resistance** yes

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.

- - 2 decrease to an ability score (minimum 1).
- - 2 penalty on attack rolls or saving throws.
- Land speed reduced by 5 feet.

You may also invent other effects, but they should be no more powerful than those described above.

**Appears in** : Book of the Damned 2: Lords of Chaos, Ultimate Magic



## Shiso Sukbutter, Cleric 15 – Spells

<p><b>Display Aversion</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>Racial Spell for Dhampir</b>  <b>School</b> illusion (shadow)  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a drop of holy water)  <b>Duration</b> concentration + 1d4 rounds  <b>Saving Throw</b> DC 20 Will disbelief (if interacted with); <b>Spell Resistance</b> 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><b>Minor Image</b>  This spell functions like <i>silent image</i>, except that minor image includes some minor sounds but not understandable speech.</p> <p><b>Appears in</b> : Blood of the Night</p>	<p><b>Early Judgment</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> divination  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> close (25 ft. + 5 ft./level)  <b>Target</b> one humanoid creature  <b>Duration</b> 1d4 rounds  <b>Saving Throw</b> DC 20 Will negates; <b>Spell Resistance</b> 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><b>Appears in</b> : Faiths of Balance, Inner Sea Gods</p>
<p><b>Dwarven Veil</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Target</b> one creature  <b>Duration</b> 10 minutes/level  <b>Saving Throw</b> DC 20 Will negates (harmless); <b>Spell Resistance</b> 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><b>Appears in</b> : Dwarves of Golarion</p>	<p><b>Effortless Armor</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 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><b>Appears in</b> : Ultimate Combat</p>
<p><b>Eagle's Splendor</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (feathers or droppings from an eagle)  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> 1 min./level  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> 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><b>Endure Elements, Communal</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> creatures touched  <b>Duration</b> 24 hours split among the recipients  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)</p> <p>This spell functions like <i>endure elements</i>, except you divide the duration in 1-hour increments among the creatures touched.</p> <p><b>Endure Elements</b>  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.</p> <p>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.</p> <p><b>Appears in</b> : Ultimate Combat</p>

**Enthrall****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 20 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 20 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*<sup>ARG</sup>, 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**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 20 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.

## Shiso Sukbutter, Cleric 15 – Spells

<p><b>Ghost Whip</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> evocation  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> 0 ft.  <b>Effect</b> whip of flexible ectoplasm  <b>Duration</b> 1 round/level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes</p> <p>A white, 15-foot-long lash of ghostly evanescence appears from your hand. This weapon is treated as a <i>ghost touch whip</i> with no enhancement bonus. You can wield it as a whip as if you were proficient. Attacks with a <i>ghost whip</i> 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 <i>ghost whip</i> attack passes through total cover, the target is treated as having total concealment (50% miss chance). Against incorporeal and undead creatures, a <i>ghost whip</i> 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 <i>ghost whip</i> cannot be disarmed or sundered.</p> <p><b>Appears in</b> : Occult Adventures</p>	<p><b>Gozreh's Trident</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> evocation [electricity]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> 0 ft.  <b>Effect</b> trident-like bolt of electricity  <b>Duration</b> 1 minute/level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes</p> <p>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 <i>Gozreh's trident</i> 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.</p> <p><b>Appears in</b> : Gods &amp; Magic, Inner Sea Gods</p>
<p><b>Ghostbane Dirge</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (an old reed from a wind instrument)  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one incorporeal creature  <b>Duration</b> 1 round/level  <b>Saving Throw</b> DC 20 Will negates; <b>Spell Resistance</b> yes</p> <p>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.</p> <p><b>Appears in</b> : Advanced Player's Guide</p>	<p><b>Grace</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> abjuration  <b>Casting Time</b> 1 swift action  <b>Components</b> V  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> see text</p> <p>Until the end of your turn, your movement does not provoke attacks of opportunity.</p> <p><b>Appears in</b> : Advanced Player's Guide</p>
<p><b>Gird Ally</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Target</b> one summoned creature you control/level, no two of which can be more than 30 ft. apart  <b>Duration</b> 1 round/level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>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.</p> <p><b>Appears in</b> : Monster Summoner's Handbook</p>	<p><b>Groundswell</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>Racial Spell for Dwarf</b>  <b>School</b> transmutation [earth]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> 1 min/level  <b>Saving Throw</b> Fortitude negates (harmless; <b>Spell Resistance</b> yes (harmless))</p> <p>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 ( <i>Core Rulebook</i> 428). The <i>groundswell</i> precludes flanking from creatures standing at lower elevations than the target. If the target moves after creating a <i>groundswell</i>, 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 <i>groundswell</i> cannot increase elevation of the ground beyond 5 feet.</p> <p><b>Appears in</b> : Advanced Race Guide</p>

## Shiso Sukbutter, Cleric 15 – Spells

<b>Hanspur's Flotsam Vessel</b>	<b>Cleric 2</b>
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**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

<b>Hold Person</b>	<b>Cleric 2</b>
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**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 20 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.

<b>Hold Person</b>	<b>Cleric 2</b>
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**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 20 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.

<b>Holy Ice Weapon</b>	<b>Cleric 2</b>
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**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

<b>Imbue with Aura</b>	<b>Cleric 2</b>
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**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 20 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

<b>Imbue with Elemental Might</b>	<b>Cleric 2</b>
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**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

<b>Inflict Moderate Wounds</b>	<b>Cleric 2</b>
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**School** necromancy**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** instantaneous**Saving Throw** DC 20 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.

<b>Inheritor's Smite</b>	<b>Cleric 2</b>
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**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

<b>Inner Focus</b>	<b>Cleric 2</b>
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**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

<b>Instant Armor</b>	<b>Cleric 2</b>
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**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 15 – 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 15 – Spells

<p><b>Life Channel</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>Racial Spell for Dhampir</b>  <b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> one touched creature with negative energy affinity  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> Fortitude negates (harmless); <b>Spell Resistance</b> 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><b>Appears in</b> : Advanced Race Guide</p>	<p><b>Magic Boulder</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> transmutation [earth]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> touch  <b>Target</b> up to three boulders touched  <b>Duration</b> 30 minutes or until discharged  <b>Saving Throw</b> Will negates (harmless, object); <b>Spell Resistance</b> 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><b>Magic Stone</b>  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><b>Appears in</b> : Monster Codex</p>
<p><b>Life Pact</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> necromancy / wood elemental  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (a drop of blood from each target)  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one willing living creature/level, no two of which can be more than 30 ft. apart  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> 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><b>Appears in</b> : Advanced Class Guide</p>	<p><b>Magic Siege Engine</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> touch  <b>Target</b> one siege engine touched  <b>Duration</b> 1 minutes/level  <b>Saving Throw</b> Will negates (harmless, object); <b>Spell Resistance</b> 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><b>Magic Weapon</b>  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><b>Appears in</b> : Ultimate Combat</p>
<p><b>Light Prison</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> evocation [light]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Target</b> one creature/2 levels  <b>Duration</b> 1 round/level (D)  <b>Saving Throw</b> DC 20 Reflex negates; <b>Spell Resistance</b> 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><b>Appears in</b> : Inner Sea Gods</p>	

## Shiso Sukbutter, Cleric 15 – Spells

<b>Make Whole</b>	<b>Cleric 2</b>
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**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.

<b>Marching Chant</b>	<b>Cleric 2</b>
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**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

<b>Martyr's Bargain</b>	<b>Cleric 2</b>
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**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 Chelixa'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

<b>Masterwork Transformation</b>	<b>Cleric 2</b>
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**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



## Shiso Sukbutter, Cleric 15 – Spells

### 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 20 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 20 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 15 – Spells

<p><b>Peacemaker's Parley</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> enchantment (charm)  <b>Casting Time</b> 1 swift action  <b>Components</b> V, S  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Area</b> creatures in a 20-ft.-radius spread  <b>Duration</b> instantaneous  <b>Saving Throw</b> DC 20 Will negates; <b>Spell Resistance</b> yes</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>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.</p> <p><b>Appears in</b> : Dwarves of Golarion</p>	<p><b>Planetarium</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> illusion (figment)  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Effect</b> 15-ft.-radius spherical projection of night sky  <b>Duration</b> concentration + 3 rounds  <b>Saving Throw</b> Will disbelief (harmless); <b>Spell Resistance</b> none</p> <p>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 <i>planetarium's</i> sphere can see the projection, though outside of the sphere the image becomes grainy and indistinct.</p> <p><b>Appears in</b> : People of the Stars</p>
<p><b>Pilfering Hand</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> evocation / aether elemental [force]  <b>Casting Time</b> 1 action  <b>Components</b> S  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one object  <b>Duration</b> see text  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes (object)</p> <p>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.</p> <p><i>Abrupt Maneuver</i>: 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.</p> <p><i>Careful Maneuver</i>: 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.</p> <p><b>Appears in</b> : Ultimate Combat</p>	<p><b>Protection from Chaos, Communal</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> abjuration [lawful]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF  <b>Range</b> touch  <b>Target</b> creatures touched  <b>Duration</b> 1 min./level (D) split among the recipients  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> no; see text</p> <p>This spell functions like <i>protection from chaos</i>, except you divide the duration in 1-minute intervals among the creatures touched.</p> <p><b>Protection from Chaos</b>  This spell functions like <i>protection from evil</i>, 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.</p> <p><b>Protection from Evil</b>  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><b>Appears in</b> : Ultimate Combat</p>

## Shiso Sukbutter, Cleric 15 – Spells

<b>Protection from Evil, Communal</b>	<b>Cleric 2</b>	<b>Protection from Law, Communal</b>	<b>Cleric 2</b>
<b>School</b> abjuration [good] <b>Casting Time</b> 1 action <b>Components</b> V, S, M/DF <b>Range</b> touch <b>Target</b> creatures touched <b>Duration</b> 1 min./level (D) split among the recipients <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> no; see text		<b>School</b> abjuration [chaotic] <b>Casting Time</b> 1 action <b>Components</b> V, S, M/DF <b>Range</b> touch <b>Target</b> creatures touched <b>Duration</b> 1 min./level (D) split among the recipients <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> no; see text	
<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><b>Protection from Evil</b> 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><b>Appears in</b> : Ultimate Combat</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><b>Protection from Evil</b> 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><b>Protection from Law</b> 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><b>Appears in</b> : Ultimate Combat</p>	

Protection From Outsiders	Cleric 2	Protection From Technology	Cleric 2
<p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> 1 minute /level (D)  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> no; see text</p>		<p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (a pinch of powdered copper)  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> 1 minute/level (D)  <b>Saving Throw</b> Will negates (harmless), see text; <b>Spell Resistance</b> no, see text</p>	
<p>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.</p> <p>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.</p>		<p>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.</p>	
<p>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.</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 target creature. This functions in the same fashion as <i>protection from evil</i>, 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).</p>		<p>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.</p> <p>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.</p>	
<p>Third, the spell prevents bodily contact by summoned creatures of the chosen subtype in the same manner as detailed in <i>protection from evil</i>.</p>		<p><b>Appears in</b> : Technology Guide</p>	
<p>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.</p>		<p><b>Appears in</b> : Ultimate Magic</p>	
Protection from Spores	Cleric 2		
<p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> Fortitude negates (harmless); <b>Spell Resistance</b> no</p>		<p><b>School</b> evocation [darkness]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> 10 minutes/level  <b>Saving Throw</b> DC 20 Will negates (harmless); <b>Spell Resistance</b> yes</p>	
<p>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. <i>Protection from spores</i> offers no protection against fungal infestations created by the seeded, by the spell <i>what grows within</i>, or by Xhamen-Dor.</p>		<p>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.</p>	
<p><b>Appears in</b> : Strange Aeons</p>			

**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 15 – Spells

<p><b>Shard of Chaos</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> evocation [chaotic]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Effect</b> dart-shaped projectile of chaotic energy  <b>Duration</b> instantaneous (1d6 rounds)  <b>Saving Throw</b> DC 20 Will partial (see text); <b>Spell Resistance</b> yes</p> <p>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.</p> <p><b>Appears in :</b> Ultimate Magic</p>	<p><b>Shatter</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> evocation / earth elemental / metal elemental [sonic]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (a chip of mica)  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Area</b> 5-ft.-radius spread; or one solid object or one crystalline creature  <b>Duration</b> instantaneous  <b>Saving Throw</b> DC 20 Will negates (object); Will negates (object) or Fortitude half; see text; <b>Spell Resistance</b> yes</p> <p>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.</p>
<p><b>Share Language</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> divination  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a page from a dictionary)  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> 24 hours  <b>Saving Throw</b> DC 20 Will negates (harmless); <b>Spell Resistance</b> yes (harmless)</p> <p>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.</p> <p>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.</p> <p><b>Appears in :</b> Advanced Player's Guide</p>	<p><b>Shatter (x2)</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> evocation / earth elemental / metal elemental [sonic]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (a chip of mica)  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Area</b> 5-ft.-radius spread; or one solid object or one crystalline creature  <b>Duration</b> instantaneous  <b>Saving Throw</b> DC 20 Will negates (object); Will negates (object) or Fortitude half; see text; <b>Spell Resistance</b> yes</p> <p>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.</p>
	<p><b>Shield of Fortification</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> Fortitude negates (harmless); <b>Spell Resistance</b> yes (harmless)</p> <p>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 <i>fortification</i> armor special ability.</p> <p><b>Appears in :</b> Advanced Class Guide</p>

## Shiso Sukbutter, Cleric 15 – Spells

<b>Shield of Shards</b>	<b>Silence</b>
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**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 adamantine), 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

<b>Shield Other</b>	<b>Silence</b>
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**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.

**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 20 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.

<b>Silence</b>	<b>Silence</b>
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**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 20 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.

<b>Silent Table</b>	<b>Silent Table</b>
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**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 20 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.

**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 20 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 20 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

## Shiso Sukbutter, Cleric 15 – Spells

<b>Spiritual Squire</b>	<b>Cleric 2</b>	<b>Spiritual Weapon</b>	<b>Cleric 2</b>
<p><b>School</b> evocation [force]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> medium (100 ft. + 10 ft./level)  <b>Duration</b> 1 minute/level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>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.</p> <p>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 <i>disintegrate</i>, <i>dispel magic</i>, a <i>rod of cancellation</i>, or a <i>sphere of annihilation</i> affects it. A spiritual ally's AC against touch attacks is 10.</p> <p><b>Appears in</b> : Armor Master's Handbook</p>		<p><b>School</b> evocation / aether elemental [force]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> medium (100 + 10 ft./level)  <b>Effect</b> magic weapon of force  <b>Duration</b> 1 round/level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes</p> <p>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 <i>dispel magic</i>, <i>disintegrate</i>, a <i>sphere of annihilation</i>, or a <i>rod of cancellation</i> 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).</p>	

<b>Spiritual Weapon (x2)</b>	<b>Cleric 2</b>	<b>Stalwart Resolve</b>	<b>Cleric 2</b>
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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).

<b>Staggering Fall</b>	<b>Cleric 2</b>
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**School** transmutation

**Casting Time** 1 immediate action

**Components** V, S

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

**Duration** 1 round/level (see text)

**Saving Throw** DC 20 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

<b>Status</b>	<b>Cleric 2</b>
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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 20 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.

<b>Stone Throwing</b>	<b>Cleric 2</b>
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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

<b>Summon Monster II</b>	<b>Cleric 2</b>	<b>Suppress Charms and Compulsions</b>	<b>Cleric 2</b>
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**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.

**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

<b>Surmount Affliction</b>	<b>Cleric 2</b>
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**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 20 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 20 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 20 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 20 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 20 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

**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 20 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 20 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

<p><b>Weapon of Awe</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> touch  <b>Target</b> weapon touched  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> DC 20 Will negates (harmless, object); <b>Spell Resistance</b> yes (harmless, object)</p>	<p><b>Zone of Truth</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> enchantment (compulsion) [mind-affecting]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Area</b> 20-ft.-radius emanation  <b>Duration</b> 1 min./level  <b>Saving Throw</b> DC 20 Will negates; <b>Spell Resistance</b> yes</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><b>Appears in</b> : Advanced Player's Guide</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><b>Web Shelter</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>School</b> conjuration (creation)  <b>Casting Time</b> 1 minute  <b>Components</b> V, S, DF  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Effect</b> 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere  <b>Duration</b> 1 hour/level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p>	<p><b>Accept Affliction</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> conjuration (healing) [good]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (dove's heart)  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> instantaneous  <b>Saving Throw</b> Fortitude negates (harmless); <b>Spell Resistance</b> yes (harmless)</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><b>Appears in</b> : Ultimate Magic</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><b>Appears in</b> : Champions of Purity</p>
<p><b>Whispering Lore</b> <span style="float: right;"><b>Cleric 2</b></span></p> <p><b>Racial Spell for Elf</b>  <b>School</b> divination  <b>Casting Time</b> 1 round  <b>Components</b> V, S, M/DF (an owl's beak)  <b>Range</b> personal  <b>Target</b> you  <b>Effect</b> +4 bonus on a Knowledge check appropriate to your location  <b>Duration</b> 10 minutes/level (D)</p>	<p><b>Aggravate Affliction</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> necromancy  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one creature  <b>Duration</b> instantaneous  <b>Saving Throw</b> see Text; see text; <b>Spell Resistance</b> yes</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><b>Appears in</b> : Advanced Race Guide</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><b>Appears in</b> : Mummy's Mask</p>

## Shiso Sukbutter, Cleric 15 – Spells

<p><b>Agonizing Rebuke</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>Racial Spell for Hobgoblin</b>  <b>School</b> illusion (phantasm) [emotion, mind-affecting, pain]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 ft. + 5 ft./level)  <b>Target</b> one living creature  <b>Duration</b> 1 round/level  <b>Saving Throw</b> DC 21 Will negates; <b>Spell Resistance</b> yes</p> <p>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.</p> <p><b>Appears in</b> : Advanced Race Guide</p>	<p><b>Archon's Aura</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> evocation [good, lawful]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> 20 ft.  <b>Area</b> 20-ft. radius centered on you  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> DC 21 Will negates; <b>Spell Resistance</b> yes</p> <p>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.</p> <p><b>Appears in</b> : Ultimate Magic</p>
<p><b>Air Breathing</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (flower or piece of grass)  <b>Range</b> touch  <b>Target</b> living aquatic creatures touched  <b>Duration</b> 2 hours/level; see text  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)</p> <p>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.</p> <p><b>Appears in</b> : Monster Codex</p>	<p><b>Aura of Inviolable Ownership</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one creature/level, no two of which can be more than 30 ft. apart  <b>Duration</b> 1 round/level  <b>Saving Throw</b> Fortitude negates (harmless); <b>Spell Resistance</b> yes (harmless)</p> <p>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.</p> <p><b>Appears in</b> : Melee Tactics Toolbox</p>
<p><b>Align Weapon, Communal</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> transmutation [see text]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> touch  <b>Target</b> weapons or projectiles touched  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> Will negates (harmless, object); <b>Spell Resistance</b> yes (harmless, object)</p> <p>This spell functions as <i>align weapon</i>, 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.</p> <p><b>Align Weapon</b>  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.</p> <p><b>Appears in</b> : Advanced Class Guide</p>	



<p><b>Aura Sight</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> divination  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 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><b>Detect Evil</b>  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><b>Aura Power:</b> 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><b>Lingering Aura:</b> 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><b>Appears in :</b> Advanced Class Guide</p>	<p><b>Badger's Ferocity</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one weapon/3 levels  <b>Duration</b> concentration  <b>Saving Throw</b> DC 21 Will negates (harmless); <b>Spell Resistance</b> 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><b>Keen Edge</b>  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><b>Appears in :</b> Ultimate Magic</p> <hr/> <p><b>Beacon of Luck</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> divination  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (a tuft of rabbit fur)  <b>Range</b> personal; see text  <b>Target</b> you  <b>Duration</b> 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><b>Appears in :</b> Inner Sea Gods</p> <hr/> <p><b>Bestow Curse</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> necromancy  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> permanent  <b>Saving Throw</b> DC 21 Will negates; <b>Spell Resistance</b> yes</p> <p>You place a curse on the subject. Choose one of the following.</p> <ul style="list-style-type: none"> <li>- 6 decrease to an ability score (minimum 1).</li> <li>- 4 penalty on attack rolls, saves, ability checks, and skill checks.</li> <li>Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.</li> </ul> <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 <i>break enchantment</i>, <i>limited wish</i>, <i>miracle</i>, <i>remove curse</i>, or <i>wish</i> spell.</p> <p><i>Bestow curse</i> counters <i>remove curse</i>.</p>
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## Shiso Sukbutter, Cleric 15 – 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 21 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 21 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 15 – Spells

<p><b>Blood Scent</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>Racial Spell for Orc</b>  <b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> medium (100 ft. +10 ft./level)  <b>Target</b> one creature/2 levels, no two of which can be more than 30 ft. apart  <b>Duration</b> 1 minute/level (D)  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)</p> <p>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.</p> <p>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.</p> <p><b>Appears in</b> : Advanced Race Guide</p>	<p><b>Calculated Luck</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> divination  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 round/level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>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.</p> <ul style="list-style-type: none"> <li>• <i>Energy Type</i> : 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.</li> <li>• <i>Magic School</i> : For the spell's duration, you cast all spells from the school that matches the die's result at +1 caster level.</li> <li>• <i>d20 Roll Type</i> : You receive a +2 luck bonus on the d20 roll that matches the die's result for the duration of the spell.</li> </ul> <p><b>Eight Basic Energies</b>  <b>Energy</b>  <b>d8 Type Magic School d20 Roll Type</b></p> <ol style="list-style-type: none"> <li>1 Air Enchantment Will save</li> <li>2 Electricity Illusion Reflex save</li> <li>3 Fire Necromancy Attack roll</li> <li>4 Sonic Evocation Initiative roll</li> <li>5 Acid Abjuration Fortitude save</li> <li>6 Water Transmutation Caster level check</li> <li>7 Cold Divination Concentration check</li> <li>8 Earth Conjunction Combat Maneuver Check</li> </ol> <p><b>Appears in</b> : Occult Mysteries</p>
<p><b>Blot</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a bit of cloth made wet with saliva)  <b>Range</b> close (25 ft. + 5 ft/2 levels)  <b>Area</b> 10 ft.-radius burst  <b>Duration</b> 24 hours  <b>Saving Throw</b> DC 21 Will negates (object); <b>Spell Resistance</b> yes (object)</p> <p>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 <i>glyphs of warding</i> or <i>symbols</i>), <i>blot</i> instead functions as a <i>dispel magic</i> 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.</p> <p><b>Appears in</b> : Goblins of Golarion</p>	<p><b>Calculated Luck</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> divination  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 round/level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>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.</p> <ul style="list-style-type: none"> <li>• <i>Energy Type</i> : 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.</li> <li>• <i>Magic School</i> : For the spell's duration, you cast all spells from the school that matches the die's result at +1 caster level.</li> <li>• <i>d20 Roll Type</i> : You receive a +2 luck bonus on the d20 roll that matches the die's result for the duration of the spell.</li> </ul> <p><b>Eight Basic Energies</b>  <b>Energy</b>  <b>d8 Type Magic School d20 Roll Type</b></p> <ol style="list-style-type: none"> <li>1 Air Enchantment Will save</li> <li>2 Electricity Illusion Reflex save</li> <li>3 Fire Necromancy Attack roll</li> <li>4 Sonic Evocation Initiative roll</li> <li>5 Acid Abjuration Fortitude save</li> <li>6 Water Transmutation Caster level check</li> <li>7 Cold Divination Concentration check</li> <li>8 Earth Conjunction Combat Maneuver Check</li> </ol> <p><b>Appears in</b> : Occult Mysteries</p>

<b>Catatonina</b>	<b>Cleric 3</b>
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**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 catatonina. 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 *catatonina*. This doesn't prevent the effects of spells that simply deal damage or otherwise destroy objects.

**Appears in** : Occult Adventures

<b>Chain of Perdition</b>	<b>Cleric 3</b>
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**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

<b>Champion's Bout</b>	<b>Cleric 3</b>
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**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 21 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

<b>Channel the Gift</b>	<b>Cleric 3</b>
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**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 15 – Spells

<b>Channel Vigor</b>	<b>Cleric 3</b>
<p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 round/level</p> <p>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 <i>channel vigor</i> spell at a time.</p> <p><i>Limbs:</i> You gain the benefits of a <i>haste</i> spell.</p> <p><i>Mind:</i> You gain a +4 competence bonus on Knowledge and Perception skill checks and on ranged attack rolls.</p> <p><i>Spirit:</i> You gain a +6 competence bonus on Will saving throws and Bluff and Intimidate checks.</p> <p><i>Torso:</i> You gain a +6 competence bonus on Fortitude saving throws and concentration checks.</p> <p><b>Haste</b>  The transmuted creatures move and act more quickly than normal. This extra speed has several effects.</p> <p>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 <i>speed</i> 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.)</p> <p>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.</p> <p>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 <i>haste</i> effects don't stack. <i>Haste</i> dispels and counters <i>slow</i>.</p> <p><b>Appears in :</b> Gods &amp; Magic, Inner Sea Gods</p>	<p><b>Charitable Impulse</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> enchantment (compulsion) [mind-affecting]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, F (a miniature collection plate), DF (a miniature collection plate)  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one humanoid creature  <b>Duration</b> 1 round/level  <b>Saving Throw</b> DC 21 Will negates; <b>Spell Resistance</b> yes</p> <p>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.</p> <p><i>1st Priority:</i> 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).</p> <p><i>2nd Priority:</i> 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.</p> <p><i>3rd Priority:</i> 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.</p> <p><i>4th Priority:</i> 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.</p> <p><i>5th Priority:</i> 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.</p> <p>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.</p> <p><b>Appears in :</b> Chronicle of the Righteous</p>
<b>Collaborative Thaumaturgy</b>	<b>Cleric 3</b>
<p><b>School</b> universal  <b>Casting Time</b> 1 immediate action  <b>Components</b> V, S, F (a bronze tuning fork)  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one creature  <b>Duration</b> instantaneous</p> <p>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 <i>collaborative thaumaturgy</i> 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 <i>collaborative thaumaturgy</i> 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 <i>collaborative thaumaturgy</i>.</p> <p><b>Appears in :</b> Pathfinder Society Primer</p>	

## Shiso Sukbutter, Cleric 15 – 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 21 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 21 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 21 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

## Shiso Sukbutter, Cleric 15 – Spells

### 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 21 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 21 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

Daylight	Cleric 3	Deeper Darkness	Cleric 3
<b>School</b> evocation [light] <b>Casting Time</b> 1 action <b>Components</b> V, S <b>Range</b> touch <b>Target</b> object touched <b>Duration</b> 10 min./level (D) <b>Saving Throw</b> none; <b>Spell Resistance</b> no		<b>School</b> evocation [darkness] <b>Casting Time</b> 1 action <b>Components</b> V, M/DF (bat fur and a piece of coal) <b>Range</b> touch <b>Target</b> object touched <b>Duration</b> 10 min./level (D) <b>Saving Throw</b> none; <b>Spell Resistance</b> 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	Dispel Magic	Cleric 3
<b>School</b> abjuration <b>Casting Time</b> 1 action <b>Components</b> V, S <b>Range</b> medium (100 + 10 ft./level) <b>Target</b> one creature or technological object <b>Duration</b> instantaneous <b>Saving Throw</b> DC 21 Fortitude negates; <b>Spell Resistance</b> no		<b>School</b> abjuration / void elemental <b>Casting Time</b> 1 action <b>Components</b> V, S <b>Range</b> medium (100 + 10 ft./level) <b>Target</b> one spellcaster, creature, or object <b>Duration</b> instantaneous <b>Saving Throw</b> none; <b>Spell Resistance</b> 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
<b>School</b> evocation [light] <b>Casting Time</b> 1 round <b>Components</b> V, S <b>Range</b> touch <b>Target</b> object touched <b>Duration</b> 10 minutes/level <b>Saving Throw</b> none; <b>Spell Resistance</b> 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

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.

## Shiso Sukbutter, Cleric 15 – Spells

<p><b>Dispel Magic (x2)</b></p> <p><b>School</b> abjuration / void elemental  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> medium (100 + 10 ft./level)  <b>Target</b> one spellcaster, creature, or object  <b>Duration</b> instantaneous  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.</p> <p><b>Targeted Dispel:</b> One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by 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.</p> <p><b>Counterspell:</b> When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.</p>	<p style="text-align: center;"><b>Cleric 3</b></p> <p><b>Draconic Malice</b></p> <p><b>School</b> enchantment [draconic]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> personal  <b>Target</b> you  <b>Effect</b> 10-foot aura centered on you  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> no</p> <p>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.</p> <p>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.</p> <p><b>Appears in :</b> Legacy of Dragons</p>
<b>Dragon Turtle Shell</b>	
<p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a piece of turtle shell)  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 round/level</p> <p>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.</p> <p><b>Appears in :</b> Dragonslayer's Handbook</p>	<p style="text-align: center;"><b>Cleric 3</b></p>
<b>Drain Poison</b>	
<p><b>School</b> transmutation [poison]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (the fang of a poisonous creature)  <b>Range</b> touch  <b>Target</b> one weapon or single piece of ammunition  <b>Duration</b> 24 hours  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>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.</p> <p>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.</p> <p><b>Appears in :</b> Dirty Tactics Toolbox</p>	<p style="text-align: center;"><b>Cleric 3</b></p>

<b>Elemental Speech</b>	<b>Cleric 3</b>	<b>False Alibi</b>	<b>Cleric 3</b>
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**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

<b>Enter Image</b>	<b>Cleric 3</b>
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**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

**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 21 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

<b>Final Sacrifice</b>	<b>Cleric 3</b>
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**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 21 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

<p><b>Flame Blade</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> evocation [fire]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> 0 ft.  <b>Effect</b> sword-like beam  <b>Duration</b> 1 min./level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes</p>	<p><b>Glyph of Warding</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> abjuration  <b>Casting Time</b> 10 minutes  <b>Components</b> V, S, M (powdered diamond worth 200 gp)  <b>Range</b> touch  <b>Target</b> object touched or up to 5 sq. ft./level  <b>Duration</b> permanent until discharged (D)  <b>Saving Throw</b> see text; <b>Spell Resistance</b> no (object) and yes; see text</p>
<p>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.</p>	
<p><b>Flame Blade</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> evocation [fire]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> 0 ft.  <b>Effect</b> sword-like beam  <b>Duration</b> 1 min./level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes</p>	
<p>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.</p>	
<p><b>Fractions of Heal and Harm</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 swift action  <b>Components</b> V, S  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> instantaneous</p>	
<p>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 <i>fireball</i> that would normally deal 40 hit points of damage, the <i>fireball</i> 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.</p>	
<p><b>Appears in</b> : Inner Sea Gods, Serpent's Skull</p>	<p>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).</p> <p>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.</p> <p><b>Blast Glyph:</b> 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.</p> <p><b>Spell Glyph:</b> 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.</p>

**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 21 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 21 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 21 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 21 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 21 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 21 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 21 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

## Shiso Sukbutter, Cleric 15 – Spells

### 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*, *ethereality*, *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.

<p><b>Magic Circle against Law</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> abjuration [chaotic]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (a 3-ft.-diameter circle of powdered silver)  <b>Range</b> touch  <b>Area</b> 10-ft.-radius emanation from touched creature  <b>Duration</b> 10 min./level  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> no; see text</p> <p>This spell functions like <i>magic circle against evil</i>, except that it is similar to protection from law instead of protection from evil, and it can imprison a nonchaotic called creature.</p> <p><b>Magic Circle against Evil</b>  All creatures within the area gain the effects of a <i>protection from evil</i> 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 <i>protection from evil</i>), 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 <i>magic circle against evil</i> can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the <i>lesser planar binding</i>, <i>planar binding</i>, and <i>greater planar binding</i> 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 <i>protection from evil</i> 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 (<i>astral projection</i>, <i>blink</i>, <i>dimension door</i>, <i>etherealness</i>, <i>gate</i>, <i>plane shift</i>, <i>shadow walk</i>, <i>teleport</i>, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a <i>dimensional anchor</i> 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 <i>dimensional anchor</i> 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 <i>lesser planar binding</i> 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 <i>protection from evil</i> and vice versa.</p> <p><b>Protection from Evil</b>  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</p>	<p><b>Magic Vestment</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> touch  <b>Target</b> armor or shield touched  <b>Duration</b> 1 hour/level  <b>Saving Throw</b> Will negates (harmless, object); <b>Spell Resistance</b> yes (harmless, object)</p> <p>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.</p> <p><b>Mantle of Calm</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> enchantment (compulsion) [emotion, mind-affecting]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 round/level (D)  <b>Saving Throw</b> DC 21 None and will negates (see text); <b>Spell Resistance</b> no and yes (see text)</p> <p>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).</p> <p>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.</p> <p><b>Appears in</b> : Advanced Class Guide</p> <p><b>Mark of Obvious Ethics</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> divination [curse]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> 1 day/level  <b>Saving Throw</b> DC 21 Will negates; <b>Spell Resistance</b> yes</p> <p>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.</p> <p><b>Appears in</b> : Advanced Class Guide</p>
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<b>Mathematical Curse</b>	<b>Cleric 3</b>
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**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 21 Will negates; **Spell Resistance** yes

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 *mathematical curse* 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 *mathematical curse* lasts. A creature can be under the influence of only one *mathematical curse* at a time. If *mathematical curse* is cast on a creature already affected by that spell, the new curse replaces the previous one.

**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

<b>Meld into Stone</b>	<b>Cleric 3</b>
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**School** transmutation [earth]  
**Casting Time** 1 action  
**Components** V, S, DF  
**Range** personal  
**Target** you  
**Duration** 10 min./level

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.

<b>Mind Maze</b>	<b>Cleric 3</b>
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**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 21 Will negates; **Spell Resistance** yes

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 ( *Core Rulebook* 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.

**Appears in** : Inner Sea Monster Codex

<b>Monstrous Extremities</b>	<b>Cleric 3</b>
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**School** transmutation (polymorph)  
**Casting Time** 1 minute  
**Components** V, S  
**Range** touch  
**Target** creature touched  
**Duration** 1 hour/level  
**Saving Throw** DC 21 Will negates; **Spell Resistance** yes

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.

**Appears in** : Faiths of Corruption, Inner Sea Gods

## Shiso Sukbutter, Cleric 15 – Spells

<b>Nap Stack</b>	<b>Cleric 3</b>
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**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 21 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

<b>Numerological Resistance</b>	<b>Cleric 3</b>
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**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

<b>Oath of Justice</b>	<b>Cleric 3</b>
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**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

<b>Obscure Object</b>	<b>Cleric 3</b>
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**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 21 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).

<b>Paragon Surge</b>	<b>Cleric 3</b>	<b>Planned Assault</b>	<b>Cleric 3</b>
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**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

<b>Planar Inquiry</b>	<b>Cleric 3</b>
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**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

**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

<b>Plant Voice</b>	<b>Cleric 3</b>
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**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

<b>Prayer</b>	<b>Cleric 3</b>
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**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.

## Shiso Sukbutter, Cleric 15 – Spells

### 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.

### 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 21 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 21 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 21 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

## Shiso Sukbutter, Cleric 15 – Spells

<p><b>Sand Whirlwind</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> conjuration (creation)  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a handful of sand, dust, or fine powder)  <b>Range</b> medium (100 ft. + 10 ft./level)  <b>Target</b> one creature  <b>Duration</b> 1 round/level  <b>Saving Throw</b> DC 21 Will negates (blinding only); <b>Spell Resistance</b> no</p> <p>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.</p> <p><b>Appears in</b> : Taldor, Echoes of Glory</p>	<p><b>Searing Light</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> evocation  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> medium (100 + 10 ft./level)  <b>Effect</b> ray  <b>Duration</b> instantaneous  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes</p> <p>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).</p>
<p><b>Sands of Time</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> necromancy  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> touched creature or object  <b>Duration</b> 10 minutes/level or instantaneous (see text)  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes</p> <p>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.</p> <p><b>Appears in</b> : Osirion, Land of Pharaohs, Ultimate Magic</p>	<p><b>Sebaceous Twin</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> living creature touched  <b>Duration</b> 1 round/level (see text)  <b>Saving Throw</b> none; see text; <b>Spell Resistance</b> yes</p> <p>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).</p> <p>The effect of <i>sebaceous twin</i> counts as a disease effect with a DC equal to the spell's saving throw DC.</p> <p><b>Appears in</b> : Ironfang Invasion</p>
<p><b>Searing Light</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> evocation  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> medium (100 + 10 ft./level)  <b>Effect</b> ray  <b>Duration</b> instantaneous  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes</p> <p>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).</p>	



<b>See Beyond</b>		<b>Cleric 3</b>		<b>Share Language, Communal</b>		<b>Cleric 3</b>
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**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

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.

**Ring of x-ray vision**

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.

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

<b>Shadowmind</b>		<b>Cleric 3</b>
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**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 21 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

**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

**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 21 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

## Shiso Sukbutter, Cleric 15 – Spells

<b>Skeleton Crew</b>	<b>Cleric 3</b>	<b>Speak with Dead</b>	<b>Cleric 3</b>
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**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

<b>Sky Swim</b>	<b>Cleric 3</b>	<b>Spellcourse</b>	<b>Cleric 3</b>
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**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

**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 21 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.

**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 21 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

<p><b>Spirit Bonds</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> divination [meditative]  <b>Casting Time</b> 1 hour  <b>Components</b> V, M (soothing incense worth 300 gp)  <b>Range</b> personal  <b>Target</b> you; see text  <b>Duration</b> 24 hours or until discharged</p>	<p><b>Steal Years</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a handful of ash)  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> 24 Hours  <b>Saving Throw</b> DC 21 Fortitude negates; <b>Spell Resistance</b> yes</p>
<p>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 <i>spirit bonds</i>. 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 <i>Pathfinder RPG Occult Adventures</i> 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).</p> <p>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.</p> <p><b>Appears in</b> : Divine Anthology</p>	<p>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 <i>Core Rulebook</i>). 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.</p> <p>When the spell ends, the sudden weight of aging makes you fatigued for 1d4 hours.</p> <p><b>Appears in</b> : Blood of the Night</p>
<p><b>Spotlight</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> evocation [darkness, light]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> long (400 ft. + 40 ft./level)  <b>Target</b> one creature  <b>Duration</b> 1 minute/level (D)  <b>Saving Throw</b> DC 21 Reflex partial; <b>Spell Resistance</b> yes</p>	<p><b>Stone Shape</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> transmutation / earth elemental [earth]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (soft clay)  <b>Range</b> touch  <b>Target</b> stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level  <b>Duration</b> instantaneous  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>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.</p>
<p>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.</p> <p>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 <i>faerie fire</i>.</p> <p>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.</p>	<p><b>Storm of Blades</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> conjuration (creation)  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a sword)  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one creature  <b>Duration</b> instantaneous  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>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.</p>
<p><b>Faerie Fire</b></p> <p>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.</p> <p><b>Appears in</b> : Blood of Shadows</p>	<p><b>Appears in</b> : People of the Sands</p>

**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 21 None and will negate (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 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\*

**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	Tactical Formation	Cleric 3
<p><b>School</b> conjuration (healing)  <b>Components</b> V, S, M (mercury and phosphorous, plus powdered diamond and opal)  <b>Saving Throw</b> Will half (harmless) (see text); <b>Spell Resistance</b> yes (harmless) (see text)</p> <p>This spell functions as <i>symbol of death</i>, 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.</p> <p>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.</p> <p><b>Symbol of Death</b>  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</p>	<p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Area</b> one creature/level, no two of which can be more than 30 ft. apart  <b>Duration</b> 10 minutes/level  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> 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 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.</p> <p><b>Appears in</b> : Dwarves of Golarion</p>	<p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a shaving of oak root)  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 round/level</p> <p>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.</p> <p><b>Appears in</b> : Giantslayer</p>	<p><b>Appears in</b> : Dwarves of Golarion</p>
		<p><b>Transfer Regeneration</b></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> 1 willing living creature  <b>Duration</b> 1 minute  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>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.</p> <p><b>Appears in</b> : Monster Codex</p>	<p><b>Appears in</b> : Dwarves of Golarion</p>

<p><b>Trial by Fire</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> evocation [fire]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> instantaneous  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes</p>	<p><b>Water Breathing</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> transmutation / water elemental  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (short reed or piece of straw)  <b>Range</b> touch  <b>Target</b> living creatures touched  <b>Duration</b> 2 hours/level; see text  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> 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><b>Appears in</b> : Spymaster's Handbook</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> <p><b>Water Walk</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> transmutation [water]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> touch  <b>Target</b> one touched creature/level  <b>Duration</b> 10 min./level (D)  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)</p>
<p><b>Trial of Fire and Acid</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> evocation [acid, fire]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> 1 round/level  <b>Saving Throw</b> DC 21 Fortitude half (see text); <b>Spell Resistance</b> 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><b>Appears in</b> : Monster Codex</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><b>Wall of Split Illumination</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> evocation [darkness, light]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> medium (100 ft. + 10 ft./level)  <b>Effect</b> 10-ft.-high vertical sheet of illumination up to 5 ft. long/level  <b>Duration</b> 1 minute/level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</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><b>Appears in</b> : Blood of Shadows</p>	<p><b>Waters of Lamashtu</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> conjuration (creation)  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (powdered amber worth 250 gp)  <b>Range</b> close (25ft. +5 ft./2 levels)  <b>Effect</b> up to 1 flask of the <i>waters of Lamashtu</i> per 2 levels  <b>Duration</b> instantaneous  <b>Saving Throw</b> see text; <b>Spell Resistance</b> no</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><b>Water Breathing</b> <span style="float: right;"><b>Cleric 3</b></span></p> <p><b>School</b> transmutation / water elemental  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (short reed or piece of straw)  <b>Range</b> touch  <b>Target</b> living creatures touched  <b>Duration</b> 2 hours/level; see text  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)</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>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>	<p><b>Appears in</b> : Book of the Damned, Inner Sea World Guide, Rise of the Runelords Anniversary Edition</p>



**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 21 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.

**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

## Shiso Sukbutter, Cleric 15 – Spells

<p><b>Ancestral Gift</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> conjuration (summoning)  <b>Casting Time</b> 1 action  <b>Components</b> V, S, F/DF (stone or metal image of your ancestor)  <b>Range</b> personal  <b>Target</b> magical weapon  <b>Duration</b> 10 minutes/level</p> <p>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).</p> <p>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).</p> <p><b>Appears in</b> : Dwarves of Golarion</p>	<p><b>Aura of Doom</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> necromancy [emotion, fear, mind-affecting]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (powdered bone)  <b>Range</b> personal  <b>Area</b> 20-ft.-radius emanation centered on you  <b>Duration</b> 10 minute/level  <b>Saving Throw</b> DC 22 Will negates; <b>Spell Resistance</b> yes</p> <p>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.</p> <p><b>Appears in</b> : Ultimate Magic</p>
<p><b>Anti-Incorporeal Shell</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> abjuration  <b>Casting Time</b> 1 round  <b>Components</b> V, S, DF  <b>Range</b> 10 ft.  <b>Area</b> 10-ft.-radius emanation centered on you  <b>Duration</b> 1 minute/level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes</p> <p>You bring into being a mobile, hemispherical energy field that incorporeal creatures cannot enter.</p> <p>This spell can be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.</p> <p><b>Appears in</b> : Advanced Class Guide</p>	<p><b>Baphomet's Blessing</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> transmutation (polymorph)  <b>Casting Time</b> 1 action  <b>Components</b> V, M/DF (powdered bull's horn)  <b>Range</b> touch  <b>Target</b> one living creature  <b>Duration</b> 1 round/level  <b>Saving Throw</b> DC 22 Fortitude negates; <b>Spell Resistance</b> yes</p> <p>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.</p> <p>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.</p> <p>If the target fails to resist <i>Baphomet's blessing</i>, 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 <i>Baphomet's blessing</i>.</p> <p><b>Appears in</b> : Inner Sea Gods</p>
<p><b>Ardor's Onslaught</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> evocation  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> medium (100 ft. + 10 ft./level)  <b>Area</b> 20-ft.-radius burst  <b>Duration</b> instantaneous or 1d6 rounds; see text  <b>Saving Throw</b> DC 22 Will partial, see text; <b>Spell Resistance</b> yes</p> <p>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.</p> <p>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.</p> <p>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.</p> <p><b>Appears in</b> : Champions of Balance, Planar Adventures</p>	

## Shiso Sukbutter, Cleric 15 – Spells

### 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 22 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

### 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 22 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 22 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

**Blessing of Fervor (x2)** **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 22 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 22 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** **Control Summoned Creature** **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 22 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

**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 22 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.

<p><b>Create Drug</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> conjuration (creation)  <b>Casting Time</b> 1 round  <b>Components</b> V, S  <b>Range</b> 0 ft.  <b>Effect</b> 1 dose of a drug/3 levels  <b>Duration</b> 1 minute  <b>Saving Throw</b> none (see text); <b>Spell Resistance</b> no</p>	<p><b>Cure Critical Wounds</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> conjuration (healing)  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> instantaneous  <b>Saving Throw</b> Will half (harmless); see text; <b>Spell Resistance</b> yes (harmless); see text</p>
<p>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.</p> <p>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 <i>Pathfinder RPG GameMastery Guide</i>.</p>	<p>This spell functions like <i>cure light wounds</i>, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).</p> <p><b>Cure Light Wounds</b>  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>
<p>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.</p>	<p><b>Cure Critical Wounds</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> conjuration (healing)  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> instantaneous  <b>Saving Throw</b> Will half (harmless); see text; <b>Spell Resistance</b> yes (harmless); see text</p> <p>This spell functions like <i>cure light wounds</i>, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).</p> <p><b>Cure Light Wounds</b>  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>
<p><b>Appears in</b> : Book of the Damned, Hell's Rebels</p>	<p><b>Cure Light Wounds</b>  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>
<p><b>Crusader's Edge</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> transmutation [good]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (dried blood from an evil outsider, sprinkled on the weapon)  <b>Range</b> touch  <b>Target</b> melee weapon touched  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> DC 22 Fortitude negates; <b>Spell Resistance</b> no</p>	<p><b>Curse of Unexpected Death</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> necromancy [curse, death]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> living creature touched  <b>Duration</b> 1 minute/level (see text)  <b>Saving Throw</b> DC 22 Fortitude Partial (see text); <b>Spell Resistance</b> yes</p>
<p>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.</p> <p>When you cast this spell on a melee weapon you imbue it with a powerful holy energy, granting the weapon the <i>bane</i> 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.</p>	<p>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.</p>
<p><b>Appears in</b> : Inner Sea Magic</p>	<p>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 <i>dispel magic</i>, <i>remove curse</i>, or similar effects.</p> <p><b>Appears in</b> : Iron Gods</p>

<p><b>Daemon Ward</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> necromancy  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (powdered silver worth 50 gp)  <b>Range</b> touch  <b>Target</b> living creature touched  <b>Duration</b> 1 min./level  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)</p>	<p><b>Devil Snare</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> abjuration [good]  <b>Casting Time</b> 1 full-round action  <b>Components</b> V, S, M (a pouch of silvered powder worth 25 gp)  <b>Range</b> touch  <b>Effect</b> 10-ft.-radius circle  <b>Duration</b> 1 round/level  <b>Saving Throw</b> DC 22 Will negates; see text; <b>Spell Resistance</b> yes; see text</p>
<p>This spell functions like <i>death ward</i>, except as noted above and it only protects against these attacks from daemons.</p> <p><b>Death Ward</b></p> <p>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.</p> <p>Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.</p> <p><b>Appears in</b> : Book of the Damned 3: Horsemen of the Apocalypse</p>	<p>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 <i>dimensional anchor</i>). 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, <i>devil snare</i> captures outsiders of any type, not only devils.</p> <p>As a standard action, you can dismiss the circle, expelling any outsiders still trapped within to their planes of origin (as per <i>dismissal</i>). An outsider can resist this effect with a successful Will save, enabling it to remain after the spell is dismissed.</p>
<p><b>Death Ward</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> necromancy  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> touch  <b>Target</b> living creature touched  <b>Duration</b> 1 min./level  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)</p> <p>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.</p> <p>Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.</p>	<p><b>Dimensional Anchor</b></p> <p>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.</p> <p><b>Dismissal</b></p> <p>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.</p> <p><b>Appears in</b> : Agents of Evil</p>
<p><b>Debilitating Portent</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> enchantment (compulsion) [mind-affecting]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> medium (100 + 10 ft./level)  <b>Target</b> one creature  <b>Duration</b> 1 round/level (D) see text  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes</p> <p>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.</p> <p><b>Appears in</b> : Ultimate Combat</p>	<p><b>Dimensional Anchor</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> medium (100 + 10 ft./level)  <b>Effect</b> ray  <b>Duration</b> 1 min./level  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes (object)</p> <p>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.</p>

**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 22 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 22 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 22 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** **Freedom of Movement** **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 22 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 22 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

**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 22 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

## Shiso Sukbutter, Cleric 15 – Spells

<b>Frosty Aura</b>	<b>Cleric 4</b>	<b>Gift of the Deep</b>	<b>Cleric 4</b>
<p><b>School</b> transmutation [cold]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (a chunk of ice or a few drops of water melted from glacier ice)  <b>Range</b> personal  <b>Target</b> you (see text)  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> none (harmless, see text); <b>Spell Resistance</b> no (harmless, see text)</p> <p>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.</p> <p>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.</p> <p><b>Appears in</b> : Giantslayer</p>		<p><b>School</b> transmutation (polymorph)  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one non-mutated sahuagin/level, no two of which can be more than 30 ft. apart  <b>Duration</b> 1 minute/level (D)  <b>Saving Throw</b> Fortitude negates (harmless); <b>Spell Resistance</b> yes (harmless)</p> <p>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 <i>gift of the deep</i>.</p> <p><i>Four-Armed</i>: 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.</p> <p><i>Malenti</i>: 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.</p> <p><i>Prehistoric</i>: The sahuagin grows in size, as <i>enlarge person</i>. It also gains a +2 enhancement bonus to its natural armor.</p> <p><i>Shark-Blooded</i>: 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.</p> <p><i>Sightless</i>: The sahuagin is blinded, but gains the benefits of the Blind Fight feat and blindsense with a range of 90 feet.</p> <p><i>Spined</i>: 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.</p> <p><b>Appears in</b> : Monster Codex</p>	
<b>Giant Vermin</b>	<b>Cleric 4</b>		
<p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> 1 or more vermin, no two of which can be more than 30 ft. apart  <b>Duration</b> 1 min./level  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes</p> <p>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.</p> <p>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</p>			

<b>Gilded Whispers</b>	<b>Cleric 4</b>
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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 22 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 dweomer 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

<b>Globe of Tranquil Water</b>	<b>Cleric 4</b>
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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 *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

<b>Guardian of Faith</b>	<b>Cleric 4</b>
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**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

## Shiso Sukbutter, Cleric 15 – Spells

<p><b>Hallucinogenic Smoke</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> conjuration [poison]  <b>Casting Time</b> 1 action  <b>Components</b> S, M (tobacco leaves, ingested)  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 3 rounds/level or until discharged; see text  <b>Saving Throw</b> DC 22 Fortitude partial; <b>Spell Resistance</b> yes</p> <p>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.</p> <p>If you don't expel the smoke by the end of the spell's duration, you suffer the spell's effects instead.</p> <p>If you cast <i>augury</i> during the duration of <i>hallucinogenic smoke</i>, 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 <i>augury</i>.</p> <p><b>Appears in</b> : Faiths and Philosophies</p>	<p><b>Holy Smite</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> evocation [good]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> medium (100 + 10 ft./level)  <b>Area</b> 20-ft.-radius burst  <b>Duration</b> instantaneous (1 round); see text  <b>Saving Throw</b> DC 22 Will partial; see text; <b>Spell Resistance</b> yes</p> <p>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.</p>
<p><b>Healing Warmth</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>Racial Spell for Ifrit</b>  <b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 minute/level</p> <p>This spell grants you temporary immunity to fire damage as <i>protection from energy</i>. 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.</p> <p><b>Appears in</b> : Advanced Race Guide</p>	<p><b>Imbue with Spell Ability</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> evocation  <b>Casting Time</b> 10 minutes  <b>Components</b> V, S, DF  <b>Range</b> touch  <b>Target</b> creature touched; see text  <b>Duration</b> permanent until discharged (D)  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)</p> <p>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 <i>imbue with spell ability</i> can't exceed this limit.</p> <p style="margin-left: 20px;">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</p> <p>The transferred spell's variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.</p>
<p><b>Heavy Water</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> transmutation [water]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> medium (100 ft. + 10 ft./level)  <b>Area</b> cylinder of water (5-ft. radius/level, 30 ft. deep)  <b>Duration</b> 1 minute/level (D)  <b>Saving Throw</b> none (see text); <b>Spell Resistance</b> no</p> <p>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 <i>heavy water</i>. 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 <i>heavy water</i> move at half speed.</p> <p><b>Appears in</b> : Magical Marketplace</p>	<p>Once you cast <i>imbue with spell ability</i>, 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 <i>imbue with spell ability</i> 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 <i>imbue with spell ability</i> spells, the more recently cast imbued spells are dispelled.</p> <p>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.</p>

### **Inflict Critical Wounds**

**Cleric 4**

**School** necromancy

**Casting Time** 1 action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** DC 22 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	Instant Restoration	Cleric 4
<b>School</b> necromancy [curse] <b>Casting Time</b> 1 hour <b>Components</b> V, S, F (effigy to be imbued) <b>Range</b> touch <b>Target</b> touched effigy <b>Duration</b> permanent until discharged (D) <b>Saving Throw</b> DC 22 Will partial; <b>Spell Resistance</b> yes		<b>School</b> conjuration (healing) <b>Casting Time</b> 1 action <b>Components</b> V, S, F/DF (a thimble of water and a seed) <b>Range</b> close (25 ft. + 5 ft./2 levels) <b>Target</b> one summoned creature you control <b>Duration</b> 1 round/level (D) <b>Saving Throw</b> none; <b>Spell Resistance</b> no	

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* 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
<b>School</b> abjuration <b>Casting Time</b> 1 action <b>Components</b> V, S, M/DF (a 3-ft.-diameter circle of powdered copper) <b>Range</b> touch <b>Area</b> 10-ft.-radius emanation from touched creature <b>Duration</b> 10 minute/level <b>Saving Throw</b> Will negates (harmless), see text; <b>Spell Resistance</b> 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 22 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.

**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 22 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



<b>Planar Adaptation</b>	<b>Cleric 4</b>
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**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

<b>Planar Ally, Lesser</b>	<b>Cleric 4</b>
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**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.

<b>Planetary Adaptation</b>	<b>Cleric 4</b>
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**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

<b>Poison</b>	<b>Cleric 4</b>
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**School** necromancy  
**Casting Time** 1 action  
**Components** V, S, DF  
**Range** touch  
**Target** living creature touched  
**Duration** instantaneous; see text  
**Saving Throw** DC 22 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.

<b>Probe History</b>	<b>Cleric 4</b>
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**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 22 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 22 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 22 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

## Shiso Sukbutter, Cleric 15 – Spells

### 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.

### 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 22 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 22 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

<p><b>Speak with Haunt</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> necromancy [language-dependent]  <b>Casting Time</b> 10 minutes  <b>Components</b> V, S, DF  <b>Range</b> 10 ft. (see text)  <b>Target</b> one haunt  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> DC 22 Will negates (see text); <b>Spell Resistance</b> no</p>	<p><b>Spellcrash, Lesser</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> medium (100 + 10 ft./level)  <b>Target</b> one creature  <b>Duration</b> 1 round/level  <b>Saving Throw</b> DC 22 Will negates; see text; <b>Spell Resistance</b> yes</p>
<p>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.</p> <p>If the haunt's alignment is more than one step away from yours, the haunt can attempt a Will save to resist the spell.</p> <p>A haunt's Will save modifier is equal to 3 + the haunt's CR.</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>Unlike a corpse affected by speak with dead, a haunt wants to express itself, if only to share its pain or to cause mischief.</p> <p><b>Appears in :</b> Advanced Class Guide</p>	<p>You create a discordant blast of energy that disrupts the target's available magic each round at the start of its turn.</p> <p>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).</p> <p>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).</p> <p>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.</p> <p>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.</p> <p>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.</p> <p><b>Appears in :</b> Advanced Class Guide</p>
<p><b>Spell Immunity</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> 10 min./level  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)</p> <p>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.</p>	<p><b>Spiritual Ally</b> <span style="float: right;"><b>Cleric 4</b></span></p> <p><b>School</b> evocation / aether elemental [force]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> medium (100 + 10 ft./level)  <b>Effect</b> spiritual ally of force  <b>Duration</b> 1 round/level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes</p> <p>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.</p> <p><b>Appears in :</b> Advanced Player's Guide</p>

**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 22 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.

## Shiso Sukbutter, Cleric 15 – Spells

<b>Summoner Conduit</b>	<b>Cleric 4</b>	<b>Sword to Snake</b>	<b>Cleric 4</b>
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**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 22 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

<b>Suppress Primal Magic</b>	<b>Cleric 4</b>
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**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

**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 22 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



<b>Symbol of Slowing</b>	<b>Terrible Remorse</b>
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Cleric 4

Cleric 4

**School** transmutation**Components** V, S, M (mercury and phosphorous, plus powdered diamond and opal)**Saving Throw** DC 22 Will negates; **Spell Resistance** yes

This spell functions as *symbol of death*, except all creatures within 60 feet of a symbol of slowing are slowed (as the slow spell) for 1 round per caster level.

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.

**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 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 *symbol of death* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are

**School** enchantment (compulsion) [emotion, mind-affecting]**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** 1 living creature**Duration** 1 round/level**Saving Throw** DC 22 Will partial (see text); **Spell Resistance** yes

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.

**Appears in** : Ultimate Magic

**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 22 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 22 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	Ward of the Season	Cleric 4
<p><b>School</b> necromancy  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a polished humanoid femur)  <b>Range</b> close (25 ft. + 5 ft./2 level)  <b>Effect</b> solid wall of humanoid bones with an area of up to one 5-ft. square/level  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes; see text</p> <p>This spell creates a vertical wall of skeletal arms that attaches itself to any solid surface. The wall of bone works identically to <i>wall of stone</i> except as noted above and in this spell description. The <i>wall of bone</i> 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.</p> <p>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.</p> <p>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.</p> <p><b>Wall of Stone</b></p> <p>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.</p> <p><b>Appears in</b> : Magic Tactics Toolbox</p>		<p><b>Racial Spell for Elf</b>  <b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> one creature  <b>Effect</b> target gains blessing of one of the seasons  <b>Duration</b> 1 hour/level  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> no</p> <p>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.</p> <p><i>Spring</i>: 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.</p> <p><i>Summer</i>: 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.</p> <p><i>Fall</i>: 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.</p> <p><i>Winter</i>: 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.</p> <p><b>Appears in</b> : Advanced Race Guide</p>	
		<p><b>Ward Shield</b></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> shield touched  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)</p> <p>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 <i>spell shield</i> does not provide spell resistance against area effect spells such as <i>fireball</i>, but does provide a +5 bonus on Reflex saving throws against such spells.</p> <p><b>Appears in</b> : Knights of the Inner Sea</p>	Cleric 4

**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 22 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

**Air Walk, Communal****Cleric 5**

**School** transmutation [air]  
**Casting Time** 1 action  
**Components** V, S, DF  
**Range** touch  
**Target** creatures touched  
**Duration** 10 min./level split among the recipients  
**Saving Throw** none; **Spell Resistance** yes (harmless)

This spell functions like *air walk*, except divide the duration in 10-minute intervals among the creatures touched.

**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** : Ultimate Combat

<b>Ancestral Memory</b>	<b>Cleric 5</b>	<b>Astral Projection, Lesser</b>	<b>Cleric 5</b>
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**School** divination  
**Casting Time** 1 action  
**Components** V, S  
**Range** personal  
**Duration** 1 round/level  
**Saving Throw** n/A; **Spell Resistance** no

When you cast this spell, you open your mind to the vast experiences of your ancestors in the hope of learning something pertinent about your current situation. The chance of successfully finding an ancestral memory that is pertinent is equal to 70% + your caster level. Failure indicates you merely gain a +5 insight bonus on all Intelligence-based skill checks for the duration of the spell.

Success indicates that you not only gain the +5 insight bonus on all Intelligence-based skill checks, but that one of your ancestors came across a situation or problem similar to one you are currently facing. In this case, the GM provides you with some specific information to assist you in overcoming your problem.

For example, a character might encounter a clay golem deep underground, and finds that her magic weapon and spells seem to be useless against the creature. She successfully casts *ancestral memory*, and “remembers” the proper type of weapons and spells that work against such creatures.

**Appears in** : Inner Sea World Guide

<b>Angelic Aspect</b>	<b>Cleric 5</b>
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**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

This spell functions like *lesser angelic aspect*, except you gain low-light vision, darkvision 60, resistance to acid 10, resistance to cold 10, and DR 5/evil, and you sprout white feathered wings allowing you to fly at a speed of 30 feet with average maneuverability. In addition, your natural weapons and any weapons you wield are considered good-aligned for the purpose of overcoming damage reduction.

**Angelic Aspect, Lesser**

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

**School** necromancy  
**Casting Time** 30 minutes  
**Components** V, S, M  
**Range** touch  
**Duration** special; See Text  
**Saving Throw** special; See Text; **Spell Resistance** yes

This spell functions as *astral projection*, except you cannot leave the Astral Plane and explore other planes (though you can still return to the plane you were on when you cast this spell).

**Astral Projection**

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them. You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter. While you are on the Astral Plane, your astral body is connected at all times to your physical body by an incorporeal silver cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the silver cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. This is a traumatic affair, however, and you gain two permanent negative levels if your second body or astral form is slain. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes. You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as dispel magic cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you). When this spell ends, your astral body and all of its gear, vanishes.

**Appears in** : Ultimate Magic

## Shiso Sukbutter, Cleric 15 – Spells

<b>Atonement</b>	<b>Cleric 5</b>	<b>Awaken the Devoured</b>	<b>Cleric 5</b>
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**School** abjuration  
**Casting Time** 1 hour  
**Components** V, S, M, F (burning incense, a set of prayer beads or other prayer device worth 500 gp), DF (burning incense, a set of prayer beads or other prayer device worth 500 gp)  
**Range** touch  
**Target** living creature touched  
**Duration** instantaneous  
**Saving Throw** none; **Spell Resistance** yes

This spell removes the burden of misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, atonement operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds, you must intercede with your deity (requiring you to expend 2,500 gp in rare incense and offerings). Atonement may be cast for one of several purposes, depending on the version selected.

**Reverse Magical Alignment Change:** If a creature has had its alignment magically changed, atonement returns its alignment to its original status at no additional cost.

**Restore Class:** A paladin, or other class, who has lost her class features due to violating the alignment restrictions of her class may have her class features restored by this spell.

**Restore Cleric or Druid Spell Powers:** A cleric or druid who has lost the ability to cast spells by incurring the anger of her deity may regain that ability by seeking atonement from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric must expend 2,500 gp in rare incense and offerings for her god's intercession.

**Redemption or Temptation:** You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally. Though the spell description refers to evil acts, atonement can be used on any creature that has performed acts against its alignment, regardless of the actual alignment in question.

**Note:** Normally, changing alignment is up to the player. This use of atonement offers a method for a character to change his or her alignment drastically, suddenly, and definitively.

**School** divination [pain]  
**Casting Time** 1 action  
**Components** V, S  
**Range** medium (100 ft. + 10 ft./level)  
**Target** one daemon per 4 caster levels  
**Duration** instantaneous and 1 round/level  
**Saving Throw** DC 23 Will partial (see text); **Spell Resistance** yes

This spell is often used by conjurers as a method to torment daemons and force compliance, for it awakens the broken, anguished memories of the countless souls that the target daemons have consumed. All daemons targeted by awaken the devoured must be within 30 feet of each other. The fragmented memories haunt and afflict the daemons, dealing 1d8 points of damage per caster level (maximum 15d8) and making the daemons confused for 1 round per level. A daemon that succeeds at a Will save halves the damage and negates the confusion effect.

**Appears in :** Book of the Damned, Book of the Damned 3: Horsemen of the Apocalypse

<b>Besmara's Grasping Depths</b>	<b>Cleric 5</b>
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**School** necromancy (haunted) [emotion, fear, mind-affecting]  
**Casting Time** 1 action  
**Components** V, S, M/DF (a vial of seawater)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Area** one 5-ft. cube/level (S)  
**Duration** see text  
**Saving Throw** DC 23 Will partial; see text ; **Spell Resistance** yes

You call upon the restless souls of those who died at sea. This spell can be cast only on an area of deep water. When a creature enters the area, the haunt manifests, automatically grabbing the creature and dragging it under the water on initiative count 10. Each round, the haunt deals 1d6 points of nonlethal damage as it drags its victim down 10 feet; a successful DC 15 Swim check reduces the descent to 5 feet and negates the nonlethal damage. Each round in the haunt's clutches reduces the duration the victim can hold her breath by 2 rounds ( *Pathfinder RPG Core Rulebook* 445). A victim can make a single move or standard action each round while in the haunt's grasp if she succeeds at a Will save; on a failed save, she can only struggle helplessly against the haunt. A victim cannot use her actions to swim toward the surface while the haunt is active. If the haunt reaches the bottom of its body of water, it pounds its victim against the bottom, dealing 2d6 points of nonlethal damage per round to the victim and reducing the duration the victim can hold her breath by an additional round. This continues until either the haunt is neutralized (in which case the victim must still swim to the surface) or the victim drowns.

The haunt can grab and attempt to drown multiple creatures in its area on its initiative count. The magic holding the haunt together is unstable and deteriorates while the haunt is active. Each round at the end of its turn, the haunt automatically loses 1d6 hit points per creature it is currently affecting. Furthermore, the spell's haunt-like manifestation is active throughout the spell's duration, rendering it vulnerable to effects that damage haunts. When the haunt reaches 0 hit points, the spell ends.

### HAUNT STATISTICS

**Notice** Perception DC 30 (to detect the smell of brine)  
**hp** 5 hp/level; **Trigger** proximity; **Reset** none

**Appears in :** Haunted Heroes Handbook

**Blood Tentacles****Cleric 5**

**School** necromancy  
**Casting Time** 1 action  
**Components** V, S, M (a fresh handful of the caster's blood)  
**Range** personal  
**Target** you  
**Duration** 1 round/level  
**Saving Throw** Will negates (harmless); **Spell Resistance** no

You smear a handful of your own blood across your chest, causing one writhing tentacle per caster level to burst forth. You can direct these tentacles to attack a single creature within 15 feet as a standard action, or one creature per 5 caster levels as a full-round action. Each tentacle has an attack bonus equal to your base attack bonus plus either your Constitution or Charisma bonus (whichever is higher). Each tentacle deals 2d6 points of damage, and a tentacle collapses into dried blood on a successful hit, granting you a number of temporary hit points equal to the damage dealt. You can't gain more temporary hit points than your maximum number of hit points. These temporary hit points disappear after 1 hour.

**Appears in** : Agents of Evil

**Boneshatter****Cleric 5**

**School** necromancy  
**Casting Time** 1 action  
**Components** V, S, M (a broken bone)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one corporeal creature or object  
**Duration** instantaneous and 1 minute/level (see text)  
**Saving Throw** DC 23 Fortitude partial (see text); **Spell Resistance** yes

The target's bones (or exoskeleton) splinter, dealing 1d6 points of damage per caster level (maximum 15d6) to the target, which is also exhausted for 1 minute per caster level from the pain and exertion of the transformation.

If the target succeeds at its save, it takes half damage and is fatigued rather than exhausted. Objects made of bone, chitin, or similar material take half again as much damage (+50%) from this spell. This spell has no effect on a creature that has neither a skeleton nor a hard carapace.

**Appears in** : Deep Magic, Mummy's Mask, Osirion, Land of Pharaohs

**Break Enchantment****Cleric 5**

**School** abjuration  
**Casting Time** 1 minute  
**Components** V, S  
**Range** close (25 + 5 ft./2 levels)  
**Target** up to one creature per level, all within 30 ft. of each other  
**Duration** instantaneous  
**Saving Throw** see text; **Spell Resistance** no

This spell frees victims from enchantments, transmutations, and curses. *Break enchantment* can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse.

If the spell is one that cannot be dispelled by *dispel magic* or *stone to flesh*, *break enchantment* works only if that spell is 5th level or lower.

If the effect comes from a permanent magic item, *break enchantment* does not remove the curse from the item, but it does free the victim from the item's effects.

**Breath of Life****Cleric 5**

**School** conjuration (healing)  
**Casting Time** 1 action  
**Components** V, S  
**Range** touch  
**Target** creature touched  
**Duration** instantaneous  
**Saving Throw** DC 23 Will negates (harmless) or Will half, see text;  
**Spell Resistance** yes (harmless) or yes, see text

This spell cures 5d8 points of damage + 1 point per caster level (maximum +25). Unlike other spells that heal damage, breath of life can bring recently slain creatures back to life. If cast upon a creature that has died within 1 round, apply the healing from this spell to the creature. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through breath of life gain a temporary negative level that lasts for 1 day. Creatures slain by death effects cannot be saved by breath of life. Like cure spells, breath of life deals damage to undead creatures rather than curing them, and cannot bring them back to life.

**Burst of Glory****Cleric 5**

**School** enchantment (compulsion) [mind-affecting]  
**Casting Time** 1 action  
**Components** V, S, DF  
**Area** 10-ft.-radius burst, centered on you  
**Duration** 1 round/level (D; see text)  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

Allies in the area of this spell at the time of casting gain a +1 sacred bonus on attack rolls and saves against fear effects, plus 1 temporary hit point per caster level (maximum 20). You shine with a white or golden radiance equal to a torch for the spell's duration, though you can dismiss the glow effect as a free action.

**Appears in** : Gods & Magic, Inner Sea Gods

## Shiso Sukbutter, Cleric 15 – Spells

<p><b>Call Spirit</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> conjuration (calling)  <b>Casting Time</b> 10 minutes  <b>Components</b> V, S  <b>Range</b> 10 ft.  <b>Effect</b> call the spirit of a single deceased humanoid creature  <b>Duration</b> concentration  <b>Saving Throw</b> DC 23 Will negates, see text; <b>Spell Resistance</b> no</p> <p>You attempt to cause the spirit of a specific individual to manifest from its final resting place. You must request the spirit's presence by speaking its name.</p> <p>Unwilling spirits can resist the summons by succeeding at a Will save. If the chosen spirit resists your call, another spirit with malevolent intent almost always takes its place, intent on deceiving you. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to the creature whose spirit you wish to call.</p> <p><b>Knowledge Will Save Modifier</b>  Name only † +15</p> <p>Secondhand (you have heard of the subject) +10</p> <p>Firsthand (you met the subject in life) +5</p> <p>Familiar (you knew the subject well) +0  † You must have at least a name the creature was called in life.</p> <p><b>Connection Will Save Modifier</b>  Likeness or picture –2  Possession or garment –4  Body part, lock of hair, nail clipping, etc. –10  Different alignment +4</p> <p>A successfully called spirit manifests as a wispy, vaporous form that vaguely resembles the form the deceased creature had in life. The spirit has the physical attributes of an <i>unseen servant</i> and is capable of minor physical manipulations, with the ability to speak in quiet, ghostly whispers in whatever languages the creature knew while it was alive. The spirit isn't an undead creature, and isn't beholden to its caller. Whether you summoned the chosen spirit or a deceitful replacement, the spirit can refuse to answer your questions or attempt to deceive you using Bluff, though in either case these spirits can speak about only what they knew in life and have no knowledge of events that occurred after their deaths. Malevolent spirits might take advantage of their limited physical abilities to cause terrifying spectacles designed to scare the caster.</p> <p>You must concentrate on maintaining the spell (as a standard action) in order to ask questions at the rate of one per round. You can ask a total of one question per caster level; the spirit answers each during the same round. When the spell ends, the spirit's ectoplasmic form fades and the soul returns to its rest. This spell can't call the spirits of creatures that are currently undead.</p> <p><b>Appears in</b> : Occult Adventures, Occult Mysteries</p>	<p><b>Caustic Blood</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> transmutation [acid]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (vial of black adder venom)  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 round/level  <b>Saving Throw</b> DC 23 Reflex half or negates; see text; <b>Spell Resistance</b> no</p> <p>You imbue your blood with corrosive acid. Any time you take piercing or slashing damage, a spray of acidic blood spurts from your body in the direction of the opponent who inflicted the wound, dealing 1d6 points of acid damage per caster level (maximum 15d6, Reflex half). This spurt travels in a 10-foot line, damaging the first creature or object it touches, with no splash damage. After it contacts a creature or object, your acidic blood continues to burn that creature for 1 round, dealing 1d6 points of acid damage per 2 caster levels (maximum 7d6). A second successful Reflex save negates this additional damage.</p> <p><b>Appears in</b> : Inner Sea Gods</p> <hr/> <p><b>Cleanse</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> evocation  <b>Casting Time</b> 1 action  <b>Components</b> S, DF  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> instantaneous</p> <p>Positive energy infuses and cleanses your body. This spell cures 4d8 points of damage + 1 point per caster level (maximum +25) and ends any and all of the following adverse conditions affecting you: ability damage, blinded, confused, dazzled, deafened, diseased, exhausted, fatigued, nauseated, poisoned, and sickened. In addition, <i>cleanse</i> functions as <i>break enchantment</i> upon a single additional effect of your choice that is affecting you and that can be legally affected by this effect. If used by undead or other creatures healed by negative energy, the spell cleanses with negative energy rather than positive.</p> <p><b>Break Enchantment</b>  This spell frees victims from enchantments, transmutations, and curses. <i>Break enchantment</i> can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse.</p> <p>If the spell is one that cannot be dispelled by <i>dispel magic</i> or <i>stone to flesh</i>, <i>break enchantment</i> works only if that spell is 5th level or lower.</p> <p>If the effect comes from a permanent magic item, <i>break enchantment</i> does not remove the curse from the item, but it does free the victim from the item's effects.</p> <p><b>Appears in</b> : Advanced Player's Guide</p>
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## Shiso Sukbutter, Cleric 15 – Spells

### Command, Greater Cleric 5

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

**Casting Time** 1 action

**Components** V

**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 23 Will negates; **Spell Resistance** yes

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

#### Command

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.

### Commune Cleric 5

**School** divination

**Casting Time** 10 minutes

**Components** V, S, M (holy or unholy water and incense worth 500 gp), DF

**Range** personal

**Target** you

**Duration** 1 round/level

You contact your deity - or agents thereof - and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead. The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

### Compel Tongue, Mass Cleric 5

**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/level, no two of which can be more than 30 ft. apart

**Duration** 1 hour/level (D)

**Saving Throw** DC 23 Will negates; **Spell Resistance** yes

This spell functions as *compel tongue*, except it affects multiple creatures. The same language restriction applies to all creatures, and the same language must be imparted to all creatures affected by the same casting of this spell.

#### 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

### Cure Light Wounds, Mass Cleric 5

**School** conjuration (healing)

**Casting Time** 1 action

**Components** V, S

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

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

**Duration** instantaneous

**Saving Throw** Will half (harmless) or Will half; see text; **Spell Resistance** yes (harmless) or yes; see text

You channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

### Curse of Magic Negation Cleric 5

**School** abjuration [curse]

**Casting Time** 1 round

**Components** V, S, M (powdered lead and platinum worth 250 gp)

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

**Target** one creature

**Duration** 10 minute/level

**Saving Throw** DC 23 Will negates; **Spell Resistance** no

You disrupt the target creature's ability to draw upon magical energies. For the duration of the spell, it gains the negated spellblight (see page 97). Dispel checks to remove the spellblight take a -5 penalty due to this spell's interference with magical energies.

**Appears in :** Ultimate Magic

## Shiso Sukbutter, Cleric 15 – Spells

<b>Curse, Major</b>	<b>Cleric 5</b>	<b>Daywalker</b>	<b>Cleric 5</b>
<p><b>School</b> necromancy [curse]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one creature  <b>Duration</b> permanent  <b>Saving Throw</b> DC 23 Will negates; <b>Spell Resistance</b> yes</p> <p>This spell functions as <i>bestow curse</i>, except the DC to remove the curse is equal to the save DC + 5.</p> <p><b>Bestow Curse</b>            You place a curse on the subject. Choose one of the following.</p> <ul style="list-style-type: none"> <li>• - 6 decrease to an ability score (minimum 1).</li> <li>• - 4 penalty on attack rolls, saves, ability checks, and skill checks.</li> <li>• Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.</li> </ul> <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 <i>break enchantment</i>, <i>limited wish</i>, <i>miracle</i>, <i>remove curse</i>, or <i>wish</i> spell.</p> <p><i>Bestow curse</i> counters <i>remove curse</i>.</p> <p><b>Appears in</b> : Ultimate Magic</p>		<p><b>School</b> necromancy  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a black glass vial containing unholy water worth 25 gp)  <b>Range</b> touch  <b>Target</b> undead creature touched  <b>Duration</b> 24 hours (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes (harmless)</p> <p>You reshape the substance of a willing undead creature to resemble a living, breathing creature of the same size. This is a physical change to the undead creature's bone, flesh, or incorporeal ectoplasm, adding new flesh or bone and even hair, teeth, and blood, all of which demonstrate false signs of life that mimic a living creature's breathing and other physiological processes. An incorporeal undead creature using <i>daywalker</i> ceases to be incorporeal for the duration of the spell, gaining a physical corpse body. Creatures interacting with the undead can attempt a Perception check (DC = 30 or DC = 21 + the undead's Disguise modifier, whichever is higher) to realize that the signs of life are false, and a close examination with a Heal check always reveals the truth of the dead flesh.</p> <p>If the undead has the frightful presence, incorporeal, light blindness, light sensitivity, stench, sunlight powerlessness, or unnatural aura abilities, the spell suppresses them. An undead creature whose touch normally deals damage, ability drain, or energy drain doesn't do so while under the spell's effects. The target of this spell may end its duration at any time as a standard action.</p> <p><b>Appears in</b> : Cohorts and Companions</p>	
<b>Darkvault</b>	<b>Cleric 5</b>	<b>Dispel Balance</b>	<b>Cleric 5</b>
<p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a stone that has never seen sunlight)  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Area</b> 30-ft.-radius emanation  <b>Duration</b> 24 hours  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>You ward an area's shadows such that light cannot penetrate them. The illumination level in the affected area no longer changes when nonmagical light enters it. Any magical effect must succeed at a caster level check (DC = 10 + your caster level) in order to change the light level within the spell's radius. <i>Darkvault</i> has no effect on spells or effects that would make the spell's area darker.</p> <p>The spell must be cast on an area, such as a cave or room. A spellcaster of 11th level or higher can make <i>darkvault</i> permanent with a <i>permanency</i> spell, at a cost of 7,500 gp.</p> <p><b>Appears in</b> : Blood of Shadows</p>		<p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> touch  <b>Target</b> you and a touched, neutral creature from another plane, or you and an enchantment on a touched creature or object  <b>Duration</b> 1 round/level or until discharged, whichever comes first  <b>Saving Throw</b> see text; <b>Spell Resistance</b> see text</p> <p>Pulsing bronze energy surrounds you, bestowing three effects.</p> <p>First, you gain a +3 deflection bonus to AC against attacks by chaotic neutral, lawful neutral, neutral evil, and neutral good creatures. Against attacks by creatures whose alignment is neutral with no other alignment components, this deflection bonus is instead +5.</p> <p>Second, upon making a successful melee touch attack against a creature from another plane with a neutral component to its alignment, you can banish that creature back to its home plane. The creature's spell resistance applies to this attempt, and the creature can negate this effect with a successful Will save. If the creature's alignment is neutral with no other alignment components, the creature takes a –2 penalty on this saving throw. This use discharges and ends the spell.</p> <p>Third, with a touch, you can automatically dispel any one enchantment spell cast by a creature with a neutral component to its alignment. Spells that can't be dispelled by dispel magic also can't be dispelled by <i>dispel balance</i>. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.</p> <p><b>Appears in</b> : Champions of Balance, Planar Adventures</p>	

## Shiso Sukbutter, Cleric 15 – Spells

### Dispel Chaos

Cleric 5

**School** abjuration [lawful]

**Casting Time** 1 action

**Components** V, S, DF

**Range** touch

**Target** you and a touched evil creature from another plane, or you and an enchantment or evil spell on a touched creature or object

**Duration** 1 round/level or until discharged, whichever comes first

**Saving Throw** see text; **Spell Resistance** see text

This spell functions like *dispel evil*, except that you are surrounded by constant, blue lawful energy, and the spell affects chaotic creatures and spells rather than evil ones.

### Dispel Evil

Shimmering, white holy energy surrounds you. This energy has three effects. First, you gain a +4 deflection bonus to AC against attacks by evil creatures. Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell. Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell. Spells that can't be dispelled by dispel magic also can't be dispelled by dispel evil. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

### Dispel Evil

Cleric 5

**School** abjuration [good]

**Casting Time** 1 action

**Components** V, S, DF

**Range** touch

**Target** you and a touched evil creature from another plane, or you and an enchantment or evil spell on a touched creature or object

**Duration** 1 round/level or until discharged, whichever comes first

**Saving Throw** see text; **Spell Resistance** see text

Shimmering, white holy energy surrounds you. This energy has three effects. First, you gain a +4 deflection bonus to AC against attacks by evil creatures. Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell. Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell. Spells that can't be dispelled by dispel magic also can't be dispelled by dispel evil. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

### Dispel Law

Cleric 5

**School** abjuration [chaotic]

**Casting Time** 1 action

**Components** V, S, DF

**Range** touch

**Target** you and a touched evil creature from another plane, or you and an enchantment or evil spell on a touched creature or object

**Duration** 1 round/level or until discharged, whichever comes first

**Saving Throw** see text; **Spell Resistance** see text

This spell functions like *dispel evil*, except that you are surrounded by flickering, yellow chaotic energy, and the spell affects lawful creatures and spells rather than evil ones.

### Dispel Evil

Shimmering, white holy energy surrounds you. This energy has three effects. First, you gain a +4 deflection bonus to AC against attacks by evil creatures. Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell. Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell. Spells that can't be dispelled by dispel magic also can't be dispelled by dispel evil. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

### Disrupting Weapon

Cleric 5

**School** transmutation

**Casting Time** 1 action

**Components** V, S

**Range** touch

**Target** one melee weapon

**Duration** 1 round/level

**Saving Throw** Will negates (harmless, object); see text; **Spell Resistance** yes (harmless, object)

This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your caster level must succeed on a Will save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect.

### Dungeonsight

Cleric 5

**School** divination

**Casting Time** 1 action

**Components** V, S, F (a small glass orb worth 150 gp)

**Range** personal

**Area** 60 ft radius emanation

**Duration** instantaneous

You receive a clear and memorable view of the layout of chambers, barriers, and connecting passages within the area of effect. This spell does not reveal the contents or inhabitants of any of these locations, only the basic architecture of the space. For example, a staircase leading up to a pair of doors would be apparent, but the iron golems guarding the doors would not. This spell does identify the locations of secret doors and hidden passages but gives no clue as to the means of opening or accessing them.

**Appears in** : Dragonslayer's Handbook

## Shiso Sukbutter, Cleric 15 – Spells

### Fickle Winds

**Cleric 5**

**School** transmutation / air elemental / wood elemental [air]

**Casting Time** 1 action

**Target** one or more Medium creatures/ level, no two of which can be more than 30 ft. apart

**Duration** 1 minute/level (D)

**Saving Throw** none (see text); **Spell Resistance** yes

You create a mobile cylinder of wind encompassing every target of the spell and protecting them as wind wall, but not interfering with them in any way. For example, arrows and bolts fired at the targets are deflected upward and miss, but the targets' own arrows or bolts pass through the wall as if it were not there. A Large creature counts as 4 Medium creatures for the purpose of how many targets you can effect with the spell; a Huge creature counts as 8, a Gargantuan creature as 16, and a Colossal creature as 32. This spell has no effect within the area of a higher-level wind or weather spell.

**Appears in :** Ultimate Magic

### Flame Strike

**Cleric 5**

**School** evocation [fire]

**Casting Time** 1 action

**Components** V, S, DF

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

**Area** cylinder (10-ft. radius, 40-ft. high)

**Duration** instantaneous

**Saving Throw** DC 23 Reflex half; **Spell Resistance** yes

A flame strike evokes a vertical column of divine fire. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

### Flame Strike (x4)

**Cleric 5**

**School** evocation [fire]

**Casting Time** 1 action

**Components** V, S, DF

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

**Area** cylinder (10-ft. radius, 40-ft. high)

**Duration** instantaneous

**Saving Throw** DC 23 Reflex half; **Spell Resistance** yes

A flame strike evokes a vertical column of divine fire. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

### Flexile Curse

**Cleric 5**

**School** transmutation [curse]

**Casting Time** 1 action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** permanent

**Saving Throw** DC 23 Will negates; **Spell Resistance** yes

You curse your target with a withering aura that degrades its armor and shield (if any). This reduces the hardness, armor bonus, and enhancement bonus of any armor or shield worn by the target by 1. For every hour the target wears a suit of armor or a shield, the hardness, armor bonus, and enhancement bonus are reduced by an additional 1. If the armor or shield's hardness is reduced to 0, anytime the target of the curse is struck while wearing that item, there is a 20% chance that it gains the broken condition. If the enhancement bonus of magic suit of armor or shield is reduced to 0, the armor or shield loses any other special abilities it had.

If the target removes the suit of armor or shield (even if it's broken or has been drained of all enhancement bonuses), the armor or shield regains its hardness, armor bonus, and enhancement bonus at the rate of 1 per 2 hours. A suit of armor or shield broken by this curse that regains its full hardness ceases to be broken. A magic suit of armor or shield that lost its special abilities regains them when its enhancement bonus is fully restored.

**Appears in :** Magic Tactics Toolbox

### Forbid Action, Greater

**Cleric 5**

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

**Casting Time** 1 action

**Components** V

**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 23 Will negates; **Spell Resistance** yes

This spell functions as *forbid action*, except up to one creature per level may be affected. Each creature must receive the same forbidden action.

#### Forbid Action

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

## Shiso Sukbutter, Cleric 15 – Spells

<p><b>Freedom's Toast</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> conjuration (teleportation)  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (a small amount of ale in a flagon)  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Target</b> one creature  <b>Duration</b> instantaneous  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)</p> <p>When the caster hoists a flagon and delivers a toast to freedom, the target is transported up to 15 feet from its position to a space of your choice, though that space must be within your line of sight. If the target was prone at the time of casting, you can choose for the target to be standing upon reaching the destination. Furthermore, if the target was bound with nonmagical ropes, manacles, or other restraints, those restraints are not transported with the target, effectively freeing the target from those restraints. If the target is bound by magical restraints, you can bar those restraints from being transported with the target with a successful caster level check against a DC based on the restraints' caster level (DC = 11 + the restraining magic item's or spell's caster level).</p> <p><b>Appears in</b> : Inner Sea Gods</p>	<p><b>Ghostbane Dirge, Mass</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (an old reed from a wind instrument)  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one incorporeal creature/level, no two of which can be more than 30 ft. apart  <b>Duration</b> 1 round/level  <b>Saving Throw</b> DC 23 Will negates; <b>Spell Resistance</b> yes</p> <p>This spell functions as <i>ghostbane dirge</i>, except that it affects multiple targets.</p> <p><b>Ghostbane Dirge</b>  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.</p> <p><b>Appears in</b> : Advanced Player's Guide</p>
<p><b>Geniekind</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> transmutation (polymorph)  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a pinch of dust, embers, wind-blown sand or drops of water, depending on the genie type)  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 round/level</p> <p>Keleshite wizards and clerics have always sought to emulate the genies that they bind. The <i>geniekind</i> spell is the result of attempts to gain the power and influence of these proud outsiders without entirely forsaking the caster's own form.</p> <p>Upon casting this spell, you must choose one type of genie to transform into, selecting from djinni, efreeti, marid, or shaitan. You retain your basic physical appearance but shift in some way to become more akin to the genie type you chose. While under the effects of <i>geniekind</i>, you gain a +2 racial bonus on all saving throws against paralysis, poison, sleep, and stunning effects, and a +4 enhancement bonus to your natural armor bonus. You also gain a +2 enhancement bonus to Constitution and a +5 bonus on all Diplomacy checks made when interacting with creatures of the same elemental subtype as your chosen genie. In addition, you gain other abilities depending upon the type of genie you choose to assume the form of, as detailed below.</p> <p><i>Djinni</i>: You gain the ability to fly at a speed of 60 feet with perfect maneuverability. When flying, your lower torso trails away into a vortex of wind and smoke. You gain resist electricity 10.</p> <p><i>Efreeti</i>: Your flesh turns a deep red and you grow large horns on your head. Your unarmed strikes and any melee weapon you wield deal +1d6 points of fire damage. You gain resist fire 10.</p> <p><i>Marid</i>: Your flesh turns blue and you gain webbed fingers and toes. You gain a swim speed of 60 feet and can breathe water. You gain resist cold 10.</p> <p><i>Shaitan</i>: Your flesh gains the coloration of stone and your hair appears to be sculpted from fine crystals. You gain a burrow speed of 60 feet and resist acid 10.</p> <p><b>Appears in</b> : Inner Sea Magic</p>	<p><b>Half-Blood Extraction</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>Racial Spell for Half-Orc</b>  <b>School</b> transmutation  <b>Casting Time</b> 1 hour  <b>Components</b> V, S, M/DF (oils and poisons worth 3,000 gp)  <b>Range</b> touch  <b>Target</b> willing half-orc touched  <b>Duration</b> instantaneous  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>You transform the target half-orc into a full-blooded orc. The target loses all of its half-orc racial traits and gains the orc racial traits.</p> <p><b>Appears in</b> : Advanced Race Guide</p>
<p><b>Hallow</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> evocation [good]  <b>Casting Time</b> 24 hours  <b>Components</b> V, S, M (herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the hallowed area), DF  <b>Range</b> touch  <b>Area</b> 40-ft. radius emanating from the touched point  <b>Duration</b> instantaneous  <b>Saving Throw</b> see text; <b>Spell Resistance</b> see text</p> <p>Hallow makes a particular site, building, or structure a holy site. This has four major effects. First, the site is warded by a magic circle against evil effect. Second, the DC to resist positive channeled energy within this area gains a +4 sacred bonus and the DC to resist negative energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell. Third, any dead body interred in a hallowed site cannot be turned into an undead creature. Finally, you can fix a single spell effect to the hallowed site. The spell effect lasts for 1 year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting hallow again. Spell effects that may be tied to a hallowed site include aid, bane, bless, cause fear, darkness, daylight, death ward, deeper darkness, detect evil, detect magic, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge, protection from energy, remove fear, resist energy, silence, tongues, and zone of truth. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.) An area can receive only one hallow spell (and its associated spell effect) at a time. Hallow counters but does not dispel unhallow.</p>	

## Shiso Sukbutter, Cleric 15 – Spells

<b>Heretic's Tongue</b>	<b>Cleric 5</b>	<b>Holy Ice</b>	<b>Cleric 5</b>
<p><b>School</b> enchantment (mind-affecting)  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 ft. + 25 ft./2 levels)  <b>Target</b> living creature  <b>Duration</b> 1 round/level  <b>Saving Throw</b> DC 23 Will negates; <b>Spell Resistance</b> yes</p> <p>You fill your target's mind with blasphemous knowledge. If the target fails its saving throw, it cannot cast spells or use spell-like abilities for the duration of the spell. Divine spellcasters whose power derives from the worship of a single deity (most clerics, paladins, and warpriests) have the potential to suffer worse. When targeting a divine spellcaster, you can designate an alignment. If the named alignment coincides with either the spellcaster's alignment or that of her deity, the divine spellcaster loses access to all supernatural and spell-like class abilities granted by the associated class for the spell's duration—blessings, domain powers, channel energy, smite evil, etc.</p> <p>Those affected by this spell can end the effect early by choosing to release the blasphemies in a litany of screamed curses and heretical decadences. The creature is effectively paralyzed for half the spell's duration, and each ally within 50 feet must succeed at a Will saving throw (equal to this spell's save DC) or be shaken until the litany ends. If the creature chooses to do this, it cannot end the litany of blasphemies early. A creature that succeeds at its saving throw to avoid being shaken by its ally's blasphemous litany is immune to the litany's effects and need not attempt additional saves on subsequent rounds.</p> <p><b>Appears in</b> : Hell's Vengeance</p>		<p><b>School</b> transmutation [cold, good, water]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a flask of holy water or 5 pounds of powdered silver worth 25 gp)  <b>Range</b> medium (100 + 10 ft./level)  <b>Effect</b> wall of ice or flying ice javelins (see text)  <b>Duration</b> 1 minute/level, instantaneous, or until expended (see text)  <b>Saving Throw</b> Reflex negates or none (see text); <b>Spell Resistance</b> yes</p> <p>This spell creates a large mass of frozen holy water that can be used for one of two effects.</p> <p><b>Holy Ice Wall:</b> This functions like <i>wall of ice</i> (hemisphere or plane). Any creature that takes damage from holy water takes 1 point of damage every time it touches or attacks the ice wall with melee attacks; extended contact with the wall (such as standing or walking on it) deals 1d6 points of damage. Even when the ice has been broken through, a sheet of frigid holy air remains. Any creature that steps through it (including the one who broke through the wall) takes 1d6 points of damage + 1 point per caster level (no save); half of this damage is cold damage, half is damage from holy water (creatures unharmed by holy water do not take the damage).</p> <p><b>Holy Ice Javelins:</b> The spell creates a number of javelins of frozen holy water in your square equal to your caster level (maximum 15), which hurl themselves toward one or more targets that are no more than 10 feet away from each other. You must succeed on attack rolls (one per javelin) to hit the target with the javelin, using your base attack bonus + your Wisdom modifier. The javelins deal 1d6 damage each, plus 1 point of cold damage and 1 point of damage from holy water. The javelins are destroyed by this attack.</p> <p><b>Wall of Ice</b>  This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a wall of ice, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.</p> <p><b>Ice Plane:</b> A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides. Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. 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 15 + caster level. Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage + 1 point per caster level (no save).</p> <p><b>Hemisphere:</b> The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.</p> <p><b>Appears in</b> : Ultimate Magic</p>	

**Hunter's Blessing** Cleric 5 **Insect Plague** Cleric 5

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

When casting this spell, you designate a type or type and subtype of creature (using the ranger's favored enemy categories; *Pathfinder RPG Core Rulebook* 64) and a type of terrain (using the list of ranger's favored terrain categories, *Core Rulebook* 65). Targets of the spell gain a +2 sacred bonus on Bluff, Perception, Sense Motive, and Survival checks attempted against creatures of the selected type, and a +2 sacred bonus on attack rolls and damage rolls made against creatures of that type. Furthermore, they gain a +2 sacred bonus on initiative checks, Perception, Stealth, and Survival checks while they are in the type of terrain you designate. Lastly, when tracking the designated creature type in the chosen terrain, the targets can follow the tracks of such creatures untrained, even if the DC for the task is 11 or higher.

**Appears in** : Inner Sea Gods

**Hymn of Mercy** Cleric 5

**School** enchantment (compulsion) [good, mind-affecting]  
**Casting Time** 1 action  
**Components** V, S  
**Range** 30 ft.  
**Area** 30-ft.-radius burst centered on you  
**Duration** 1 round/level (D)  
**Saving Throw** DC 23 Will negates; **Spell Resistance** yes

This spell functions like *touch of mercy*, except as noted above.

**Touch of Mercy**

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

**Inflict Light Wounds, Mass** Cleric 5

**School** necromancy  
**Casting Time** 1 action  
**Components** V, S  
**Range** close (25 + 5 ft./2 levels)  
**Target** one creature/level, no two of which can be more than 30 ft. apart  
**Duration** instantaneous  
**Saving Throw** DC 23 Will half; **Spell Resistance** yes

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage + 1 point per caster level (maximum +25) to nearby living enemies. Like other inflict spells, mass inflict light wounds cures undead in its area rather than damaging them. A cleric capable of spontaneously casting inflict spells can also spontaneously cast mass inflict spells.

**School** conjuration (summoning)  
**Casting Time** 1 round  
**Components** V, S, DF  
**Range** long (400 + 40 ft./level)  
**Effect** one swarm of wasps per three levels, each of which must be adjacent to at least one other swarm  
**Duration** 1 min./level  
**Saving Throw** none; **Spell Resistance** no

You summon a number of swarms of wasps (one per three levels, to a maximum of six swarms at 18th level, see the *Pathfinder RPG Bestiary*). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the wasp swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

**Invigorating Repose** Cleric 5

**School** divination (healing)  
**Casting Time** 1 action  
**Components** V, S, DF  
**Range** personal  
**Target** you  
**Duration** 1 hour or until discharged  
**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.

This spell enhances your spells that bring the dead back to life. If you cast *raise dead*, the target creature is restored to full hit points. If you cast *breath of life*, that spell can revive a dead target as long as you cast it within a number of rounds equal to half your caster level, and the healing effect is treated as if the spell were empowered with the Empower Spell feat. Casting any of these spells discharges the *invigorating repose* spell.

**Appears in** : Dwarves of Golarion

**Life Bubble** Cleric 5

**School** abjuration  
**Casting Time** 1 action  
**Components** V, S, M/DF (a bit of eggshell)  
**Range** touch  
**Target** creatures touched, up to one/level  
**Duration** 2 hours/level; see text  
**Saving Throw** DC 23 Will negates (harmless); **Spell Resistance** yes (harmless)

You surround the touched creatures with a constant and moveable 1-inch shell of tolerable living conditions. This shell enables the subjects to breathe freely, even underwater or in a vacuum, as well as making them immune to harmful gases and vapors, including inhaled diseases and poisons and spells like *cloudkill* and *stinking cloud*. In addition, the shell protects subjects from extremes of temperature (per endure elements) as well as extremes of pressure.

Life bubble does not provide protection from negative or positive energy (such as found on the Negative and Positive Energy planes), the ability to see in conditions of poor visibility (such as in smoke or fog), nor the ability to move or act normally in conditions that impede movement (such as underwater).

When you cast this spell it has a total duration of 2 hours per caster level. You can divide this duration up in any manner you wish, not necessarily equally, between up to 1 creature per caster level.

**Appears in** : Advanced Player's Guide

## Shiso Sukbutter, Cleric 15 – Spells

<p><b>Lighten Object, Mass</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, M (goose down)  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Target</b> multiple objects of 1 cubic ft./level, no two of which can be more than 30 ft. apart  <b>Duration</b> 10 minutes/level  <b>Saving Throw</b> DC 23 Will negates (object); <b>Spell Resistance</b> yes (object)</p> <p>This spell functions like <i>lighten object</i>, except that it affects a number of objects equal to half your caster level.</p> <p><b>Lighten Object</b>  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><b>Appears in</b> : Faiths of Balance, Inner Sea Gods</p>	<p><b>Mark of Justice</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> necromancy  <b>Casting Time</b> 10 minutes  <b>Components</b> V, S, DF  <b>Range</b> touch  <b>Target</b> creature touched  <b>Duration</b> permanent; see text  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes</p> <p>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 <i>bestow curse</i>.</p> <p>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.</p> <p>Like the effect of <i>bestow curse</i>, a <i>mark of justice</i> cannot be dispelled, but it can be removed with a <i>break enchantment</i>, <i>limited wish</i>, <i>miracle</i>, <i>remove curse</i>, or <i>wish</i> spell. <i>Remove curse</i> works only if its caster level is equal to or higher than your <i>mark of justice</i> caster level. These restrictions apply regardless of whether the mark has activated.</p>
<p><b>Magic Siege Engine, Greater</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (black powder)  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one siege engine touched  <b>Duration</b> 1 hour/level  <b>Saving Throw</b> Will negates (harmless, object); <b>Spell Resistance</b> yes (harmless, object)</p> <p>This spell functions like <i>magic siege weapon</i>, except it gives an indirect fire siege weapon an enhancement bonus on targeting and damage rolls of +1 per four caster levels (maximum +5). If used on a direct-fire siege weapon, this spell functions as <i>greater magic weapon</i>.</p> <p><b>Magic Siege Engine</b>  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><b>Magic Weapon, Greater</b>  This spell functions like <i>magic weapon</i>, 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.</p> <p><b>Appears in</b> : Ultimate Combat</p>	<p><b>Pillar of Life</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> conjuration (healing) [light]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> medium (100 + 10 ft./level)  <b>Effect</b> 5-ft.-square pillar of positive energy, 20 ft. high  <b>Duration</b> 1 round/level  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>You conjure a pillar of positive energy in a single 5-foot square within range that radiates light as if it were a sunrod. Living creatures adjacent to the pillar can spend a standard action to touch the pillar and heal 2d8 points of damage + 1 point per caster level (maximum +20). Creatures can move into the square containing the pillar, but if an undead creature moves into the pillar it takes 1d6 points of damage per caster level (maximum 10d6). Undead creatures vulnerable to bright light take 1d8 points of damage per caster level (maximum 10d8). A creature cannot benefit or suffer more than once from a single casting of this spell.</p> <p><b>Appears in</b> : Advanced Player's Guide</p>
	<p><b>Plane Shift</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> conjuration (teleportation)  <b>Casting Time</b> 1 action  <b>Components</b> V, S, F (a forked metal rod attuned to the plane of travel)  <b>Range</b> touch  <b>Target</b> creature touched, or up to eight willing creatures joining hands  <b>Duration</b> instantaneous  <b>Saving Throw</b> DC 23 Will negates; <b>Spell Resistance</b> yes</p> <p>You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting plane shift again).</p>



## Shiso Sukbutter, Cleric 15 – Spells

<b>Planeslayer's Call</b>	<b>Raise Dead</b>
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**School** enchantment (compulsion) [mind-affecting, see text]  
**Casting Time** 1 action  
**Components** V, S, DF  
**Range** 20 ft.  
**Target** allies within a 40-ft.-radius burst centered on you  
**Duration** 1 round/level  
**Saving Throw** none; **Spell Resistance** yes

The magic of your allies in the area becomes more potent against certain outsiders. Chose one alignment subtype (chaotic, evil, good, or lawful). Against outsiders with that alignment component or subtype, your allies in the area gain a +2 bonus on caster level checks to overcome spell resistance, and their spells ignore the first 10 points of energy resistance (but not energy immunity).

This spell gains the alignment descriptor that is opposite the outsider alignment chosen. For example, if you choose for the spell to affect evil outsiders, then this spell has the good descriptor.

**Appears in :** Advanced Class Guide

<b>Raise Dead</b>	<b>Rapid Repair</b>
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**School** conjuration (healing)  
**Casting Time** 1 minute  
**Components** V, S, M (diamond worth 5,000 gp), DF  
**Range** touch  
**Target** dead creature touched  
**Duration** instantaneous  
**Saving Throw** none, see text; **Spell Resistance** yes (harmless)

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. Coming back from the dead is an ordeal. The subject of the spell gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised). A character who died with spells prepared has a 50% chance of losing any given spell upon being raised. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell. A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell. A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

**School** conjuration (healing)  
**Casting Time** 1 minute  
**Components** V, S, M (diamond worth 5,000 gp), DF  
**Range** touch  
**Target** dead creature touched  
**Duration** instantaneous  
**Saving Throw** none, see text; **Spell Resistance** yes (harmless)

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. Coming back from the dead is an ordeal. The subject of the spell gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised). A character who died with spells prepared has a 50% chance of losing any given spell upon being raised. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell. A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell. A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

<b>Rapid Repair</b>	<b>Spell Resistance</b>
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**School** transmutation / metal elemental  
**Casting Time** 1 action  
**Components** V, S, DF  
**Range** touch  
**Target** construct touched  
**Duration** 1 round/level  
**Saving Throw** DC 23 Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The targeted construct gains fast healing 5. This does not stack with any fast healing the construct already has. Fast healing has no effect on a construct that has been brought to 0 hit points or destroyed.

**Appears in :** Ultimate Magic

<p><b>Reboot</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> divination  <b>Casting Time</b> 1 action  <b>Components</b> V, S, F (a ruby worth at least 25 gp per HD of the target construct)  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Target</b> one destroyed construct of up to 2 HD/level  <b>Duration</b> 1 round/level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>Whispering in the dense, information-rich machine language of the First Ones, you bring a destroyed construct back to operational status for a short time, restoring it to 1 hit point. The construct can be further healed with spells like <i>make whole</i>, but it returns to its destroyed state as soon as this spell's duration expires or it is brought to 0 hit points, whichever comes first. As long as the construct is active, it obeys your commands to the best of its ability, fighting on your behalf and carrying out tasks that it is capable of performing.</p> <p>Constructs with more than twice as many Hit Dice as your caster level cannot be targeted by this spell.</p> <p><b>Appears in</b> : People of the Stars</p>	<p><b>Respectful Quiet</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> illusion (glamer)  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Target</b> any number of creatures in a 30-ft.-radius burst  <b>Saving Throw</b> DC 23 Will negates; <b>Spell Resistance</b> yes</p> <p>All targets are rendered silent, as per <i>silence</i>. The silence affects the entirety of each creature but does not extend beyond. However, the silence is one-way - sounds from outside the creatures' spaces can still enter. Quieted creatures gain a +10 circumstance bonus on Stealth checks.</p> <p><b>Silence</b>  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.</p> <p><b>Appears in</b> : Inner Sea Races</p>
<p><b>Reprobation</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> transmutation [curse]  <b>Casting Time</b> 1 minute  <b>Components</b> V, S, DF  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one creature of your faith  <b>Duration</b> permanent  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes</p> <p>You cast the target out of your religion as a curse and punishment for acts or misdeeds against the tenets of your faith. This has three effects. First, the target is marked with a magical symbol visible only to members of your faith. This symbol indicates that the target has transgressed and that the faithful should not help it. Likewise, the target is not to be persecuted because of the mark (though this would not keep members of a lawful faith from imprisoning a known criminal if these crimes were known to have taken place after he gained the mark). Second, the target is no longer affected by helpful spells cast by the faithful and is always treated as an enemy for the purpose of other spells cast by those of your faith. For example, cure light wounds cast by a member of your faith has no effect on the target. If the target were traveling with a cleric of your faith who cast prayer, that spell would penalize rather than aid the target, despite the target's friendship with the cleric. Third, if the target is a divine spellcaster, a member of a prestige class of your faith, or otherwise has some ability because the target belongs to your faith, it cannot use those abilities while the mark remains in place. For example, a paladin of your faith would be unable to cast paladin spells or use lay on hands or other class abilities. The target can join another faith to regain the use of these abilities, but the mark remains visible to those of your faith, even if those of the new faith accept the target. This powerful spell with no saving throw is used to punish severe transgressions that do not deserve death or when you prefer to be merciful rather than meting out a more severe punishment. However, the spell has one drawback that prevents it from being overused. If the target did not commit any acts or misdeeds against your faith, the spell does not affect it but affects you instead, even if you are innocent of the charges. This potential backlash prevents inquisitions run by corrupt members of the faith, and it means that most accusations of misconduct are carefully investigated (and usually verified with magic) before this sentence is handed down. This mark can be removed like any other curse effect. In addition, a member of your faith can use atonement to break the curse if he makes a caster level check against your caster level; remove curse also requires a caster of your faith and a caster level check to end the reprobation.</p> <p><b>Appears in</b> : Ultimate Magic</p>	<p><b>Righteous Might</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 round/level (D)</p> <p>Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one. You gain a +4 size bonus to Strength and Constitution and take a -2 penalty to your Dexterity. You gain a +2 enhancement bonus to your natural armor. You gain DR 5/evil (if you normally channel positive energy) or DR 5/good (if you normally channel negative energy). At 15th level, this DR becomes 10/evil or 10/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category. This spell doesn't change your speed. Determine space and reach as appropriate to your new size. If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process (see Chapter 7 for rules on breaking objects). If you fail, you are constrained without harm by the materials enclosing you - the spell cannot crush you by increasing your size. All equipment you wear or carry is similarly enlarged by the spell. Melee weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical effects that increase size do not stack.</p>

## Shiso Sukbutter, Cleric 15 – Spells

<p><b>Righteous Might</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 round/level (D)</p> <p>Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one. You gain a +4 size bonus to Strength and Constitution and take a -2 penalty to your Dexterity. You gain a +2 enhancement bonus to your natural armor. You gain DR 5/evil (if you normally channel positive energy) or DR 5/good (if you normally channel negative energy). At 15th level, this DR becomes 10/evil or 10/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category. This spell doesn't change your speed. Determine space and reach as appropriate to your new size. If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process (see Chapter 7 for rules on breaking objects). If you fail, you are constrained without harm by the materials enclosing you - the spell cannot crush you by increasing your size. All equipment you wear or carry is similarly enlarged by the spell. Melee weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical effects that increase size do not stack.</p>	<p><b>Scrying</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> divination (scrying)  <b>Casting Time</b> 1 hour  <b>Components</b> V, S, F (a pool of water, a silver mirror worth 1000 gp), M/DF (a pool of water, a silver mirror worth 1000 gp)  <b>Range</b> see text  <b>Effect</b> magical sensor  <b>Duration</b> 1 min./level  <b>Saving Throw</b> DC 23 Will negates; <b>Spell Resistance</b> yes</p> <p>You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.</p> <p>Knowledge - Will Save Modifier  None* - +10  Secondhand (you have heard of the subject) - +5  Firsthand (you have met the subject) - +0  Familiar (you know the subject well) - -5  *You must have some sort of connection (see below) to a creature of which you have no knowledge.</p> <p>Connection - Will Save Modifier  Likeness or picture - -2  Possession or garment - -4  Body part, lock of hair, bit of nail, etc. - -10</p> <p>If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet. As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.</p>
<p><b>Sanctify Weapons</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Area</b> 20 ft. radius spread  <b>Duration</b> 1 round/level  <b>Saving Throw</b> Will negates (harmless, object); <b>Spell Resistance</b> yes (harmless, object)</p> <p>This spell originated among the armies of Heaven. Choose a specific subtype of evil outsider when you cast this spell, such as daemon, demon, devil, or div. All manufactured weapons in the area of effect bypass the DR of that type of outsider. The weapons do not become aligned or change composition.</p> <p><b>Appears in</b> : Chronicle of the Righteous</p>	<p><b>Serenity</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> enchantment / wood elemental (compulsion) [emotion, mind-affecting]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> medium (100 + 10 ft./level)  <b>Target</b> one creature/level, no two of which can be more than 30 ft. apart  <b>Duration</b> 1 round/level  <b>Saving Throw</b> DC 23 Will negates; <b>Spell Resistance</b> yes</p> <p>You fill the targets' minds with feelings of tranquility. Those attempting to commit violence become stricken with wracking pain and take 3d6 points of nonlethal damage each round they attempt to harm another creature. If attacked, affected individuals can defend themselves and may participate in combat by using Combat Expertise, fighting defensively, or taking the total defense action without triggering the spell's nonlethal damage.</p> <p><b>Appears in</b> : Ultimate Magic</p>
<p><b>Sand Whirlwind, Greater</b> <span style="float: right;"><b>Cleric 5</b></span></p> <p><b>School</b> conjuration (creation)  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a handful of sand, dust, or fine powder)  <b>Range</b> medium (100 ft. + 10 ft./level)  <b>Target</b> 10-ft.-radius spread  <b>Duration</b> 1 round/level  <b>Saving Throw</b> DC 23 Will negates (blinding only); <b>Spell Resistance</b> no</p> <p>This spell functions as <i>sand whirlwind</i> except as noted above.</p> <p><b>Sand Whirlwind</b>  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.</p> <p><b>Appears in</b> : Taldor, Echoes of Glory</p>	

**Sessile Spirit****Cleric 5**

**School** necromancy  
**Casting Time** 1 action  
**Components** V, S  
**Range** medium (100 + 10 ft./level)  
**Target** one creature or object (see text)  
**Duration** 1 round/level (D)  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes

You reach into the target creature and cause that spirits within to become dormant and inactive. If the target is a medium with a spirit inhabiting its body or a spiritualist with a phantom inhabiting its consciousness (or a member of another class using the spirit or phantom class features), a failed save renders that spirit or phantom powerless, suppressing any benefits the spirit or phantom normally provides to its host, including bonus feats and spells known.

If a spirit within the target is a creature using a possession effect, including *possess object*, *possession*, or a ghost's malevolence, the spell targets the possessing creature rather than the creature it inhabits. On a failed save, the possessing spirit isn't exorcised from the target but is dazed for the duration of the spell.

**Appears in** : Occult Adventures

**Siphon Magic****Cleric 5**

**School** abjuration  
**Casting Time** 1 action  
**Components** V, S, M (a coiled length of copper wire wrapped around the palm)  
**Range** touch  
**Target** creature touched  
**Duration** instantaneous  
**Saving Throw** none; **Spell Resistance** no

This spell attempts to transfer a magical effect from a creature you touch to yourself. When you touch the creature, *siphon magic* attempts to end one ongoing spell that has been cast on that creature, as if via a targeted *dispel magic*. If you know the specific spell effect you wish to target, you can name that spell effect to target that specific spell; otherwise *siphon magic* begins with the highest-level spell in effect and works its way down through all spells affecting the target until it dispels one or runs out of effects, as per *dispel magic*.

If siphon magic successfully ends a spell effect on the target, the remaining duration of that spell effect is transferred to you. That spell effect plays out for the rest of its duration as if you had been the original target. If the spell allows a saving throw to resist the effect, you gain a saving throw as if the spell were just being cast upon you, although this does not "reset" the spell's duration.

**Appears in** : Inner Sea Magic

**Slay Living****Cleric 5**

**School** necromancy [death]  
**Casting Time** 1 action  
**Components** V, S  
**Range** touch  
**Target** living creature touched  
**Duration** instantaneous  
**Saving Throw** DC 23 Fortitude partial; **Spell Resistance** yes

You can attempt to slay any one living creature. When you cast this spell, your hand seethes with eerie dark fire. You must succeed on a melee touch attack to touch the target. The target takes 12d6 points of damage + 1 point per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

**Smite Abomination****Cleric 5**

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

Drawing upon positive energy, you emulate some of a paladin's power to smite undead. Choose one undead creature as your target. Your melee attacks against that target gain a bonus equal to your Charisma or Wisdom modifier, whichever is higher, on your attack rolls, and a bonus equal to your caster level on damage rolls. Your melee attacks also bypass the target's damage reduction. These bonuses do not stack with the bonuses from a paladin's smite.

**Appears in** : Carrion Crown, Inner Sea Gods

**Snake Staff****Cleric 5**

**School** transmutation  
**Casting Time** 1 action  
**Components** V, S, M (a knife suitable for whittling)  
**Range** medium (100 + 10 ft./level)  
**Target** 1 or more pieces of wood, no two of which can be more than 30 ft. apart  
**Duration** 1 round/level  
**Saving Throw** DC 23 Will negates (object); **Spell Resistance** yes (object)

With a long hissing whisper, you transform ordinary pieces of wood into various sorts of snakes that immediately attack your foes. As long as the snakes remain within sight, you can direct their actions telepathically as a free action. You can only apply this spell to wooden objects not in a creature's possession or not part of a larger structure or plant. Each time you cast this spell you can create a number of snakes equal to your caster level. More powerful snakes take up more than one of your available total, as noted below. Snake statistics can be found on page 255 of the Pathfinder Bestiary; details on the advanced and giant simple templates can be found on pages 294-295 of that book.

*Venomous Snake* : A stick or piece of firewood. Counts as 1 snake.

*Constrictor Snake* : A staff or tree branch. Counts as 2 snakes.

*Advanced Venomous Snake* : A stick or piece of firewood. Counts as 2 snakes.

*Advanced Constrictor Snake* : A staff or tree branch. Counts as 3 snakes.

*Advanced Giant Venomous Snake* : A log or pile of debris. Counts as 4 snakes.

*Advanced Giant Constrictor Snake* : A fallen tree or a large pile of debris. Counts as 5 snakes.

**Appears in** : Advanced Player's Guide

## Shiso Sukbutter, Cleric 15 – Spells

### Soulswitch

**Cleric 5**

**School** necromancy  
**Casting Time** 1 action  
**Components** V, S, F (two brass collars each worth 50 gp)  
**Range** touch  
**Target** you and your familiar  
**Duration** 10 minutes/level  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

You may only cast this spell if you currently have a familiar. You place your soul into the body of your familiar, and your familiar's soul is placed in your body. This functions as if you possessed your familiar using *magic jar*; your familiar simultaneously possesses your body in the same manner. You can't freely transfer your soul between your body and your familiar's - if you choose to return to your body as a standard action, the spell ends. If either body is killed, both spirits return to their original bodies, the spell ends, and the original owner of the slain body dies.

**Appears in** : Familiar Folio

### Spawn Ward

**Cleric 5**

**Racial Spell for Dhampir**  
**School** necromancy  
**Casting Time** 1 action  
**Components** V, S  
**Range** touch  
**Target** creature touched  
**Duration** 10 minutes/level  
**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The target becomes resistant to the effects of energy drain and blood drain attacks made by undead creatures, and cannot be made into undead spawn if killed while the spell is in effect. If the attacking undead's Hit Dice is less than or equal to your caster level, the blood drain or energy drain has no effect. If the attacking undead's Hit Dice are greater than your caster level, the undead must make a Fortitude save (against the DC of the spell) with each attack for those special abilities to have any effect. The spell only prevents the Constitution damage from blood drain and negative levels from energy drain, but not any other effects of these attacks.

**Appears in** : Advanced Race Guide

### Spell Immunity, Communal

**Cleric 5**

**School** abjuration  
**Casting Time** 1 action  
**Components** V, S, DF  
**Range** touch  
**Target** creatures touched  
**Duration** 10 min./level split among the recipients  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *spell immunity*, except you divide the duration in 10-minute intervals among the creatures touched.

#### Spell Immunity

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.

**Appears in** : Ultimate Combat

### Spell Resistance

**Cleric 5**

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

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

**Spellcasting Contract, Lesser** **Cleric 5** **Spellsteal** **Cleric 5****School** evocation**Casting Time** 10 minutes**Components** V, S, DF**Range** touch**Duration** permanent until discharged (D)**Saving Throw** DC 23 None or Will Negates; See Text; **Spell****Resistance** yes (harmless)

This spell functions exactly like *imbue with spell ability*, except that you can imbue the target with any spell you have prepared (instead of just abjuration, divination, or conjuration (healing) spells) and the target may have more than one use of the imbued spells, depending upon the arrangements made when it is cast.

Casting this spell requires a contract between you and the target, explaining what spells are to be imbued and the circumstances that cause the contract to expire. The contract may be as simple as allowing the target one casting of each of the imbued spells (as per *imbue with spell ability*), or may continue for multiple days or even indefinitely, with the target regaining use of the imbued spells when you next prepare your own spells. You may include any proviso you see fit, such as requiring the target to pray to Asmodeus each morning, or restricting the target to only casting the imbued spells on himself. If the target does not agree to all the conditions in the contract, this spell fails when cast. The contract (and this spell) automatically expires if you or the target dies. While the contract remains in effect, you gain a profane bonus to your Armor Class, saving throws, and checks equal to the highest-level spell you have imbued.

Once you cast this spell, you cannot prepare a new 5th-level spell to replace it until the contract expires. If the number of 5th-level spells you can cast decreases, and that number drops below your current number of active *lesser spellcasting contract* spells, the more recently cast imbued spells are dispelled.

Unlike *imbue with spell ability*, how the target uses the spell has no reflection on your alignment or relationship with Asmodeus; the Prince of Darkness accepts that allowing another access to his magic for good may benefit his plans in the long run. Note that unlike *imbue with spell ability*, you cannot dismiss this spell; you must abide by the contract's termination clause (though the contract may include a proviso for at-will nullification by either or both parties). This spell cannot be combined with *imbue with spell ability* or similar spells to give a target more spells than the limit.

*Example:* You cast this spell on your 5 HD fighter cohort after negotiating an appropriate contract, imbuing him with the ability to cast *cure moderate wounds*, *magic weapon*, and *shield of faith* once per day for 1 month. If he casts any of these spells, he recovers them when you prepare your spells. Until the contract ends, your 5th-level spell slot used to cast this spell remains expended and cannot be filled with a new spell. Because you imbued your cohort with a 2nd-level spell, you gain a +2 profane bonus to attacks, saves, and checks while the contract remains in effect.

**Appears in** : Council of Thieves**School** abjuration**Casting Time** 1 action**Components** V, S**Range** medium (100 + 10 ft./level)**Target** one creature**Duration** instantaneous and see text**Saving Throw** DC 23 Will negates; **Spell Resistance** yes

You create a discordant blast of energy that disrupts the target's available magic and transfers knowledge of that magic to you.

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 loses a 2nd-level spell it has prepared. This progresses down to a 1st-level spell if the target has no 2nd-level spells prepared, and this spell has no effect if the target also has no 1st-level spells prepared. If the spell is on your spell list, you can cast this lost spell (using your caster level) on your next turn.

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 as above). Randomly select one of the target's spells known of that spell level; if that spell is on your spell list, you can cast it (using your caster level) on your next turn.

You must provide any focus or material components to cast the stolen spell.

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.

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 - the spell or spell slot is wasted and has no effect, but it is recovered normally the next time the character prepares spells or regains spell slots.

**Appears in** : Monster Codex**Sphere of Warding** **Cleric 5****School** abjuration**Casting Time** 1 action**Components** V, S, DF**Range** touch**Effect** 10-ft.-radius sphere emanating from point touched**Duration** 1 hour/level**Saving Throw** DC 23 Will negates (see text); **Spell Resistance** yes

You create a luminescent sphere of orbiting energy that harms incorporeal creatures and dispossesses them of any stolen bodies. An incorporeal creature must succeed at a Will save to enter a space overlapping with the sphere; failure means the creature cannot pass through the sphere, as though it were a *wall of force*. If the incorporeal creature succeeds, it may pass through the sphere at will, though if it ends its turn within the sphere, it takes a number of points of force damage equal to 1d6 + 1 per caster level (maximum +10).

If a creature possessing another creature's body (via either *magic jar* or a similar effect) enters a *sphere of warding*, that creature is immediately ejected from its host body, the host's spirit returns to its body if it's able, and the possession effect immediately ends. When ejected, the body enters the sphere, while the possessing creature takes the appropriate amount of force damage (no save) and is shunted to the exterior of the sphere.

**Appears in** : Undead Slayer's Handbook

## Shiso Sukbutter, Cleric 15 – Spells

### Steal Years, Greater

Cleric 5

**School** transmutation

**Casting Time** 1 action

**Components** V, S, M (a handful of ash)

**Range** touch

**Target** creature touched

**Duration** 1 day/level

**Saving Throw** DC 23 Fortitude negates; **Spell Resistance** yes

This spell functions like *steal years*, except you drain 1d6 years per two caster levels (maximum 10d6).

#### Steal Years

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

### Summon Genie

Cleric 5

**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 djinni or 1d3 jann

**Duration** 1 round/level (D)

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

This spell functions like *lesser summon genie*, except you can summon one djinni or 1d3 jann.

#### Summon Genie, Lesser

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

<b>Summon Lesser Psychopomp</b>	<b>Cleric 5</b>	<b>Summon Monster V</b>	<b>Cleric 5</b>
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**School** conjuration (summoning)

**Casting Time** 1 round

**Components** V, S, F/DF (a crocodile skull funerary mask)

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

**Effect** one or more summoned psychopomps (see text)

**Duration** 1 round/level (D)

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

This spell functions like *summon monster*, except that it summons 1d3 esobok psychopomps or 1d4+1 nosoi psychopomps.

#### 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** : Mummy's Mask

**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 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

#### Summon Monster Tables

**5th Level** : Ankylosaurus (dinosaur)\*, Babau (demon) [Chaotic, Evil subtypes], Bearded devil [Evil, Lawful subtypes], Bralani azata [Chaotic, Good subtypes], Dolphin (orca)\*, Dire lion\*, Elemental (Large) [Elemental subtype], Giant moray eel\*, Kyton [Evil, Lawful subtypes], Salamander [Evil subtype], Woolly rhinoceros\*, Xill [Evil, Lawful subtypes]

**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\*

\* 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.



**Symbol of Scrying****Cleric 5****School** divination (scrying)**Components** V, S, M (mercury and phosphorous, plus powdered diamond and opal)**Saving Throw** none; **Spell Resistance** no

This spell functions as *symbol of death*, except that, when triggered, it creates a scrying sensor linked to you and centered on the symbol, even if you are on a different plane than the symbol. You are immediately aware that the symbol has been triggered if you are conscious, and are awakened from normal sleep if sleeping. The symbol does not otherwise disturb your concentration. You may observe the area through the symbol as if using a scrying spell with the sensor as the target creature. Once triggered, the symbol remains active for 10 minutes per caster level. Unlike *symbol of death*, a symbol of scrying is not considered a magical trap.

Symbol of scrying can be made permanent with a permanency spell by a caster of 13th 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*

**Symbol of Sleep****Cleric 5**

**School** enchantment (compulsion) [mind-affecting]

**Casting Time**  10 minutes

**Components** V, S, M (mercury and phosphorus, plus powdered diamond and opal)

**Range** 0 ft.; see text

**Effect** one symbol

**Duration** see text

**Saving Throw** DC 23 Will negates ; **Spell Resistance** yes

This spell functions like *symbol of death*, except that all creatures of 10 HD or less within 60 feet of the symbol of sleep instead fall into a catatonic slumber for 3d6 x 10 minutes. Unlike with the sleep spell, sleeping creatures cannot be awakened by nonmagical means before this time expires. Unlike *symbol of death*, symbol of sleep has no hit point limit; once triggered, a symbol of sleep simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of sleep are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of sleep and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for symbol of sleep.

**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

Symbol of Striking	Cleric 5	Tongues, Communal	Cleric 5
<b>School</b> illusion (shadow)		<b>School</b> divination / wood elemental	
<b>Casting Time</b> 10 minutes		<b>Casting Time</b> 1 action	
<b>Components</b> V, S, M (a masterwork melee weapon worth at least 300 gp)		<b>Components</b> V, M/DF (a clay model of a ziggurat)	
<b>Range</b> 0 ft.; see text		<b>Range</b> touch	
<b>Effect</b> one symbol		<b>Target</b> creatures touched	
<b>Duration</b> see text		<b>Duration</b> 10 min./level split among the recipients	
<b>Saving Throw</b> DC 23 Will half, see text;	<b>Spell Resistance</b> yes, see text	<b>Saving Throw</b> Will negates (harmless);	<b>Spell Resistance</b> no

This spell functions like *symbol of death*, except that using the material component, you scribe a *symbol of striking* so it fills a 5-foot square. Once triggered, the *symbol of striking* glows and lasts for 10 minutes per caster level or until it has made a number of attacks of opportunity equal to your level, whichever comes first. When triggered, the symbol threatens its area and the area around it as if it were a Medium creature wielding a magic version of the weapon you used as the material component. Using your caster level + 1 + your Intelligence modifier (magus, witch, wizard) or Wisdom modifier (cleric) or Charisma modifier (oracle, sorcerer) as its attack bonus, the symbol can make a number of attacks of opportunity each round equal to 1 + the same ability score modifier you used to determine its attack bonus. It gains a bonus on damage rolls equal to the same ability score modifier you used to determine its attack bonus. A shadowy version of you wielding the material component appears to make these attacks.

The symbol attacks any non-attuned creature that provokes an attack of opportunity from the symbol. However, when the symbol first attacks a creature, the symbol must overcome that creature's spell resistance or be rendered unable to harm it. The symbol never again attacks such creatures. Further, when the symbol first attacks a creature, a successful Will saving throw allows the creature to see the shadow nature of the attacks and take half damage when such attacks hit.

*Symbol of striking* can be made permanent with a *permanency* spell by a caster of 13th 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

This spell functions like *tongues*, except you divide the duration in 10-minute intervals among the creatures touched.

#### 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** : Ultimate Combat

#### Touch of Slumber

Touch of Slumber	Cleric 5
<b>School</b> enchantment (compulsion) [mind-affecting]	
<b>Casting Time</b> 1 action	
<b>Components</b> V, S, M (a bit of seaweed)	
<b>Range</b> touch	
<b>Target</b> nonhostile creature touched	
<b>Duration</b> instantaneous	
<b>Saving Throw</b> DC 23 Will negates;	<b>Spell Resistance</b> yes

This spell functions only against a creature with an attitude toward you of indifferent or better, and only if the target is not hostile toward you or your visible allies. A target touched by you (this touch usually requires a successful melee touch attack) must succeed at a Will saving throw or fall asleep for 2d6 hours. While asleep, the creature is helpless. For 1 minute after the creature is affected, any loud noise or rough contact causes it to awaken immediately. Thereafter, slapping or wounding an affected creature awakens it, but normal noise does not. Awakening a creature is a standard action (this is an application of the aid another action).

**Appears in** : Magic Tactics Toolbox

## Shiso Sukbutter, Cleric 15 – Spells

### Treasure Stitching

**Cleric 5**

**School** transmutation

**Casting Time** 1 action

**Components** V, S, M (a piece of embroidered cloth no larger than 10-ft. square worth 100 gp)

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

**Target** all objects on cloth

**Duration** 1 day/level (D)

**Saving Throw** DC 23 Fortitude negates (object); **Spell Resistance** yes (object)

You can transform all objects placed on a cloth into an embroidered, two-dimensional representation, making it easy for you to store and transport the items. You can pile any amount or weight of objects on the cloth so long as the pile stays within the dimensions of the cloth (up to a 10-foot cube). When you cast the spell the entire pile disappears into the cloth, replaced by a highly accurate, sewn picture of the pile from whatever angle you wish. The cloth retains its normal weight and dimensions. You can restore the pile of objects at any time as a full-round action by unfurling the cloth and ordering the spell to end, consuming the cloth. Anyone else wishing to restore the objects must successfully dispel your spell. If the cloth is destroyed or significantly damaged, all objects held within the cloth are lost. This spell cannot affect artifacts or other sorts of similarly unique objects.

**Appears in :** Advanced Player's Guide

### True Seeing

**Cleric 5**

**School** divination

**Casting Time** 1 action

**Components** V, S, M (an eye ointment worth 250 gp)

**Range** touch

**Target** creature touched

**Duration** 1 min./level

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

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of *true seeing* conferred is 120 feet.

*True seeing*, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a *crystal ball* or in conjunction with *clairaudience/clairvoyance*.

### Undeath Ward

**Cleric 5**

**School** abjuration

**Casting Time** 1 action

**Components** V, S, M (powdered silver)

**Range** 10 ft.

**Area** 10-ft.-radius emanation, centered on you

**Duration** 1 minute/level (D)

**Saving Throw** DC 23 None or Will negates (see text); **Spell Resistance** yes

You create a pale silver barrier that repels undead. Mindless undead and intelligent undead with fewer Hit Dice than your caster level cannot enter the area or penetrate the barrier. Undead of Hit Dice equal to or greater than your caster level can pass through this barrier by making a successful Will save against the spell, but as they do so, they take 3d6 points of damage. Once an undead creature makes its save against this spell and takes this damage, it can come and go without further penalty. This spell may only be used defensively, not aggressively. Forcing an undeath ward against creatures that the spell keeps at bay collapses the barrier.

**Appears in :** Dungeons of Golarion

### Unleash Pandemonium

**Cleric 5**

**School** conjuration [chaotic]

**Casting Time** 1 action

**Components** V, S

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

**Area** 30-foot-radius spread

**Duration** concentration (maximum 1 round/level) +1 round (D)

**Saving Throw** DC 23 Will partial; see text; **Spell Resistance** no

You call upon the wild winds of the Abyssal atmosphere, howling with the screams of damned and demented souls in torment. The area is filled with winds of windstorm strength ( *Core Rulebook* 439), blowing in a random direction each round. Creatures within the area of effect are deafened as long as they remain within the area and for 1d4 rounds thereafter; however, they continue to hear the sounds of screams in their minds with painful intensity, causing them to become shaken for as long as they remain deafened. A successful Will save negates the shaken condition but not the deafness.

**Appears in :** Wrath of the Righteous

## Shiso Sukbutter, Cleric 15 – Spells

Village Veil	Cleric 5	Vinetraps	Cleric 5
<p><b>Racial Spell for Halfling</b>  <b>School</b> illusion (figment) [mind-affecting]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> long (400 ft. + 40 ft./level)  <b>Area</b> one 10-ft. cube per level  <b>Duration</b> 1 day/level  <b>Saving Throw</b> DC 23 Will disbelief; <b>Spell Resistance</b> no</p>		<p><b>School</b> conjuration (creation)  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> long (400 + 40 ft./level)  <b>Target</b> one creature  <b>Duration</b> 1 round/level (D)  <b>Saving Throw</b> DC 23 Reflex negates; <b>Spell Resistance</b> yes</p>	

You throw an illusion over an area to make creatures that view or interact with it believe it has suffered some great catastrophe or calamity that renders it utterly worthless for their needs. You must set a few general guidelines when casting the spell as to the nature of this disaster (fire, tornado, bandit raid, plague, etc.), after which the illusion fills in the remaining details to make it seem realistic. When casting the spell, you can grant creatures with particular, clearly identifiable physical traits (race, gender, age category, etc.) immunity to this spell. This allows all such eligible creatures to perceive the true nature of the affected area instead of its illusory appearance. Creatures without this immunity that fail their saving throws always perceive the affected area as having absolutely nothing of interest or worth to them. Unless they have reason for suspicion, they always move on without closely investigating the area. Creatures with sufficient reasons for suspicion who do choose to investigate the area gain another saving throw, this one with a +2 bonus, as they enter the village and directly interact with the illusion.

You can expand the area of this spell by casting it multiple times. Each time you do, you must effectively "attach" the spell to the existing area by using the same disaster and granting the same sorts of creatures immunity to its effects. If you fail to do this, the entire illusion, no matter how large, disappears.

**Appears in :** Advanced Race Guide

Vines choked with thorns, blossoms, leaflets, and other floral debris burst to life on and around the subject of this spell, winding around limbs and armor and making it progressively more difficult for the subject to maneuver. When this spell is cast, the subject may attempt a Reflex save. Success indicates that the vines fail to take root and the spell has no effect. On a failed save, the subject's base speed is immediately reduced by 5 feet. Each round thereafter, the subject must make another successful Reflex save or his speed is reduced by another 5 feet. This occurs each round until he is reduced to a speed equal to half of what it was before the spell was cast.

As a full-round action, the subject or an adjacent creature can tear the vines off the subject's body, resetting the speed penalty to just 5 feet, though the vines continue to grow each round thereafter for the spell's duration, requiring additional checks, unless it is actually dispelled. The spell's effects can also be prematurely ended by dealing at least 20 points of fire damage to the subject. When the spell's duration ends or the effect is terminated, the vines immediately wilt and the subject's speed returns to normal. Regardless of the subject's base speed, the vines cannot reduce a creature's speed below 5 feet.

This spell has additional effects depending on which version you cast, chosen when you cast the spell.

***Blessed Thorns:*** The vines sprout vicious thorns made of celestial steel. Each round at the beginning of your turn, the subject takes 2d4 points of damage, plus 1 point of damage for each round since the creature last took a full-round action to tear the vines off. When you cast this version of the spell, you can also choose to make the thorns either cold iron or silver for the purposes of overcoming damage reduction.

***Noxious Vines:*** The vines emit noxious fumes that act as a lung and eye irritant. The subject and any creatures adjacent to the subject must attempt a DC 15 Fortitude check each round at the beginning of their turn. On a failed save, the creatures becomes blinded for that round and can't cast spells with verbal components.

***Swift Vines:*** The vines act twice as quickly as normal, and slow the creature by 10 feet per round instead of 5 feet (though they still can't decrease the creature's speed to less than half). In addition, once the creature is slowed to half-speed, it becomes staggered until the vines are torn off or the spell ends.

**Appears in :** Chronicle of the Righteous

**Wall of Blindness/Deafness** **Cleric 5**

**School** necromancy  
**Casting Time** 1 action  
**Components** V, S  
**Range** medium (100 + 10 ft./level)  
**Effect** translucent wall 20 ft. long/level or a translucent ring with a radius of up to 5 ft./two levels; either form 20 ft. high  
**Duration** concentration + 1 round/level  
**Saving Throw** DC 23 Fortitude negates; **Spell Resistance** yes

You create a translucent wall of energy, within which can be seen indistinct images of faces with their eyes or ears sewn shut. When you create the wall, decide whether it blinds or deafens. Any creature that passes through the wall must save or become permanently blinded or deafened (as *blindness/deafness*).

The wall must be vertical and either rectangular or a ring. It need not touch the ground. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature when it is cast, the spell fails.

**Blindness/Deafness**

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

**Appears in** : Advanced Class Guide

**Wall of Clockwork** **Cleric 5**

**School** conjuration (creation)  
**Casting Time** 1 action  
**Components** V, S  
**Range** medium (100 ft. + 10 ft./level)  
**Effect** wall of bronze clockworks whose area is up to one 5-ft.-square/level (S)  
**Duration** 1 minute/level  
**Saving Throw** DC 23 Reflex half or Reflex negates; see text; **Spell Resistance** yes

An immobile, vertical wall of spinning cogs and gears springs into existence. Any creature passing through the wall takes 1d6 points of piercing and slashing damage per 2 caster levels (maximum 10d6); a successful Reflex save halves the damage.

The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A *wall of clockwork* provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

A *wall of clockwork* is 1 inch thick per 4 caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 9. 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 25 + 2 per inch of thickness. If an attacker an attack roll of a natural 20 (and only a natural 20, regardless of the weapon's threat range) and confirms the critical hit (even though the wall is otherwise immune to critical hits), that section of wall gains the broken condition. If already broken, that section of wall is destroyed instead.

Bronze created by this spell is not suitable for use in the creation of other objects (even for the limited duration of the spell) and cannot be sold.

**Appears in** : Heroes of the Streets

**Wall of Ectoplasm** **Cleric 5**

**School** evocation / aether elemental  
**Casting Time** 1 action  
**Components** V, S, M (small bit of gauze)  
**Range** close (25 + 5 ft./2 levels)  
**Effect** opaque sheet of ectoplasm up to 10 ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level  
**Duration** 1 minute/level  
**Saving Throw** DC 23 None, and will negates; see text; **Spell Resistance** yes

You draw forth a massive veil of ectoplasm that roils with restless spirits. Immovable once formed, the *wall of ectoplasm* is 1 inch thick per caster level and covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a *wall of ectoplasm* 100 feet long and 10 feet high, a wall 25 feet long and 40 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion and need not be anchored, but must be created continuous and unbroken. The wall can't include squares that have creatures within them, even if the creatures are on the Ethereal Plane. The wall exists on both the Material Plane and Ethereal Plane, and blocks ethereal and incorporeal creatures from passing through it.

One side of the wall, selected by you, radiates a deeply foreboding and menacing aura from the writhing spirits within. The range of this mind-affecting fear effect is 10 feet from the wall's surface, and creatures that are in range when the wall is created or that later approach to within 10 feet must succeed at a Will save or become shaken (or panicked if they have 4 Hit Dice or fewer) for 1 round per your caster level.

Each 10-foot square of the wall has 2 hit points per inch of thickness. A section of the wall whose hit points drop to 0 is breached, but if a section is destroyed, the remaining ectoplasm in the wall immediately fills in any such hole created, reducing the wall's overall size by one 10-foot square but remaining a contiguous barrier. The wall can also take the form of a sphere or hemisphere whose maximum radius is 1 foot per caster level, and that is as hard to break through as the ectoplasmic plane form.

**Appears in** : Occult Adventures

**Wall of Stone** **Cleric 5**

**School** conjuration / earth elemental (creation) [earth]  
**Casting Time** 1 action  
**Components** V, S, M/DF (a small block of granite)  
**Range** medium (100 + 10 ft./level)  
**Effect** stone wall whose area is up to one 5-ft. square/level (S)  
**Duration** instantaneous  
**Saving Throw** see text; **Spell Resistance** no

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.

**Alaznist's Jinx** Cleric 6

**School** evocation [curse]  
**Casting Time** 1 action  
**Components** V, S  
**Range** touch  
**Target** creature touched  
**Duration** permanent  
**Saving Throw** DC 24 Will negates; **Spell Resistance** yes

You inflict a curse similar to the spell burn spellblight ( *Pathfinder RPG Ultimate Magic* 97) on a creature. Each time a spellcaster who is afflicted with this curse casts a spell or uses a spell-like ability, her skin seems to burn as though she were on fire. With a successful concentration check (DC = 15 + double the spell level of the spell cast or spell-like ability used), the spellcaster can ignore the pain of the effect, but if she fails, she loses the spell or spell slot and is staggered for a round.

Unlike with the spell burn spellblight, the burning sensation is a tangible effect, visible during the act of spellcasting as an incorporeal, violet flame surrounding the caster.

**Appears in** : Magic Tactics Toolbox

**Animate Objects** Cleric 6

**School** transmutation / aether elemental  
**Casting Time** 1 action  
**Components** V, S  
**Range** medium (100 + 10 ft./level)  
**Target** one Small object per caster level; see text  
**Duration** 1 round/level  
**Saving Throw** none; **Spell Resistance** no

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

Animate objects can be made permanent with a permanency spell.

**Antilife Shell** Cleric 6

**School** abjuration  
**Casting Time** 1 round  
**Components** V, S, DF  
**Range** 10 ft.  
**Area** 10-ft.-radius emanation, centered on you  
**Duration** 1 min./level (D)  
**Saving Throw** none; **Spell Resistance** yes

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

**Banishment** Cleric 6

**School** abjuration  
**Casting Time** 1 action  
**Components** V, S, F, see text  
**Range** close (25 + 5 ft./2 levels)  
**Target** one or more extraplanar creatures, no two of which can be more than 30 ft. apart  
**Duration** instantaneous  
**Saving Throw** DC 24 Will negates; **Spell Resistance** yes

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

**Bear's Endurance, Mass** Cleric 6

**School** transmutation  
**Casting Time** 1 action  
**Components** V, S, M/DF (a few hairs, or a pinch of dung, from a bear)  
**Range** close (25 + 5 ft./2 levels)  
**Target** one creature/level, no two of which can be more than 30 ft. apart  
**Duration** 1 min./level  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes

Mass bear's endurance works like bear's endurance, except that it affects multiple creatures.

**Blade Barrier** Cleric 6

**School** evocation [force]  
**Casting Time** 1 action  
**Components** V, S  
**Range** medium (100 + 10 ft./level)  
**Effect** wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form is 20 ft. high  
**Duration** 1 min./level (D)  
**Saving Throw** DC 24 Reflex half or Reflex negates; see text; **Spell Resistance** yes

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage. If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save. A blade barrier provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

## Shiso Sukbutter, Cleric 15 – Spells

### Blade Barrier (x2) Cleric 6

**School** evocation [force]  
**Casting Time** 1 action  
**Components** V, S  
**Range** medium (100 + 10 ft./level)  
**Effect** wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form is 20 ft. high  
**Duration** 1 min./level (D)  
**Saving Throw** DC 24 Reflex half or Reflex negates; see text; **Spell Resistance** yes

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage. If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save. A blade barrier provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

### Bless Army Cleric 6

**School** enchantment (compulsion) [mind-affecting]  
**Casting Time** 1 action  
**Components** V, S, DF  
**Range** 1 hex  
**Target** one army  
**Duration** 1 battle  
**Saving Throw** none; **Spell Resistance** yes (harmless)

*Bless army* fills an army with courage. The army gains a +1 bonus on OM and Morale checks.

**Appears in** : Quests & Campaigns

### Blessing of Luck and Resolve, Mass Cleric 6

**Racial Spell for Halfling**  
**School** enchantment (compulsion) [mind-affecting]  
**Casting Time** 1 action  
**Components** V, S  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one creature/level, no two of which can be more than 30 ft. apart  
**Duration** 1 minute/level (D), special see below  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *blessing of luck and resolve*, except that it affects multiple creatures.

#### Blessing of Luck and Resolve

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

### Bloodsworn Retribution Cleric 6

**School** necromancy  
**Casting Time** 1 round  
**Components** V, S, see text  
**Range** personal  
**Target** you  
**Duration** special (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.

When you cast this spell, you cut yourself and swear an oath of retribution on your own blood. You decide how much damage you want to take from this attack, up to 25 points. This damage cannot be healed for as long as the spell is in effect. Anytime you perform an attack, save, or check that is directly related to the oath and brings you closer to the fulfillment of that oath, you gain a morale bonus to that roll equal to the number of hit points of damage you took from the oath divided by 5. The GM is the final arbiter over whether or not an action qualifies for this bonus. When you fulfill the oath (or choose to forsake it), the spell ends, and the lost hit points can be healed as normal.

For example, a notorious bandit leader killed Stigur's brother, and Stigur wants to avenge his brother's death. Stigur casts this spell and sacrifices 20 hit points. Thereafter Stigur gains a +4 morale bonus on attack rolls against the bandit leader's minions, saves against spells from said minions, Intimidate checks to coerce an informant to tell him where the bandit leader is camped, and so on.

**Appears in** : Dwarves of Golarion

### Bull's Strength, Mass Cleric 6

**School** transmutation  
**Casting Time** 1 action  
**Components** V, S, M/DF (a few hairs, or a pinch of dung, from a bull)  
**Range** close (25 + 5 ft./2 levels)  
**Target** one creature/level, no two of which can be more than 30 ft. apart  
**Duration** 1 min./level  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *bull's strength*, except that it affects multiple creatures.

#### Bull's Strength

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.



## Shiso Sukbutter, Cleric 15 – Spells

<p><b>Chains of Light</b> <span style="float: right;"><b>Cleric 6</b></span></p> <p><b>School</b> conjuration (creation) [good]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, F (a length of fine golden chain)  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one creature  <b>Duration</b> 1 round/level (D)  <b>Saving Throw</b> DC 24 Reflex negates; <b>Spell Resistance</b> no</p> <p>A creature targeted by this spell is held immobile by glowing golden chains composed of pure light. The creature is paralyzed and held in place, but may attempt a new saving throw each round to end the effect. While held by the golden chains, a creature cannot use any sort of extradimensional travel, such as <i>astral projection</i>, <i>blink</i>, <i>dimension door</i>, <i>ethereal jaunt</i>, <i>etherealness</i>, <i>gate</i>, <i>maze</i>, <i>plane shift</i>, <i>shadow walk</i>, <i>teleport</i>, and similar spells and spell-like abilities. The spell does not affect creatures that are already in ethereal or astral form when the spell is cast.</p> <p><b>Appears in</b> : Champions of Purity</p>	<p><b>Dimensional Blade</b> <span style="float: right;"><b>Cleric 6</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 swift action  <b>Components</b> V, S  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 round</p> <p>This spell gives you the power to turn one melee weapon in your hand into a two-dimensional object with length and height but no width. A sword becomes a flat image of a sword, a mace is reduced to a flat outline, and so on. The magic of the spell allows the weapon to be wielded by you normally, creating just enough depth to grasp it.</p> <p>Attacks made with the weapon are melee touch attacks that ignore all armor. Force effects, such as <i>mage armor</i> and shield, still apply their AC against attacks made with a <i>dimensional blade</i>. Bludgeoning weapons used to make attacks with this spell deal half damage and are treated as slashing weapons. If the weapon leaves your hand before the end of the spell, the effect ends.</p> <p><b>Appears in</b> : Melee Tactics Toolbox</p>
<p><b>Cold Ice Strike</b> <span style="float: right;"><b>Cleric 6</b></span></p> <p><b>School</b> evocation / water elemental [cold]  <b>Casting Time</b> 1 swift action  <b>Components</b> V, S  <b>Range</b> 30 ft.  <b>Area</b> 30-ft. line  <b>Duration</b> instantaneous  <b>Saving Throw</b> DC 24 Reflex half; <b>Spell Resistance</b> yes</p> <p>You create a shredding flurry of ice slivers, which blast from your hand in a line. The line deals 1d6 points of cold damage per caster level (maximum 15d6).</p> <p><b>Appears in</b> : Ultimate Magic</p>	<p><b>Discharge, Greater</b> <span style="float: right;"><b>Cleric 6</b></span></p> <p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> medium (100 + 10 ft./level)  <b>Target</b> one creature or technological object, or 20-ft.-radius burst  <b>Duration</b> instantaneous  <b>Saving Throw</b> DC 24 Fortitude negates; <b>Spell Resistance</b> no</p> <p>This spell functions as <i>discharge</i>, except it can discharge multiple technological objects and can be used to target an area.</p> <p>You choose to use <i>greater discharge</i> in one of two ways: an area discharge or a targeted discharge.</p> <p><i>Area Discharge</i>: When <i>greater discharge</i> is used in this way, the spell affects everything within a 20-foot-radius burst. Each creature in the area is affected as though by <i>discharge</i> (affecting only one object in the creature's possession), and each unattended object is similarly affected.</p> <p><i>Targeted Discharge</i>: This spell functions as <i>discharge</i>, but if the target is a creature, it can discharge one randomly determined object from the target's charged or electrically powered possessions for every 4 caster levels you possess.</p> <p><b>Discharge</b>  <i>Discharge</i> 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.</p> <p><b>Appears in</b> : Technology Guide</p>
<p><b>Cure Moderate Wounds, Mass</b> <span style="float: right;"><b>Cleric 6</b></span></p> <p><b>School</b> conjuration (healing)  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one creature/level, no two of which can be more than 30 ft. apart  <b>Duration</b> instantaneous  <b>Saving Throw</b> Will half (harmless) or Will half; see text; <b>Spell Resistance</b> yes (harmless) or yes; see text</p> <p>This spell functions like <i>mass cure light wounds</i>, except that it cures 2d8 points of damage + 1 point per caster level (maximum +30).</p> <p><b>Cure Light Wounds, Mass</b>  You channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.</p>	

<p><b>Dispel Magic, Greater</b> <span style="float: right;"><b>Cleric 6</b></span></p> <p><b>School</b> abjuration / void elemental  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> medium (100 + 10 ft./level)  <b>Target</b> one spellcaster, creature, or object; or a 20-ft.- radius burst  <b>Duration</b> instantaneous  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>This spell functions like <i>dispel magic</i>, except that it can end more than one spell on a target and it can be used to target multiple creatures.</p> <p>You choose to use <i>greater dispel magic</i> in one of three ways: a targeted dispel, area dispel, or a counterspell:</p> <p><b>Targeted Dispel</b>: This functions as a targeted <i>dispel magic</i>, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.</p> <p>Additionally, <i>greater dispel magic</i> has a chance to dispel any effect that <i>remove curse</i> can remove, even if <i>dispel magic</i> can't dispel that effect. The DC of this check is equal to the curse's DC.</p> <p><b>Area Dispel</b>: When <i>greater dispel magic</i> is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by <i>dispel magic</i>. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.</p> <p>For each ongoing area or effect spell whose point of origin is within the area of the <i>greater dispel magic</i> spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the <i>greater dispel magic</i> spell, apply the dispel check to end the effect, but only within the overlapping area.</p> <p>If an object or creature that is the effect of an ongoing spell (such as a monster summoned by <i>summon monster</i>) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.</p> <p>You may choose to automatically succeed on dispel checks against any spell that you have cast.</p> <p><b>Counterspell</b>: This functions as <i>dispel magic</i>, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.</p> <p><b>Dispel Magic</b></p> <p>You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.</p> <p><b>Targeted Dispel</b>: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonewalk (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 stonewalk (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 stonewalk would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no</p>	<p><b>Dust Form</b> <span style="float: right;"><b>Cleric 6</b></span></p> <p><b>School</b> transmutation (polymorph)  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a pinch of dust gathered from a gravestone or sacred shrine)  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 round/level</p> <p>Upon casting this spell, you keep your relative form, but you and your equipment become composed entirely of dust. While in this dust form, you take no penalties for squeezing, and can move through spaces as if you were a creature three size categories smaller without penalty. You are also considered incorporeal, though any nonmagical attack you make deals half damage (50%). Magic attacks are unaffected, and you can still use your magic items and other equipment as normal.</p> <p>If the duration ends in a square that your normal space cannot occupy, you take 3d6 damage and are shunted to the nearest open space that you can normally occupy.</p> <p><b>Appears in</b> : Ultimate Combat</p>
	<p><b>Dust Ward</b> <span style="float: right;"><b>Cleric 6</b></span></p> <p><b>School</b> abjuration  <b>Casting Time</b> 10 minutes  <b>Components</b> V, S, M (a pinch of pumice)  <b>Range</b> touch  <b>Target</b> one magic item  <b>Duration</b> permanent  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>You ward a magic item against other creatures who try to learn to use or copy it. When you cast the spell, you designate one creature type, subtype, or a specific individual. If the item is worn or carried for 1 continuous hour or more by a creature that doesn't match the designation, the <i>dust ward</i> disintegrates the item into worthless gray dust. This destruction also occurs if the creature attempts to study the item in order to learn its properties or how to magically craft it (a <i>miracle</i> or <i>wish</i> spell used on the gray dust can still reveal this information). The destruction of the item doesn't harm the creature wearing or carrying the item (although the item's destruction may put the creature in harm's way, such as if a magical rope were being used to cross a chasm at the time). If the offending creature wears or carries the item for less than 1 hour and passes it to a different creature, the countdown to the item's destruction starts over.</p> <p>The spell cannot affect a magic item with a caster level greater than half your caster level.</p>
	<p><b>Eagle's Splendor, Mass</b> <span style="float: right;"><b>Cleric 6</b></span></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (feathers or droppings from an eagle)  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one creature/level, no two of which can be more than 30 ft. apart  <b>Duration</b> 1 min./level  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes</p> <p>This spell functions like <i>eagle's splendor</i>, except that it affects multiple creatures.</p> <p><b>Eagle's Splendor</b></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>

## Shiso Sukbutter, Cleric 15 – Spells

<p><b>Eaglesoul</b> <span style="float: right;"><b>Cleric 6</b></span></p> <p><b>School</b> conjuration (summoning) [good]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (vellum inscribed with good outsider's name)  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 hour/level (see below)</p> <p>As the Inner Sea's bravest men and women answered the call of what became the Second Mendevian Crusade, constructing the <i>wardstones</i> that eventually kept the brutal chaos of the Worldwound at bay, they realized that they needed help beyond traditional magics.</p> <p>Legends say that the first <i>eaglesoul</i> spell was created when an agathion avoral joined his own spirit with that of a courageous paladin who was about to be overwhelmed on the field of battle. The holy knight used the combined might of the agathion's great strength and his own to win the day for the crusaders. Now, although the spell is still in use chiefly among those that patrol the borders of the Worldwound, other champions of good have carried it with them to all corners of the Inner Sea region.</p> <p>When you cast this spell, you reach into the great beyond and beseech a good-aligned outsider for their aid against evil. The outsider infuses a small portion of its own power into you, making you a powerful force for good. You gain a +2 morale bonus on all Perception checks made against evil creatures, a +2 bonus on Initiative checks, and <i>detect evil</i> as a constant spell-like ability.</p> <p>In addition, once during the spell's duration you can call forth a surge of holy power when fighting an evil creature. Doing so is a swift action that shortens the spell's remaining duration so that its remaining hours of duration become rounds of duration. For the rest of this duration, the surge of power grants you the following benefits:</p> <ul style="list-style-type: none"> <li>• A +2 sacred bonus to AC</li> <li>• A +4 sacred bonus to Strength</li> <li>• Resistance 5 to acid and fire</li> <li>• A +5 sacred bonus on all Intimidate checks made against evil creatures <ul style="list-style-type: none"> <li>• Fast healing 2</li> <li>• Any critical threat roll made against an evil creature with a weapon you wield is automatically confirmed.</li> </ul> </li> </ul> <p>Although this surge of power can be activated against any evil opponent, this ability activates automatically as soon as you attack any evil outsider, regardless of whether you hit or not, and regardless of whether you actually recognize that the target is in fact an evil outsider. In such cases the activation is a free action.</p> <p>Nongood spellcasters can cast this spell, but doing so causes them to be sickened (for spellcasters who are neither good nor evil) or staggered (for spellcasters who are evil) for the spell's duration.</p> <p><b>Appears in</b> : Inner Sea Magic</p>	<p><b>Elemental Assessor</b> <span style="float: right;"><b>Cleric 6</b></span></p> <p><b>School</b> evocation [acid, cold, electricity, fire]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (four needles)  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Effect</b> one elemental ray  <b>Duration</b> 1d4+1 rounds (see text)  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes</p> <p>Azata champions developed this spell to deal with fiends with unknown resistances. A ray of spiraling colors springs from your hand and streaks to its target. You must make a successful ranged touch attack to hit your target with the ray, which deals 2d6 points of acid damage, 2d6 points of cold damage, 2d6 points of electricity damage, and 2d6 points of fire damage. The type of energy that does the most points of damage to the target then persists, dealing another 4d6 points of that type of damage per round for 1d4 rounds.</p> <p><b>Appears in</b> : Chronicle of the Righteous</p> <hr/> <p><b>Emblem of Greed</b> <span style="float: right;"><b>Cleric 6</b></span></p> <p><b>School</b> transmutation (polymorph)  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a masterwork or magical melee weapon)  <b>Range</b> touch  <b>Target</b> 1 masterwork melee weapon touched  <b>Duration</b> 1 minute/level  <b>Saving Throw</b> none (object); <b>Spell Resistance</b> no</p> <p>You transform one melee weapon into a burning glaive similar to the ones wielded by the runelords of old. The target of your spell must be a masterwork or magical melee weapon appropriate to your size. The weapon becomes a glaive appropriate to your size and has a +1 enhancement bonus and the <i>flaming</i> weapon special ability. When wielding the glaive, you are considered proficient with it and use your caster level as your base attack bonus (which may give you multiple attacks). When you reach caster level 14th, the glaive gains the <i>spell-storing</i> weapon special ability. When you reach caster level 17th, it loses the <i>flaming</i> weapon special ability, and gains the <i>flaming burst</i> weapon special ability. The glaive's enhancement bonus increases to +2 at caster level 15th, and +3 at caster level 19th.</p> <p>If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with <i>greater magic weapon</i> or any other spell that might modify the weapon in any way. This spell does not work on artifacts. A masterwork weapon's bonus on attack rolls does not stack with an enhancement bonus to attack.</p> <p><b>Appears in</b> : Arcane Anthology</p>
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<p><b>Enlightened Step</b> <span style="float: right;"><b>Cleric 6</b></span></p> <p><b>School</b> transmutation [air, meditative]  <b>Casting Time</b> 1 hour  <b>Components</b> V, M (soothing incense worth 600 gp)  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 24 hours or until discharged</p> <p>Through careful regulation of your body's mystical energies, thoughtful control of your poise and balance, and the focus in your mind on the surety of each and every step you take, you are able to make your steps lighter than air. This grants you the benefits of <i>walk</i>, except as noted above. Additionally, at any time during the spell's duration, you can expend the spell's remaining duration as a swift action in order to gain a fly speed of 120 feet with perfect maneuverability for 1 minute. After this time, the spell ends.</p> <p><b>Air Walk</b></p> <p>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.</p> <p><b>Appears in</b> : Divine Anthology</p>	<p><b>Forbiddance</b> <span style="float: right;"><b>Cleric 6</b></span></p> <p><b>School</b> abjuration  <b>Casting Time</b> 6 rounds  <b>Components</b> V, S, M (holy water and incense worth 1,500 gp, plus 1,500 gp per 60-foot cube), DF  <b>Range</b> medium (100 + 10 ft./level)  <b>Area</b> 60-ft. cube/level (S)  <b>Duration</b> permanent  <b>Saving Throw</b> see text; <b>Spell Resistance</b> yes</p> <p>Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells (such as <i>dimension door</i> and <i>teleport</i>), plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically. In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.</p> <p>Alignments identical: No effect. The creature may enter the area freely (although not by planar travel).</p> <p>Alignments different with respect to either law/chaos or good/evil: The creature takes 6d6 points of damage. A successful Will save halves the damage, and spell resistance applies.</p> <p>Alignments different with respect to both law/chaos and good/evil: The creature takes 12d6 points of damage. A successful Will save halves the damage, and spell resistance applies. At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting. Adding a password requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube.</p> <p>Dispel magic does not dispel a forbiddance effect unless the dispeller's level is at least as high as your caster level. You can't have multiple overlapping forbiddance effects. In such a case, the more recent effect stops at the boundary of the older effect.</p>
<p><b>Find the Path</b> <span style="float: right;"><b>Cleric 6</b></span></p> <p><b>School</b> divination  <b>Casting Time</b> 3 rounds  <b>Components</b> V, S, F (a set of divination counters)  <b>Range</b> personal or touch  <b>Target</b> you or creature touched  <b>Duration</b> 10 min./level  <b>Saving Throw</b> none or Will negates (harmless); <b>Spell Resistance</b> no or yes (harmless)</p> <p>The recipient of this spell can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is prominent. For example, a hunter's cabin is not prominent enough, but a logging camp is. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the subject at the time of casting. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense what cavern corridor to take when a choice presents itself. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round, specifying the destination as "outside the maze." This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians) who might take action to oppose the caster as he follows the path revealed by this spell.</p>	<p><b>Geas/Quest</b> <span style="float: right;"><b>Cleric 6</b></span></p> <p><b>School</b> enchantment (compulsion) [language-dependent, mind-affecting]  <b>Casting Time</b> 10 minutes  <b>Target</b> one living creature  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes</p> <p>This spell functions similarly to <i>lesser geas</i>, except that it affects a creature of any HD and allows no saving throw.</p> <p>If the subject is prevented from obeying the <i>geas/quest</i> for 24 hours, it takes a -3 penalty to each of its ability scores. Each day, another -3 penalty accumulates, up to a total of -12. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the <i>geas/quest</i>.</p> <p>A <i>remove curse</i> spell ends a <i>geas/quest</i> spell only if its caster level is at least two higher than your caster level. <i>Break enchantment</i> does not end a <i>geas/quest</i>, but <i>limited wish</i>, <i>miracle</i>, and <i>wish</i> do.</p> <p>Bards, sorcerers, and wizards usually refer to this spell as <i>geas</i>, while clerics call the same spell <i>quest</i>.</p>

<b>Glyph of Warding, Greater</b> <b>Cleric 6</b> <b>School</b> abjuration <b>Casting Time</b> 10 minutes <b>Components</b> V, S, M (powdered diamond worth 200 gp) <b>Range</b> touch <b>Target</b> object touched or up to 5 sq. ft./level <b>Duration</b> permanent until discharged (D) <b>Saving Throw</b> see text; <b>Spell Resistance</b> no (object) and yes; see text  This spell functions like glyph of warding, except that a greater blast glyph deals up to 10d8 points of damage, and a greater spell glyph can store a spell of 6th level or lower.  Read magic allows you to identify a greater glyph of warding with a DC 16 Spellcraft check.  Material Component: You trace the glyph with incense, which must first be sprinkled with powdered diamond worth at least 400 gp.  <b>Glyph of Warding</b> 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. Misdemeanor, 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.	<b>Hammer of Mending</b> <b>Cleric 6</b> <b>School</b> transmutation <b>Casting Time</b> 1 action <b>Components</b> V, S, F/DF (a small mithral hammer worth 300 gp) <b>Range</b> 30-ft.-radius burst centered on you <b>Duration</b> instantaneous <b>Saving Throw</b> Fortitude negates (harmless); <b>Spell Resistance</b> yes (harmless)  Upon striking a piece of solid ground with the spell's focus or a holy symbol, you let out a wave of energy that repairs items within its burst. All objects or constructs within the burst are repaired of 1d6 points of damage per level. When this spell affects constructs, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.  <i>Hammer of mending</i> can fix destroyed magic items (items with 0 hit points or fewer), 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.  <b>Appears in</b> : Inner Sea Gods  <b>Harm</b> <b>Cleric 6</b> <b>School</b> necromancy <b>Casting Time</b> 1 action <b>Components</b> V, S <b>Range</b> touch <b>Target</b> creature touched <b>Duration</b> instantaneous <b>Saving Throw</b> DC 24 Will half; see text; <b>Spell Resistance</b> yes  Harm charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, harm deals half this amount. Harm cannot reduce the target's hit points to less than 1. If used on an undead creature, harm acts like heal.  <b>Heal</b> <b>Cleric 6</b> <b>School</b> conjuration (healing) <b>Casting Time</b> 1 action <b>Components</b> V, S <b>Range</b> touch <b>Target</b> creature touched <b>Duration</b> instantaneous <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)  Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.  Heal does not remove negative levels or restore permanently drained ability score points. If used against an undead creature, heal instead acts like harm.
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## Shiso Sukbutter, Cleric 15 – Spells

<b>Heal</b>	<b>Cleric 6</b>
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**School** conjuration (healing)  
**Casting Time** 1 action  
**Components** V, S  
**Range** touch  
**Target** creature touched  
**Duration** instantaneous  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

Heal does not remove negative levels or restore permanently drained ability score points. If used against an undead creature, heal instead acts like harm.

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**Casting Time** 1 action  
**Components** V, S  
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**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

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Heal does not remove negative levels or restore permanently drained ability score points. If used against an undead creature, heal instead acts like harm.

<b>Heroes' Feast</b>	<b>Cleric 6</b>
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**School** conjuration (creation)  
**Casting Time** 10 minutes  
**Components** V, S, DF  
**Range** close (25 + 5 ft./2 levels)  
**Effect** feast for one creature/level  
**Duration** 1 hour plus 12 hours; see text  
**Saving Throw** none; **Spell Resistance** no

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all sickness and nausea, receives the benefits of both neutralize poison and remove disease, and gains 1d8 temporary hit points + 1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and a +4 morale bonus on saving throws against poison and fear effects for 12 hours. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

<b>Heroes' Feast</b>	<b>Cleric 6</b>
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**Casting Time** 10 minutes  
**Components** V, S, DF  
**Range** close (25 + 5 ft./2 levels)  
**Effect** feast for one creature/level  
**Duration** 1 hour plus 12 hours; see text  
**Saving Throw** none; **Spell Resistance** no

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all sickness and nausea, receives the benefits of both neutralize poison and remove disease, and gains 1d8 temporary hit points + 1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and a +4 morale bonus on saving throws against poison and fear effects for 12 hours. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

**Impart Mind** **Cleric 6**

**School** transmutation  
**Casting Time** 2 rounds  
**Components** V, S, M (diamond dust worth at least 1,000 gp)  
**Range** touch  
**Target** permanent nonintelligent magic item touched  
**Duration** 1 hour/level  
**Saving Throw** none; **Spell Resistance** no

This spell grants the target magic item temporary intelligence by siphoning off a tiny portion of your own mind to infuse the object. Only permanent magic items may be enhanced by this spell - one-use items and charged items cannot be affected by *impart mind*. Intelligent magic items cannot be affected by *impart mind*.

When you cast *impart mind* on a magic item, the item gains an Intelligence, Wisdom, and Charisma score of 10 and gains your alignment. You have no special control over the item once it becomes intelligent, although since it has your alignment, personality conflicts with items you wield won't be a problem. Determine the item's ego normally, as per the rules on intelligent items in the *Core Rulebook*.

An item made intelligent via *impart mind* communicates via speech and has normal senses to a range of 60 feet. It speaks and reads one language known by you - if you know multiple languages, you may choose which language the item knows.

When you cast *impart mind* on an item, roll once on Table 15-24 on page 534 of the *Core Rulebook* to randomly determine the item's power - add your caster level to this roll. By expending additional diamond dust in excess of the 1,000 gp worth of material components required to cast this spell, you can gain further bonuses on the d% roll made to determine the item's power. Every additional 100 gp in diamond dust you use in excess grants a cumulative +1 bonus to the roll, up to a maximum additional bonus equal to your caster level. If the item gains the ability to cast a spell, determine the spell it can cast randomly from spells you know of the appropriate level. If the item gains ranks in a skill, it gains ranks in a random skill in which you have at least 1 rank.

If you roll above 100, then you can choose one item power on Table 15-24 in the *Core Rulebook* to grant the item, and the item gains a special purpose. Roll once on Tables 15-25 and 15-26 on page 534 of the *Core Rulebook* to determine what the item's special purpose and dedicated powers are. These d% rolls are not modified by your caster level or any additional powdered gems you used to cast the spell.

Once this spell ends, the item reverts to its previous nature - if you cast this spell on the item again, it gains entirely different powers as determined by a new set of rolls.

**Appears in** : Inner Sea Magic

**Inflict Moderate Wounds, Mass** **Cleric 6**

**School** necromancy  
**Casting Time** 1 action  
**Components** V, S  
**Range** close (25 + 5 ft./2 levels)  
**Target** one creature/level, no two of which can be more than 30 ft. apart  
**Duration** instantaneous  
**Saving Throw** DC 24 Will half; **Spell Resistance** yes

This spell functions like *mass inflict light wounds*, except that it deals 2d8 points of damage + 1 point per caster level (maximum +30).

**Inflict Light Wounds, Mass**

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage + 1 point per caster level (maximum +25) to nearby living enemies. Like other inflict spells, mass inflict light wounds cures undead in its area rather than damaging them. A cleric capable of spontaneously casting inflict spells can also spontaneously cast mass inflict spells.

**Joyful Rapture** **Cleric 6**

**School** conjuration (healing) [emotion]  
**Casting Time** 1 action  
**Components** V, S  
**Range** 60 ft.  
**Area** all allies and opponents within a 60-ft.-radius burst centered on you  
**Duration** instantaneous  
**Saving Throw** no; **Spell Resistance** yes

Your inspired words overwhelm others with transcendental bliss. All allies within the area of effect are freed from any harmful emotion effects. The spell also cures 1d4 points of Intelligence, Wisdom, or Charisma damage (your choice) to all allies in the area

**Appears in** : Ultimate Magic

**Metabolic Molting** **Cleric 6**

**Racial Spell for Nagaji**  
**School** transmutation  
**Casting Time** 10 minutes  
**Components** V, S, M (a valuable gemstone worth at least 250 gp)  
**Range** touch  
**Target** willing creature or dead body touched  
**Duration** see text  
**Saving Throw** Will negates (harmless); **Spell Resistance** no

You encase the willing subject in a jeweled shell that has the same hardness and hit points as 5 inches of iron (hardness 10, hp 150). For 7 days, the subject enters a state of suspended animation (as per *temporal stasis*), during which it heals from even the most grievous wounds. Each day, the subject regains 5 hit points per Hit Die it has as well as recovering from 2 points of ability damage or ability drain from any ability score of its choice. After 7 days, the shell crumbles away and the subject emerges, its body's severed limbs, broken bones, and ruined organs regrown (as per *regenerate*).

If the gemstone you use for the component is worth at least 5,000 gp, *metabolic molting* can bring a target back to life, as long as it has been dead for no more than 1 hour when the spell is cast. When the spell is used on such a creature, the creature comes back to life after 7 days and stabilizes at 0 hit points. A creature brought back to life through *metabolic molting* gains 1 permanent negative level, or 2 points of Constitution drain if it is 1st level. Like *raise dead*, this spell can't save creatures slain by death effects.

**Regenerate**

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage + 1 point per caster level (maximum +35), rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

**Appears in** : Blood of the Beast

<p><b>Music of the Spheres</b> <b>Cleric 6</b></p> <p><b>School</b> conjuration (healing) [sonic]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a stick of incense treated with special balms)  <b>Range</b> 20 ft.  <b>Area</b> 20-ft.-radius spherical emanation, centered on you  <b>Duration</b> concentration, up to 1 round per level  <b>Saving Throw</b> none; <b>Spell Resistance</b> yes (harmless)</p> <p>As any scholar of Desnan lore or astrologer can tell you, the music of the spheres is the harmonic constant that plays under and through all of reality. It is this constant song, this otherworldly music, that keeps the laws of reality constant and the connections between the planes of existence strong.</p> <p>With this spell, one can amplify the underlying music of the spheres in the spell's area of effect to infuse yourself and all creatures within 20 feet of you, friend and foe alike. All creatures that begin their turn within the area of this spell's effect gain fast healing 5, resistance 10 to all energy types, and a +3 sacred bonus on all saving throws against poison and disease. Any creature that enters the area of effect does not gain the benefits of the music of the spheres until it begins its turn in that area. You must maintain concentration on the amplification of the music or the effects immediately end, but you can move around to prevent enemies from gaining the benefits of this spell.</p> <p><b>Appears in</b> : Inner Sea Magic</p>	<p><b>Oasis</b> <b>Cleric 6</b></p> <p><b>School</b> transmutation  <b>Casting Time</b> 30 minutes  <b>Components</b> V, S, M/DF (1 gallon of water)  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Effect</b> water source similar to a nature spring  <b>Duration</b> instantaneous  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>This spell functions in any natural terrain on the Material Plane. It redirects the flow of water in the ground toward the surface at the designated point, creating a permanent water source similar to a natural spring. The spring discharges 5 gallons of pure drinking water per caster level each hour. If the shape of the terrain is suitable, a pond forms around the spring. If there is already a natural spring within 1 mile, its water output is reduced by an amount equal to the water produced by this spell's spring. A spring that has its water output reduced to 0 gallons per hour dries up and ceases to be a spring.</p> <p>This spell functions differently depending on the terrain in which it's cast. In a desert, you must succeed at a DC 25 caster level check to actually create the spring, and its output is 1 gallon of drinking water per caster level each day. Furthermore, in dry areas, erosion may cause the flow of water to be blocked if the affected area is left untended before a sufficient amount of vegetation has grown around it to keep the soil in place. In an arctic environment, low temperatures may cause the water to freeze. In a tropical environment, parasites may contaminate the water if the spring is created in a place where the water stands in a stagnant pool.</p> <p><b>Appears in</b> : Heroes of the Wild</p>
<p><b>Neutralize Poison, Greater</b> <b>Cleric 6</b></p> <p><b>School</b> conjuration (healing)  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (a lump of charcoal)  <b>Range</b> touch  <b>Target</b> creature or object of up to 1 cu. ft./level touched  <b>Duration</b> instantaneous or 1 hr./level (D)  <b>Saving Throw</b> Will negates (harmless, object); <b>Spell Resistance</b> yes (harmless, object)</p> <p>This spell functions as <i>neutralize poison</i>, except as noted here. You automatically succeed at all caster level checks to neutralize any poisons affecting the target creature. The spell also reverses all instantaneous or permanent effects caused by poisons, such as temporary ability damage or permanent ability drain (it does not heal ability drain caused by anything other than poison, however). If you use the spell to neutralize the poison in a poisonous creature or object, the duration is 1 hour per level rather than 10 minutes per level. If the spell is cast on a creature, the creature can negate the effect by succeeding at a Will saving throw.</p>	<p><b>Owl's Wisdom, Mass</b> <b>Cleric 6</b></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (feathers or droppings from an owl)  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one creature/level, no two of which can be more than 30 ft. apart  <b>Duration</b> 1 min./level  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes</p> <p>This spell functions like <i>owl's wisdom</i>, except that it affects multiple creatures.</p>
<p><b>Neutralize Poison</b></p> <p>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.</p> <p>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.</p> <p><b>Appears in</b> : Dirty Tactics Toolbox</p>	<p><b>Owl's Wisdom</b></p> <p>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.</p>



Planar Adaptation, Mass	Cleric 6	Planetary Adaptation, Mass	Cleric 6
<p><b>School</b> transmutation / all elements  <b> Casting Time </b> 1 action  <b> Components </b> V, S  <b> Range </b> close (25 + 5 ft./2 levels)  <b> Target </b> one creature/level, no two of which can be more than 30 ft. apart  <b> Duration </b> 1 hour/level (D)  <b> Saving Throw </b> DC 24 Will negates (harmless); <b> Spell Resistance </b> yes (harmless)</p> <p>This spell functions like <i>planar adaptation</i>, except as noted above.</p> <p><b>Planar Adaptation</b>  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.</p> <p><b>Appears in :</b> Advanced Player's Guide</p>		<p><b>School</b> transmutation  <b> Casting Time </b> 1 action  <b> Components </b> V, S  <b> Range </b> close (25 ft. + 5 ft./2 levels)  <b> Target </b> one creature/level, no two of which can be more than 30 ft. apart  <b> Effect </b> adapts target to survive on a world.  <b> Duration </b> 1 hour/level  <b> Saving Throw </b> Will negates (harmless); <b> Spell Resistance </b> yes (harmless)</p> <p>This spell functions as <i>planetary adaptation</i>, except as noted above.</p> <p><b>Planar Adaptation</b>  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.</p>	
<p><b>Planar Ally</b></p> <p><b>School</b> conjuration (calling)  <b> Casting Time </b> 10 minutes  <b> Components </b> V, S, M (payment, plus offerings worth 1,250 gp), DF  <b> Range </b> close (25 + 5 ft./2 levels)  <b> Effect </b> one or two called outsiders, totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear  <b> Duration </b> instantaneous  <b> Saving Throw </b> none; <b> Spell Resistance </b> no</p> <p>This spell functions like <i>lesser planar ally</i>, except you may call a single creature of 12 HD or less, or two creatures of the same kind whose HD total no more than 12. The creatures agree to help you and request your return payment together.</p>	Cleric 6	<p><b>Planetary Adaptation</b>  This spell functions as <i>planar adaptation</i> (<i>Advanced Player's Guide</i> 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.</p> <p><b>Appears in :</b> Distant Worlds, People of the Stars</p>	
<p><b>Planar Ally, Lesser</b>  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).</p> <p><b>Note:</b> 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.</p>		<p><b>Roaming Pit</b></p> <p><b>School</b> conjuration (creation)  <b> Casting Time </b> 1 action  <b> Components </b> V, S, M (powered diamond dust worth 10 gp)  <b> Range </b> medium (100 ft. + 10 ft./level)  <b> Effect </b> mobile 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels  <b> Duration </b> 1 round/level  <b> Saving Throw </b> DC 24 Reflex negates; <b> Spell Resistance </b> no</p> <p>This spell functions as <i>create pit</i><sup>APG</sup>, except the pit is capable of movement. As a move action, you can direct the pit to move up to 20 feet, though it must always remain on a horizontal surface large enough to accommodate its area. If the pit's movement causes it to share a space with a creature on the same horizontal surface, that creature must succeed at a Reflex saving throw or fall into the pit. Any creature that avoids falling into the pit when it reaches its new destination moves to the nearest safe space. Creatures that fall into the pit move with it if it is relocated.</p> <p><b>Create Pit</b>  You create a 10-foot-by-10-foot extradimensional hole with a depth of 10 feet per two caster levels (maximum 30 feet). You must create the pit on a horizontal surface of sufficient size. Since it extends into another dimension, the pit has no weight and does not otherwise displace the original underlying material. You can create the pit in the deck of a ship as easily as in a dungeon floor or the ground of a forest. Any creature standing in the area where you first conjured the pit must make a Reflex saving throw to avoid falling into it. In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a Reflex saving throw with a +2 bonus to avoid falling into it. Creatures subjected to an effect intended to push them into the pit (such as bull rush) do not get a saving throw to avoid falling in if they are affected by the pushing effect.</p> <p>Creatures who fall into the pit take falling damage as normal. The pit's coarse stone walls have a Climb DC of 25. When the duration of the spell ends, creatures within the hole rise up with the bottom of the pit until they are standing on the surface over the course of a single round.</p> <p><b>Appears in :</b> Magic Tactics Toolbox</p>	Cleric 6

Seer's Bane	Cleric 6	Source Severance	Cleric 6
<p><b>School</b> abjuration  <b>Casting Time</b> 1 round  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> creature or object touched  <b>Duration</b> 1 hour/level  <b>Saving Throw</b> Will negates (harmless, object); <b>Spell Resistance</b> yes (harmless, object)</p> <p>This spell functions as <i>nondetection</i>, except that those who cast divination spells targeting the warded creature or item must succeed on a caster level check (DC = 15 + your caster level). If the caster of the divination fails, deadly magical feedback strikes at him, dealing 1d6 points of electricity damage per 2 caster levels you have (maximum 10d6 at 20th level).</p> <p>Alternatively, if you cast <i>bestow curse</i>, <i>chaos hammer</i>, <i>contagion</i>, <i>holy smite</i>, <i>order's wrath</i>, <i>poison</i>, or <i>unholy blight</i> in the round immediately following seer's bane, you can replace the spell's damaging effect with the effects of that second spell (the divination's caster—and potentially those around him—save as normal for the modifying spell).</p> <p><b>Appears in</b> : Hell's Rebels</p>		<p><b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (an unworked lodestone)  <b>Range</b> 5 feet  <b>Area</b> 5-ft.-radius emanation, centered on you  <b>Duration</b> 10 minutes/level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> see text</p> <p>You create an invisible barrier that surrounds you and moves with you, inhibiting one category of magic. When you cast this spell, choose either arcane or divine magic. This spell functions like <i>antimagic field</i>, but it suppresses only spells of the chosen type and supernatural and spell-like class abilities from classes that grant spellcasting of the selected type. Magic items, other spell-like abilities, and other supernatural abilities are unaffected.</p> <p>While this spell is in effect, you must succeed at a concentration check (DC 20 + twice the spell level) to cast any spell, whether arcane or divine. If you fail at the check, you lose the spell as if you had cast it to no effect.</p> <p><b>Antimagic Field</b>  An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.</p> <p>An <i>antimagic field</i> suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an <i>antimagic field</i> counts against the suppressed spell's duration.</p> <p>Summoned creatures of any type wink out if they enter an <i>antimagic field</i>. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast <i>antimagic field</i> in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out. (The effects of instantaneous conjurations are not affected by an <i>antimagic field</i> because the conjuration itself is no longer in effect, only its result.)</p> <p>A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities may be temporarily nullified by the field. <i>Dispel magic</i> does not remove the field.</p> <p>Two or more <i>antimagic fields</i> sharing any of the same space have no effect on each other. Certain spells, such as <i>wall of force</i>, <i>prismatic sphere</i>, and <i>prismatic wall</i>, remain unaffected by <i>antimagic field</i>. Artifacts and deities are unaffected by mortal magic such as this.</p> <p>Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.</p> <p><b>Appears in</b> : Faiths and Philosophies</p>	
	<b>Shield of the Dawnflower, Greater</b>		<b>Cleric 6</b>
	<p><b>School</b> evocation [fire, good, light]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, DF  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 1 round/level</p> <p>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 damage + 1 point per caster level. Half of this damage is fire damage and half is holy damage (as the spell <i>flame strike</i>). An undead creature or a creature particularly vulnerable to light that hits you instead takes 2d6 points of damage +1 point per caster level. Creatures with reach weapons are not subject to this damage if they attack you. The shield provides illumination equivalent to a <i>daylight</i> spell. You can have only one instance of this spell in effect at a time. It does not stack with similar damaging aura spells such as <i>fire shield</i> or <i>shield of the Dawnflower</i> (<i>The Inner Sea World Guide</i> 296).</p> <p><b>Daylight</b>  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.</p> <p>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.</p> <p>Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.</p> <p><b>Appears in</b> : Inner Sea Gods</p>		

## Shiso Sukbutter, Cleric 15 – Spells

### Spellcrash Cleric 6

**School** abjuration  
**Casting Time** 1 action  
**Components** V, S  
**Range** medium (100 + 10 ft./level)  
**Target** one creature  
**Duration** instantaneous  
**Saving Throw** DC 24 Will negates; see text; **Spell Resistance** yes

This spell functions as *lesser spellcrash*, except that it affects 5th-level or lower prepared spells or spell slots.

#### Spellcrash, Lesser

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

### Summon Genie, Greater Cleric 6

**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 shaitan, 1d3 djinn, or 1d4+1 jann  
**Duration** 1 round/level (D)  
**Saving Throw** none; **Spell Resistance** no

This spell functions like *lesser summon genie*, except you can summon one shaitan, 1d3 djinn, or 1d4+1 jann.

#### Summon Genie, Lesser

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 Laborers	Cleric 6	Summon Monster VI	Cleric 6
<b>School</b> conjuration (summoning)		<b>School</b> conjuration / all elements (summoning)	
<b>Casting Time</b> 10 minutes		<b>Casting Time</b> 1 round	
<b>Components</b> V, S, F/DF (a strip of rune-inscribed parchment)		<b>Components</b> V, S, F/DF	
<b>Range</b> close (25 ft. + 5 ft./2 levels)		<b>Range</b> close (25 + 5 ft./2 levels)	
<b>Effect</b> one summoned petitioner/caster level		<b>Effect</b> one summoned creature	
<b>Duration</b> 8 hours (D)		<b>Duration</b> 1 round/level (D)	
<b>Saving Throw</b> none; <b>Spell Resistance</b> no		<b>Saving Throw</b> none; <b>Spell Resistance</b> no	

*Summon laborers* summons one humanoid petitioner per caster level. These petitioners hail from one plane of your choice and perform tasks at your direction. The petitioners cannot fight or travel to dangerous lands, but do assist your downtime activities ( *Pathfinder RPG Ultimate Campaign* 84) within a settlement, increasing the effect of Influence or Labor you spend by 50%, to a maximum of 1 additional point of Influence or Labor for every 2 caster levels you possess. This stacks with any increase to the effect of Influence or Labor that you receive from your followers within the settlement where the downtime activity takes place (if any). *Summon laborers* is a spell of the same alignment type as the plane from which the summoned petitioners hail (chaotic and evil for the Abyss, lawful and good for Heaven, and so on). Effects that increase the number of creatures summoned by a spell (such as Superior Summoning) do not affect *summon laborers*.

**Appears in** : Monster Summoner's Handbook

This spell functions like *summon monster I*, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

#### Summon Monster Tables

**6th Level** : Dire bear\*, Dire tiger\*, Elasmosaurus (dinosaur)\*, Elemental (Huge) [Elemental subtype], Elephant\*, Erinyes (devil) [Evil, Lawful subtypes], Giant octopus\*, Invisible stalker [Air subtype], Lillend azata [Chaotic, Good subtypes], Shadow demon [Chaotic, Evil subtypes], Succubus (demon) [Chaotic, Evil subtypes], Triceratops (dinosaur)\*

**5th Level** : Ankylosaurus (dinosaur)\*, Babau (demon) [Chaotic, Evil subtypes], Bearded devil [Evil, Lawful subtypes], Bralani azata [Chaotic, Good subtypes], Dolphin (orca)\*, Dire lion\*, Elemental (Large) [Elemental subtype], Giant moray eel\*, Kyton [Evil, Lawful subtypes], Salamander [Evil subtype], Woolly rhinoceros\*, Xill [Evil, Lawful subtypes]

**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\*

\* 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.

## Shiso Sukbutter, Cleric 15 – Spells

### Summon Stampede

**Cleric 6**

**School** conjuration (summoning)  
**Casting Time** 1 round  
**Components** V, S, M (piece of fur from a herd animal)  
**Range** medium (100 + 10 ft./level)  
**Effect** 20 ft radius of herd animals  
**Duration** 1 round/level  
**Saving Throw** DC 24 Reflex half; see text; **Spell Resistance** no

You conjure a herd of aurochs or similar herd animal that immediately stampedes in the direction you indicate. The herd takes up a 20-foot-radius space and moves at a rate of 120 feet per round in a straight line. Any creatures caught in the herd's path take 4d6+9 points of damage that round as they are trampled beneath dozens of animals' hooves. A successful Reflex save halves this damage.

If the stampede's path would put it in an obviously dangerous area (such as over a cliff or through a fire) or force it to move through a solid barrier, the herd stops at the obstacle and moves in a new randomly determined direction until it reaches another obstacle or the spell's duration ends.

**Appears in** : Chronicle of the Righteous

### Summon Vanth

**Cleric 6**

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

This spell functions like *summon monster*, except that it summons a single vanth psychopomp.

#### 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** : Mummy's Mask

### Sustaining Legend

**Cleric 6**

**School** conjuration (healing)  
**Casting Time** 1 action  
**Components** V, S  
**Range** close (25 ft. + 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** Will negates (harmless); **Spell Resistance** yes

The rulers of Azlant are thought to have used this spell to amplify the mythic power of themselves and their most gifted lieutenants. You amplify the mythic power of the target creatures, bolstering them with healing energy each time they draw upon their mythic abilities. When a creature affected by this spell expends uses of mythic power for any ability, it immediately heals 2d8 points of damage + 1 point per caster level (maximum +25). In addition, the creature benefits from one of the following additional effects.

- Remove any one of the following conditions: dazzled, fatigued, shaken, sickened, or staggered.
- Reduce the dazed or stunned condition to staggered.
- Reduce the exhausted condition to fatigued.
- Reduce the frightened condition to shaken, or the panicked condition to frightened.
- Reduce the nauseated condition to sickened.

A target can benefit from the effects of *sustaining legend* only once per round, even if the target expends multiple uses of mythic power during that time

**Appears in** : Mythic Origins

**Symbol of Distraction****Cleric 6****School** enchantment (compulsion) [mind-affecting] **Casting Time**  10 minutes**Components** V, S, M (mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp)**Range** 0 feet; see text**Effect** one symbol**Duration** see text**Saving Throw** DC 24 Will negates; **Spell Resistance** yes

This spell functions like *symbol of death*, except that all creatures within the radius of a *symbol of distraction* instead become fascinated by the symbol for 10 minutes per caster level. Unlike *symbol of death*, *symbol of distraction* has no hit point limit; once triggered, a *symbol of distraction* simply remains active for a duration of 10 minutes x your caster level. All fascinated creatures move toward the *symbol of distraction*, trying to remain within the symbol's area of effect. If the symbol leads affected creatures into a dangerous area, each fascinated creature can attempt an additional Will saving throw, with success indicating it is no longer fascinated. If a creature's view of the symbol is completely blocked, it is immediately freed of the symbol's effect.

**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

**Symbol of Fear****Cleric 6****School** necromancy [fear, mind-affecting]**Casting Time** 10 minutes**Components** V, S, M (mercury and phosphorus, plus powdered diamond and opal)**Range** 0 ft.; see text**Effect** one symbol**Duration** see text**Saving Throw** DC 24 Will negates; **Spell Resistance** yes

This spell functions like *symbol of death*, except that all creatures within 60 feet of the symbol of fear instead become panicked for 1 round per caster level.

Note: Magic traps such as symbol of fear are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of fear and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of fear.

**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

**Symbol of Persuasion****Cleric 6****School** enchantment (charm) [mind-affecting]**Casting Time** 10 minutes**Components** V, S, M (mercury and phosphorus, plus powdered diamond and opal)**Range** 0 ft.; see text**Effect** one symbol**Duration** see text**Saving Throw** DC 24 Will negates; **Spell Resistance** yes

This spell functions like *symbol of death*, except that all creatures within the radius of a symbol of persuasion instead become charmed by the caster (as the charm monster spell) for 1 hour per caster level. Unlike *symbol of death*, symbol of persuasion has no hit point limit; once triggered, a symbol of persuasion simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of persuasion are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of persuasion and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of persuasion.

**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.



Symbol of Sealing	Cleric 6	Truespeak	Cleric 6
<b>School</b> abjuration [force]		<b>Racial Spell for Aasimar</b>	
<b>Casting Time</b> 10 minutes		<b>School</b> divination	
<b>Components</b> V, S, M (mercury and phosphorous, plus powdered diamond and opal)		<b>Casting Time</b> 1 action	
<b>Range</b> 0 ft.; see text		<b>Components</b> V	
<b>Effect</b> one symbol		<b>Range</b> personal	
<b>Duration</b> permanent		<b>Target</b> you	
<b>Saving Throw</b> none; <b>Spell Resistance</b> no		<b>Duration</b> 1 minute/level	

This spell allows you to scribe a potent rune of power upon or above a door or other opening measuring no more than 20 square feet/level in size. When the casting is completed, the symbol immediately triggers, glowing visibly and sealing the door or opening with an invisible barrier of force equivalent to a *wall of force*. Destroying the symbol ends the effect, though destroying it once the symbol has been activated requires destroying the *wall of force* first. Once triggered, the wall remains for 10 minutes per caster level. When scribing a *symbol of sealing*, you can specify a password or phrase that allows a creature speaking it to bypass the seal and pass through the opening. You can also attune any number of creatures to the *symbol of sealing*, but doing this extends the casting time as described under *symbol of death* (Core Rulebook 355). However, the force wall created by the symbol blocks attacks and line of effect even for creatures that know the password or are attuned - the password only prevents them from triggering the symbol, not from ignoring its effects if triggered. A *disintegrate* spell or similar effect can destroy the *wall of force* created by the symbol if the caster makes a caster level check against a DC of 11 + your caster level. A *knock* spell has no effect on a *symbol of sealing* or its force wall. A *symbol of sealing* cannot be dispelled, but *mage's disjunction* automatically destroys it.

#### 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,

You can communicate with any creature that is not mindless. As long as you can be heard, your speech is understandable to all creatures, each of which hears you as though you were conversing in its language or other natural mode of communication, and you hear their responses as though in your own native language. You may ask questions and receive answers, though this spell does not make creatures more friendly or cooperative than normal, and non-sentient creatures may give limited responses. While using truespeak, your language dependent effects can affect any creature that is not mindless.

**Appears in** : Advanced Race Guide

Undeath to Death	Cleric 6
<b>School</b> necromancy [death]	
<b>Casting Time</b> 1 action	
<b>Components</b> V, S, M/DF (diamond powder worth 500 gp)	
<b>Range</b> medium (100 + 10 ft./level)	
<b>Area</b> several undead creatures within a 40-ft.-radius burst	
<b>Duration</b> instantaneous	
<b>Saving Throw</b> DC 24 Will negates; <b>Spell Resistance</b> yes	

This spell functions like *circle of death*, except that it destroys undead creatures as noted above.

#### Circle of Death

*Circle of death* snuffs out the life force of living creatures, killing them instantly. The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and HD that are not sufficient to affect a creature are wasted.

Vengeful Stinger	Cleric 6
<b>School</b> transmutation (polymorph) [poison]	
<b>Casting Time</b> 1 action	
<b>Components</b> V, S, M (a living wasp), DF	
<b>Range</b> personal	
<b>Target</b> you	
<b>Duration</b> 1 round/level	
<b>Saving Throw</b> DC 24 Fortitude negates; see text; <b>Spell Resistance</b> no	

You grow a long, wasp-like tail complete with stinger that can strike those who dare attack you. While you are under the effects of this spell, when a creature adjacent to you hits you with a melee attack, you can make an attack of opportunity with your stinging tail, even if your opponent's attack would not otherwise provoke an attack of opportunity. You must otherwise be eligible to make an attack of opportunity to use this ability. The attack is made with your full attack bonus, and with a +2 sacred bonus on the attack roll. The stinging tail is considered a light weapon with a critical range of 19-20/x2. On a successful hit, the target takes 1d8 points of damage plus an amount of damage equal your Strength modifier and must succeed at a Fortitude save or it takes 1d4 points of Dexterity damage. This poison damage is also modified on a confirmed critical hit.

**Appears in** : Inner Sea Gods

## Shiso Sukbutter, Cleric 15 – Spells

<b>Wind Walk</b>	<b>Cleric 6</b>
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**School** transmutation [air]  
**Casting Time** 1 action  
**Components** V, S, DF  
**Range** touch  
**Target** you and one touched creature per three levels  
**Duration** 1 hour/level (D); see text  
**Saving Throw** no and Will negates (harmless); **Spell Resistance** no and yes (harmless)

You alter the substance of your body to a cloudlike vapor (as the gaseous form spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently. Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (60 mph) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like. A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others. For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

<b>Word of Recall</b>	<b>Cleric 6</b>
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**School** conjuration (teleportation)  
**Casting Time** 1 action  
**Components** V  
**Range** unlimited  
**Target** you and touched objects or other willing creatures  
**Duration** instantaneous  
**Saving Throw** none or Will negates (harmless, object); **Spell Resistance** no or yes (harmless, object)

*Word of recall* teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by *word of recall*. Likewise, a creature's Will save (or spell resistance) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

<b>Arbitrament</b>	<b>Cleric 7</b>
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**School** evocation [sonic]  
**Casting Time** 1 action  
**Components** V  
**Range** 40 ft.  
**Target** non-neutral creatures in a 40-ft.-radius spread centered on you  
**Duration** instantaneous  
**Saving Throw** DC 25 Will partial, see text; **Spell Resistance** yes

All chaotic evil, chaotic good, lawful evil, and lawful good creatures within the area of this spell suffer the following conditions, based on their Hit Dice.

**Hit Dice | Effect**  
 Equal to caster level | Sickened  
 Up to caster level – 1 | Sickened, staggered  
 Up to caster level – 5 | Nauseated, sickened, staggered  
 Up to caster level – 10 | Killed, nauseated, sickened, staggered

The effects are concurrent. A creature can attempt a Will save to reduce or negate the effects. If subject to multiple effects, the Creature rolls once and applies the result to each effect.

**Sickened:** The creature is sickened for 1d4 rounds (Will negates).  
**Staggered:** The creature is staggered for 2d4 rounds, or for 1d4 rounds on a successful Will save.  
**Nauseated:** The creature is nauseated for 1d10 minutes, or for 1d4 rounds on a successful Will save.  
**Killed:** Living creatures die, and undead creatures are destroyed. On a successful Will save, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, all chaotic evil, chaotic good, lawful evil, and lawful good extraplanar creatures within the area are banished to their home planes (Will negates, at a –4 penalty). Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *arbitrament*.

Creatures whose Hit Dice exceed your caster level are unaffected by *arbitrament*.

**Appears in :** Champions of Balance, Planar Adventures

<b>Archon's Trumpet</b>	<b>Cleric 7</b>
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**School** evocation [good, sonic]  
**Casting Time** 1 action  
**Components** V, S  
**Range** 30 ft  
**Area** cone-shaped burst  
**Duration** instantaneous  
**Saving Throw** DC 25 Fortitude negates; **Spell Resistance** yes

Upon hearing a booming report, as if from a trumpet archon's mighty horn, all creatures in the area of the burst are paralyzed for 1d4 rounds.

**Appears in :** Champions of Purity

**Artificer's Curse** **Cleric 7**

**School** transmutation  
**Casting Time** 1 action  
**Components** V, S, M (a blank scroll or page from a spellbook)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** 1 magical item  
**Duration** 1 minute/level (D)  
**Saving Throw** DC 25 Will negates (object); **Spell Resistance** yes

You temporarily suppress the most powerful qualities of a magical item. This item can be any object you suspect bears a magical enchantment, but if the targeted item is not magical, your spell has no effect. The spell reduces the object's caster level by an amount equal to your caster level, to a minimum of 0. If the item grants a competence, deflection, enhancement, insight, luck, morale, natural armor, profane, resistance, or sacred bonus, the bonus is reduced by 1 for every 4 caster levels the item loses. If the item's caster level is reduced to 0, all its magic qualities are suppressed (as if dispelled) for the duration of the spell. This spell has no effect on artifacts.

**Appears in** : Arcane Anthology

**Awaken Construct** **Cleric 7**

**School** transmutation / metal elemental  
**Casting Time** 24 hours  
**Components** V, S, M (herbs and oils worth 2,000 gp per HD of target), DF  
**Range** touch  
**Target** mindless construct touched  
**Duration** instantaneous  
**Saving Throw** DC 25 Will negates; **Spell Resistance** no

You amplify the animating force of a construct to more closely resemble a true soul, granting the construct humanlike sentience. To do so, you must succeed at a Spellcraft check (DC = 15 + the construct's current Hit Dice). If the construct's master (if any) is present, this is an opposed Spellcraft check. You have no special empathy or connection with a creature you awaken—it is a free-willed creature. Golems previously under another creature's control, either as shield guardians or a golem crafter's creations, break all connections with that creature.

Roll 3d6 to determine the Intelligence score of the awakened construct, and increase its Charisma score by 2d6. It gains feats and skill points according to its new Intelligence score, and the skill points are assigned appropriately for its function, as determined by the GM.

An awakened construct speaks one language that its creator spoke, plus one additional language that its creator knew per point of the construct's Intelligence bonus (if any). Its alignment is determined by the GM, but is usually within one step of its creator's alignment. This spell doesn't function on a construct with an Intelligence score.

**Appears in** : Occult Adventures

**Bestow Curse, Greater** **Cleric 7**

**School** necromancy  
**Casting Time** 1 action  
**Components** V, S  
**Range** touch  
**Target** creature touched  
**Duration** permanent  
**Saving Throw** DC 25 Will negates; **Spell Resistance** yes

You place a curse on the subject. Choose one of the following.

- -12 penalty to an ability score, or -6 penalty to two ability scores (to a minimum ability score of 1).
- -8 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 25% chance to act normally; otherwise, it takes no actions.
- Bestow one of the curses or variants in this article.
- Bestow curse of the ages or unluck ( *Core Rulebook* 557).

If a specific affliction is bestowed, the save DC of the spell replaces the usual save DC of the affliction. You can 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*, or *wish* spell. It cannot be removed with *remove curse* or suppressed with *abeyance*. The DC to remove the curse with *break enchantment* increases by 5.

**Appears in** : Mummy's Mask

**Bestow Grace of the Champion** **Cleric 7**

**School** transmutation [good, lawful]  
**Casting Time** 1 action  
**Components** V, S, DF  
**Range** touch  
**Target** lawful good creature touched  
**Duration** 1 round/level (see text)  
**Saving Throw** yes (harmless); **Spell Resistance** yes (harmless)

You channel the power of good and law into the target, temporarily giving it powers similar to those of a paladin. The target gains the ability to use detect evil at will as a spell-like ability, immunity to disease (suppressing any diseases currently affecting it), and immunity to fear (ending any fear effects currently affecting it); can lay on hands (on itself only) once as a paladin of 1/2 your caster level; and can smite evil once as a paladin of 1/2 your caster level. It adds its Charisma bonus to all its saving throws. It can use spell completion, spell trigger, or other magic items that require the ability to cast spells as a paladin. Any abilities not used by the time the spell expires are lost. This spell has no effect if cast on a paladin.

**Appears in** : Ultimate Magic

<b>Circle of Clarity</b>	<b>Cleric 7</b>	<b>Create Demiplane, Lesser</b>	<b>Cleric 7</b>
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**School** abjuration  
**Casting Time** 1 action  
**Components** V, S, F (a crystal lens worth 100 gp)  
**Range** medium (100 + 10 ft./level)  
**Effect** 20-ft.-radius emanation centered on a creature, object, or point in space  
**Duration** 1 round/level (D)  
**Saving Throw** DC 25 Will negates (harmless); **Spell Resistance** yes (harmless)

You create a magical emanation that interferes with all figments and glamers within it, giving creatures a +4 bonus on saving throws to recognize them as illusions. The emanation negates concealment less than total concealment within the area. Perception checks to notice creatures or objects within the area gain a bonus equal to half your caster level (maximum +10). The spell is stationary if cast on a point in space. It is mobile if centered on a creature or object, though creatures or attended objects can negate the spell with a saving throw or spell resistance.

**Appears in** : Ultimate Magic

<b>Control Weather</b>	<b>Cleric 7</b>
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**School** transmutation / air elemental / water elemental / wood elemental  
**Casting Time** 10 minutes  
**Components** V, S  
**Range** 2 miles  
**Area** 2-mile-radius circle, centered on you; see text  
**Duration** 4d12 hours; see text  
**Saving Throw** none; **Spell Resistance** no

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in. You can also use this spell to cause the weather in the area to become calm and normal for the season.

Season - Possible Weather  
 Spring - Tornado, thunderstorm, sleet storm, or hot weather  
 Summer - Torrential rain, heat wave, or hailstorm  
 Autumn - Hot or cold weather, fog, or sleet  
 Winter - Frigid cold, blizzard, or thaw  
 Late winter or early spring - Hurricane-force winds

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather - where lightning strikes, for example, or the exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them. A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

**School** conjuration (creation)  
**Casting Time** 2 hours  
**Components** V, S, F (a forked metal rod worth 500 gp)  
**Range** 0 ft.  
**Effect** extradimensional demiplane, up to three 10-ft. cubes/ level (S)  
**Duration** 1 day/level  
**Saving Throw** none; **Spell Resistance** no

You create a small, finite demiplane. You must be on the Astral or Ethereal Plane or on a plane that has access to one of those planes (such as the Material Plane) to cast this spell.

When you cast the spell, you decide whether the demiplane is within the Astral or the Ethereal Plane. It is filled with air or water (decided by you). The plane is generally flat and featureless, such as an earth, stone, water, or wood floor. The "walls" and "ceiling" of the plane may appear like solid earth, stone, wood, or water, or they may end in mist, a featureless void, or a similar unreal-looking border. The plane's environmental conditions are those of a temperate spring day on the Material Plane. You determine the plane's light level (bright, normal, dim, or darkness), which affects the entire plane.

There are no native creatures or plants on this plane, though you may bring some there (if the plane's light is bright or normal, it counts as sunlight for growing plants). The environment of the plane counts as normal terrain for the purpose of effects that target earth, stone, wood, and so on. For example, you could use *move earth* to create a hill or *wall of stone* to create a barricade.

When you finish casting this spell, you may bring yourself and up to seven other creatures to the plane automatically by joining hands in a circle. The demiplane is another plane of existence, and therefore is outside the range of any spell or ability that cannot affect or reach other planes. Creatures can only enter the plane by the use of planar travel magic such as *astral projection*, *ethereality*, or *plane shift*. You are considered "very familiar" with your entire demiplane.

As a standard action, you may eject a creature from your demiplane. The creature may resist with a Will saving throw. An ejected creature goes to the closest plane to your demiplane (usually the Astral Plane or the Ethereal Plane, but if you cast this spell on the Material Plane, the creature is sent to the Material Plane). When the spell ends, the plane dissolves, and all creatures in the plane are ejected in this manner with no saving throw. The plane cannot be dispelled, but a creature on the plane can destroy it by using *limited wish*, *mage's disjunction*, *miracle*, or *wish* and making a successful dispel check.

If you are within the demiplane, you can add to its area by casting the spell again. Alternatively, you may cast this spell again to reset the duration of an existing area to that of your latest casting. If the duration on one area of the demiplane ends and other parts remain, creatures in the expiring area are shunted to remaining areas. If a collapsing portion of the demiplane would leave one section cut off from other sections of the demiplane (for example, if there were three areas connected in a straight line and the center part expired), the stranded sections count as separate demiplanes under your control. You may reconnect these stranded sections by casting the spell again to create a linked area between the two.

You can make this spell permanent with the *permanency* spell, at a cost of 17,500 gp. If you have cast *create lesser demiplane* multiple times to enlarge the demiplane, each casting's area requires its own *permanency* spell.

**Appears in** : Ultimate Magic

## Shiso Sukbutter, Cleric 15 – Spells

<b>Cure Serious Wounds, Mass</b>	<b>Cleric 7</b>
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**School** conjuration (healing)  
**Casting Time** 1 action  
**Components** V, S  
**Range** close (25 + 5 ft./2 levels)  
**Target** one creature/level, no two of which can be more than 30 ft. apart  
**Duration** instantaneous  
**Saving Throw** Will half (harmless) or Will half; see text; **Spell Resistance** yes (harmless) or yes; see text

This spell functions like *mass cure light wounds*, except that it cures 3d8 points of damage + 1 point per caster level (maximum +35).

### Cure Light Wounds, Mass

You channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

<b>Destruction</b>	<b>Cleric 7</b>
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**School** necromancy [death]  
**Casting Time** 1 action  
**Components** V, S, F (holy or unholy symbol worth 500 gp)  
**Range** close (25 + 5 ft./2 levels)  
**Target** one creature  
**Duration** instantaneous  
**Saving Throw** DC 25 Fortitude partial; **Spell Resistance** yes

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

<b>Dictum</b>	<b>Cleric 7</b>
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**School** evocation [lawful, sonic]  
**Casting Time** 1 action  
**Components** V  
**Range** 40 ft.  
**Area** nonlawful creatures in a 40-ft.-radius spread centered on you  
**Duration** instantaneous  
**Saving Throw** DC 25 None or Will negates; see text; **Spell Resistance** yes

Any nonlawful creature within the area of a dictum spell suffers the following ill effects.

- HD- Effect
- Equal to caster level - Deafened
- Up to caster level -1 - Staggered, deafened
- Up to caster level -5 - Paralyzed, staggered, deafened
- Up to caster level -10 - Killed, paralyzed, staggered, deafened

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

- Deafened: The creature is deafened for 1d4 rounds. Save negates.
- Staggered: The creature is staggered for 2d4 rounds. Save reduces the staggered effect to 1d4 rounds.
- Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.
- Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the dictum or not. The banishment effect allows a Will save (at a -4 penalty) to negate. Creatures whose Hit Dice exceed your caster level are unaffected by dictum.

<b>Ethereal Jaunt</b>	<b>Cleric 7</b>
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**School** transmutation / aether elemental  
**Casting Time** 1 action  
**Components** V, S  
**Range** personal  
**Target** you  
**Duration** 1 round/level (D)

You become ethereal, along with your equipment. For the duration of the spell, you are in the Ethereal Plane, which overlaps the Material Plane. When the spell expires, you return to material existence. An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet. Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as if they were material. If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

**Frost Mammoth**

**Cleric 7**

**School** conjuration (creation) [cold]

**Casting Time** 1 round

**Components** V, S, M (a fragment of mammoth tusk)

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

**Effect** one frost mammoth

**Duration** 1 round/level (D)

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

A blast of snow suddenly fills an area with a space of 15 feet, immediately taking the shape of a woolly mammoth made of snow with tusks of solid ice. The mammoth has statistics identical to those of a mastodon ( *Pathfinder RPG Bestiary* 128), except it also has the cold subtype (and thus gains immunity to cold and vulnerability to fire). The frost mammoth obeys your telepathic commands. It allows you or anyone you designate to ride it, and it is treated as if combat trained. At 17th level, a frost mammoth you conjure deals an additional 1d6 points of cold damage with each physical attack.

**Appears in** : Adventurer's Guide, People of the North

## Shiso Sukbutter, Cleric 15 – Spells

<b>Grim Stalker</b>	<b>Cleric 7</b>	<b>Holy Sword</b>	<b>Cleric 7</b>
<p><b>School</b> necromancy (haunted) [death, emotion, fear, mind-affecting]  <b>Casting Time</b> 1 minute  <b>Components</b> V, S, M/DF (a hound's fang)  <b>Range</b> touch  <b>Target</b> one object touched  <b>Duration</b> 1 day/level (D)  <b>Saving Throw</b> DC 25 Will negates (object); see text; <b>Spell Resistance</b> yes (object)</p> <p>You bind spirits of ill fate to an object, focusing their wrath onto the next creature that touches the object. When a creature touches the target object, it can attempt a Will save to negate the spell's effect. Although a successful save prevents the creature from becoming haunted, the haunt still resides within the object, and targets either the next creature to touch the object or the same creature again if it still holds the object after 24 hours. The haunt remains within the object until a creature fails its save or the spell's duration ends.</p> <p>Once a creature is affected by the haunt, it begins noticing a large, black mastiff with ominous green eyes watching and following it from a distance, always just beyond the range of focus or interaction. The grim stalker terrorizes the creature's sleep, affecting it as per <i>nightmare</i> every night during the spell's duration (Will negates for one night). Each time the creature takes hit point damage, the grim stalker lunges closer, causing the creature to become shaken for 1 round (Will negates). Each time the creature is reduced to less than one-tenth of its maximum hit points, the grim stalker lunges at the creature as an immediate action, affecting it as per <i>phantasmal killer</i>.</p> <p>Each time the grim stalker lunges at the affected creature, the spell's haunt-like manifestation occurs during that round. Alternatively, a haunted creature can attempt to force the grim stalker to manifest using a simple ritual that requires a successful Knowledge (arcana), Knowledge (religion), or Spellcraft check; occult reagents costing 450 gp (which are consumed as part of the ritual); and a full-round action. The DC for this check equals the spell's save DC. Successfully performing the ritual causes the grim stalker to manifest as a Nessian warhound ( <i>Pathfinder RPG Bestiary</i> 173) in an available square 20 feet away from the victim, save that its only subtype is extraplanar, its alignment is neutral, its bite and breath weapon deal negative energy damage instead of fire damage, and it has negative energy affinity instead of fire immunity and vulnerability to cold. The grim stalker immediately attacks the affected creature, persisting until either it or the creature is slain, at which point the spell effect (and the warhound) disappears.</p> <p><b>HAUNT STATISTICS</b>  <b>Notice</b> Perception DC 30 (to see a black dog darting toward the target out of the corner of the eye)  <b>hp</b> 4 hp/level; <b>Trigger</b> touch (object); <b>Reset</b> none</p> <p><b>Nightmare</b>  You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate. The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain arcane spells for the next 24 hours. The difficulty of the save depends on your knowledge of the subject and the physical connection (if any) you have to that creature.</p> <p>Knowledge - Will Save Modifier  None* - +10  Secondhand (you have heard of the subject) - +5  Firsthand (you have met the subject) - +0  Familiar (you know the subject well) - -5  *You must have some sort of connection to a creature of which you have no knowledge.</p> <p>Connection - Will Save Modifier  Likeness or picture - -2  Possession or garment - -4  Body part, lock of hair, bit of nail, etc. - -10</p> <p>Dispel evil cast on the subject while you are casting the spell</p>	<p><b>School</b> evocation [good]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Target</b> melee weapon touched  <b>Duration</b> 1 round/level  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>This spell allows you to channel holy power into your sword, or any other melee weapon you choose. The weapon acts as a +5 <i>holy weapon</i> (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against evil opponents). It also emits a <i>magic circle against evil</i> effect (as the spell). If the <i>magic circle</i> ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one <i>holy sword</i> at a time.</p> <p>If this spell is cast on a magic weapon, the powers of the spell supercede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with <i>bless weapon</i> or any other spell that might modify the weapon in any way. This spell does not work on artifacts. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.</p>	<p><b>Holy Word (x2)</b></p> <p><b>School</b> evocation [good, sonic]  <b>Casting Time</b> 1 action  <b>Components</b> V  <b>Range</b> 40 ft.  <b>Area</b> nongood creatures in a 40-ft.-radius spread centered on you  <b>Duration</b> instantaneous  <b>Saving Throw</b> DC 25 Will partial; <b>Spell Resistance</b> yes</p> <p>Any nongood creature within the area of a holy word spell suffers the following ill effects.</p> <p>HD - Effect  Equal to caster level - Deafened  Up to caster level -1 - Blinded, deafened  Up to caster level -5 - Paralyzed, blinded, deafened  Up to caster level -10 - Killed, paralyzed, blinded, deafened</p> <p>The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.</p> <p>Deafened: The creature is deafened for 1d4 rounds. Save negates.  Blinded: The creature is blinded for 2d4 rounds. Save reduces the blinded effect to 1d4 rounds.  Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.  Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).</p> <p>Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the holy word or not. The banishment effect allows a Will save (at a -4 penalty) to negate. Creatures whose HD exceed your caster level are unaffected by holy word.</p>	<p><b>Cleric 7</b></p>

## Shiso Sukbutter, Cleric 15 – Spells

### Hymn of Peace Cleric 7

**School** abjuration [good]  
**Casting Time** 1 action  
**Components** V, S  
**Range** 40 ft.  
**Area** 40-ft.-radius burst centered on you  
**Duration** 1 round/level (D)  
**Saving Throw** DC 25 Will negates; **Spell Resistance** yes

Each time a subject of this spell attempts to attack another creature or object, or otherwise perform an aggressive or damaging action toward a creature or object, it must attempt a Will save. If the save succeeds, the subject can attack normally. If the save fails, the subject cannot follow through with the attack and loses that part of its action. Creatures not taking violent actions are unaffected by this spell.

**Appears in** : Champions of Purity

### Inflict Serious Wounds, Mass Cleric 7

**School** necromancy  
**Casting Time** 1 action  
**Components** V, S  
**Range** close (25 + 5 ft./2 levels)  
**Target** one creature/level, no two of which can be more than 30 ft. apart  
**Duration** instantaneous  
**Saving Throw** DC 25 Will half; **Spell Resistance** yes

This spell functions like *mass inflict light wounds*, except that it deals 3d8 points of damage + 1 point per caster level (maximum +35).

#### Inflict Light Wounds, Mass

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage + 1 point per caster level (maximum +25) to nearby living enemies. Like other inflict spells, mass inflict light wounds cures undead in its area rather than damaging them. A cleric capable of spontaneously casting inflict spells can also spontaneously cast mass inflict spells.

### Infuse Robot Cleric 7

**School** transmutation  
**Casting Time** 1 action  
**Components** V, S  
**Range** medium (100 + 10 ft./level)  
**Target** one robot  
**Duration** 10 minutes/level (D)  
**Saving Throw** DC 25 Will negates; **Spell Resistance** yes

If the targeted robot fails its Will saving throw, it transforms into a magical construct made of wood, stone, flesh, or bone. The robot's statistics and abilities do not change, although it is now a magical construct rather than a technological one. It loses the robot subtype, but does not lose its Intelligence score (if any). You can issue mental commands to the infused robot as long as it stays within range of the spell; issuing commands in this manner is a free action for you. When the spell's duration runs out, the robot transforms back to normal but is staggered for 1d4 rounds.

**Appears in** : Technology Guide

### Jolting Portent Cleric 7

**School** evocation (electric)  
**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 creature you designate is surrounded by a glowing red aura of vengeful fate. Once per round when the target makes an attack or casts a spell, it must succeed at a Fortitude saving throw with a DC = 10 + 1/2 caster level + Charisma (in the case of oracles) or Wisdom (in the case of clerics). If the target fails the saving throw, it takes 4d6 + your Charisma modifier (in the case of oracles) or Wisdom modifier (in the case of clerics) electricity damage. It takes no damage on a successful saving throw. You can dismiss this spell as an immediate action when its subject confirms a critical hit to negate the critical hit and daze the creature for 1 round. The attack still hits its target and deals normal damage. The effects of the daze occur after the attack.

**Appears in** : Ultimate Combat

### Lost Legacy Cleric 7

**School** enchantment [curse, mind-affecting]  
**Casting Time** 1 action  
**Components** V, S, F/DF (a holy symbol of a dead or forgotten deity, or flag of a fallen or forgotten nation)  
**Range** touch  
**Target** creature touched  
**Duration** permanent  
**Saving Throw** DC 25 Will negates; **Spell Resistance** yes

You inflict a powerful curse on a touched creature that causes others to quickly forget positive aspects of their interactions with the target. The target cannot attempt a Diplomacy (or wild empathy or similar ability) check to improve the attitude of other creatures. Any creature that normally has an attitude of friendly or helpful toward the target must succeed at a Will save at the spell's normal saving throw DC each time it interacts with the target, or its attitude becomes indifferent. Once this curse is removed, creatures coming back into contact with the target regain their pleasant memories of it. If their attitudes toward the target have not been reduced from indifferent, their original attitudes are restored.

**Appears in** : Magic Tactics Toolbox

### Lunar Veil Cleric 7

**School** illusion (shadow) [darkness, shadow]  
**Casting Time** 1 action  
**Components** V, S  
**Range** long (400 + 40 ft./level)  
**Area** 120-ft.-radius emanation  
**Duration** 10 minutes/level  
**Saving Throw** DC 25 Will negates, see text; **Spell Resistance** no

You conjure a tremendous area of shadow to obscure moonlight within the area, creating something akin to a lunar eclipse. The light level is lowered by two steps (though unlike deeper darkness, areas of normal light or dimmer become normal darkness rather than supernaturally dark). Lycanthropes in the area must make a Will save every round or revert to their humanoid forms. In addition, lycanthropes attempting to assume animal or hybrid form within the affected area take a -5 penalty on Constitution checks to do so.

**Appears in** : Ultimate Magic



**Maddening Oubliette** **Cleric 7** **Memory of Function** **Cleric 7****School** conjuration (teleportation)**Casting Time** 1 round**Components** V, S, M (the powdered bones of a creature that died in prison)**Range** close (25 ft. + 5 ft./2 levels)**Target** one creature**Duration** special; see text**Saving Throw** DC 25 Will negates; see text; **Spell Resistance** yes

The target is transported to a dark and dank prison in some unspecified horrific demiplane, where tentacles writhe around, clawed fingers grab at the creature (though they deal no damage), and harsh, whispering voices speak blasphemies and maddening secrets. At the end of each round within this terrifying oubliette, the target can attempt a Will saving throw in order to escape the prison. The saving throw has a penalty equal to the number of rounds the target has spent in the oubliette (minimum -1 and maximum -5). If the target succeeds at its saving throw, it returns to its former space. If that space is occupied or otherwise unavailable, the target is shunted to the nearest available space. When the target returns from the oubliette, it is confused for a number of rounds equal to the number of rounds of imprisonment (minimum 1), unless it was confined in the oubliette for 10 or more rounds, in which case the target is affected as if it were subject to an *insanity* spell instead

**Appears in** : Inner Sea Gods**Magnetic Field** **Cleric 7****School** abjuration**Casting Time** 1 action**Components** V, S**Range** 30 ft.**Area** 30-ft.-radius emanation**Duration** 1 round/2 levels (D)**Saving Throw** DC 25 Reflex negates (object; see text); **Spell Resistance** yes (object)

You create a spherical magnetic field that surrounds you to a range of 30 feet and follows you for the duration of the spell. Unattended metal objects in range—including weapons, armor, and anything made primarily out of metal—are pulled violently toward you, stopping just short of your space and falling harmlessly to the ground. Objects secured to a nonmetallic fixture remain where they are unless a forceful tug would be enough to detach them. Loose objects weighing more than 500 pounds are not affected. If the magnetic field would cause a dangerous metal object such as a sword or anvil to intersect a square occupied by a creature, that creature must succeed at a Reflex save or take damage as if from an improvised weapon of the object's size (or smaller or larger, at the GM's discretion).

A creature in the area wearing metal armor, wielding a metal weapon, or holding a metal object must succeed at a Reflex save or be dragged 5 feet closer to you in a straight line, as if affected by the pull universal monster rule ( *Bestiary* 303). A creature can drop a metal object it's holding as a free action to avoid the effect if it's not wearing metal armor; a creature being dragged by its shield can loosen it as a move action and drop it as a free action. Creatures made entirely or mostly of metal take a -2 penalty on their Reflex saves. Creatures that fail their saves by 5 or more are pulled an additional 5 feet closer for every increment of 5 by which they failed their saves.

**Appears in** : People of the River

**School** transmutation  
**Casting Time** 1 action  
**Components** V, S, M (powdered skymetal worth 10,000 gp)  
**Range** touch  
**Target** object or construct touched  
**Duration** instantaneous  
**Saving Throw** DC 25 Will negates; **Spell Resistance** yes

Even a broken object remembers what it means to be a functioning whole. You restore a broken object or damaged construct to a functional state, as if it were new and intact. Any pieces missing from the object or construct remain missing. Significant missing pieces may prevent proper functioning. If the object uses charges, the object becomes fully charged. A timeworn object becomes fully charged, but doesn't lose the timeworn condition (this spell is one of the few ways a timeworn item can be recharged). For 1 hour after this spell is cast on a timeworn object, that object does not suffer any chance of glitching. Other consumables such as ammunition are not restored.

When this spell is cast upon a damaged construct, all hit point damage dealt to that construct is healed. When this spell is cast upon a destroyed construct, it is restored to full functionality and full hit points, provided no significant portion of the destroyed construct (such as an entire limb) is missing. Constructs brought back in this fashion regain their memories up to the moment of their destruction and have no particular inclination to serve the caster.

If you attempt to cast this spell on an object or a construct that has been destroyed for more than 10 years per caster level you possess, the spell fails.

**Appears in** : Technology Guide**Particulate Form** **Cleric 7****School** transmutation**Casting Time** 1 action**Components** V, S, M (a pinch of fine sand)**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 round/level (D)**Saving Throw** none (harmless); **Spell Resistance** no

The targets' physical forms undergo a bizarre transformation. They look and function normally, but are composed of countless particles that separate and reconnect to remain whole. Each target gains fast healing 1 and is immune to bleed damage, critical hits, sneak attacks, and other forms of precision damage. The value of this fast healing increases by 1 at caster levels 10th, 15th, and 20th. Any target can end the spell effect on itself as a swift action; the target then regains 5d6 hit points and can attempt an additional saving throw against any one disease or poison affecting it (at the original save DC), ending that disease or poison with a successful saving throw.

**Appears in** : Magic Tactics Toolbox

**Planar Refuge****Cleric 7**

**School** conjuration (creation)  
**Casting Time** 1 hour  
**Components** V, S, M (precious stones worth 500 gp)  
**Range** close (25 + 5 ft./2 levels)  
**Effect** 50-ft.-radius area of safe environment  
**Duration** 1 day/level  
**Saving Throw** none; **Spell Resistance** no

This spell enforces the rules of the Material Plane on other planes of existence. Upon casting this spell on another plane, a spherical pocket of wilderness terrain forms around the designated point. The affected area defies the local climate and planar traits, suppressing any harmful environmental effects such as toxicity, extreme temperatures, or lack of air (though this spell doesn't affect gravity). The area also becomes lush with edible plants whose appearance, taste, and smell bear characteristics distinct to the environment. On a negative-dominant planeGMG, for example, the plants grow ghastly white leaves and taste bitter. Though *planar refuge* can be cast on any plane of existence other than the Material Plane, it requires a body of solid matter at least as large as its area to function.

*Planar refuge* can be made permanent with a *permanency* spell cast by a caster of 11th level or higher at a cost of 7,500 gp.

**Appears in** : Heroes of the Wild

**Poison Breath****Cleric 7**

**School** evocation [poison]  
**Casting Time** 1 action  
**Components** V, S, M/DF (a spider's mandible)  
**Range** 15 ft.  
**Area** cone-shaped burst  
**Duration** instantaneous  
**Saving Throw** DC 25 Fortitude negates; **Spell Resistance** yes

You expel a cone-shaped burst of toxic mist from your mouth, subjecting everyone caught in the area to a deadly poison, as per the *poison* spell.

**Poison**

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.

**Appears in** : Dirty Tactics Toolbox

**Refuge****Cleric 7**

**School** conjuration / wood elemental (teleportation)  
**Casting Time** 1 action  
**Components** V, S, M (a prepared object worth 1,500 gp)  
**Range** touch  
**Target** object touched  
**Duration** permanent until discharged  
**Saving Throw** none; **Spell Resistance** no

When you cast this spell, you create powerful magic in a specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is so enhanced, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar or animal companion that is touching the subject). You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the refuge spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

**Regenerate****Cleric 7**

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

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage + 1 point per caster level (maximum +35), rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

**Repulsion****Cleric 7**

**School** abjuration  
**Casting Time** 1 action  
**Components** V, S, F/DF  
**Range** up to 10 ft./level  
**Area** up to 10-ft.-radius/level emanation centered on you  
**Duration** 1 round/level (D)  
**Saving Throw** DC 25 Will negates; **Spell Resistance** yes

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. The creature is not forced back. The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

**Restoration, Greater** **Cleric 7**

**School** conjuration (healing)  
**Casting Time** 3 rounds  
**Components** V, S, M (diamond dust worth 5,000 gp)  
**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 dispels all permanent and temporary negative levels afflicting the healed creature. Greater restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects.

**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.

**Restoration, Greater** **Cleric 7**

**School** conjuration (healing)  
**Casting Time** 3 rounds  
**Components** V, S, M (diamond dust worth 5,000 gp)  
**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 dispels all permanent and temporary negative levels afflicting the healed creature. Greater restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects.

**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.

**Resurrection** **Cleric 7**

**School** conjuration (healing)  
**Casting Time** 1 minute  
**Components** V, S, M (diamond worth 10,000 gp), DF  
**Range** touch  
**Target** dead creature touched  
**Duration** instantaneous  
**Saving Throw** none, see text; **Spell Resistance** yes (harmless)

This spell functions like *raise dead*, except that you are able to restore life and complete strength to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. The remains of a creature hit by a disintegrate spell count as a small portion of its body. The creature can have been dead no longer than 10 years per caster level. Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The subject of the spell gains one permanent negative level when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead, if this would reduce its Con to 0 or less, it can't be resurrected. You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

**Raise Dead**

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. Coming back from the dead is an ordeal. The subject of the spell gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised). A character who died with spells prepared has a 50% chance of losing any given spell upon being raised. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell. A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell. A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

## Shiso Sukbutter, Cleric 15 – Spells

<b>Scrying, Greater</b>	<b>Cleric 7</b>	<b>Soul Transfer</b>	<b>Cleric 7</b>
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**School** divination (scrying)  
**Casting Time** 1 action  
**Components** V, S  
**Range** see text  
**Effect** magical sensor  
**Duration** 1 hour/level  
**Saving Throw** DC 25 Will negates; **Spell Resistance** yes

This spell functions like *scrying*, except as noted above. Additionally, all of the following spells function reliably through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic*, and *tongues*.

### Scrying

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

#### Knowledge - Will Save Modifier

None\* - +10

Secondhand (you have heard of the subject) - +5

Firsthand (you have met the subject) - +0

Familiar (you know the subject well) - -5

\*You must have some sort of connection (see below) to a creature of which you have no knowledge.

#### Connection - Will Save Modifier

Likeness or picture - -2

Possession or garment - -4

Body part, lock of hair, bit of nail, etc. - -10

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet. As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *message*. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

**School** conjuration (summoning)  
**Casting Time** 1 action  
**Components** V, S, M (a gem worth 1,000 gp per HD of the trapped creature or soul)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one petitioner, incorporeal soul, or similar creature  
**Duration** permanent; see text  
**Saving Throw** DC 25 Will negates; **Spell Resistance** yes (see text)

This spell functions like the spell completion option of *trap the soul*, except it works only on bodiless souls (such as incorporeal undead or a soul trapped in a gem) and creatures whose substance is a physical incarnation of a soul (such as a petitioner). It does not work on creatures formed from souls or planar material (such as most outsiders). Soul transfer is mainly used to transfer souls from one receptacle to another, but it can also be used to capture vulnerable souls that aren't bound to mortal flesh (such as incorporeal creatures and petitioners). When used to capture a petitioner, the petitioner's physical body vanishes, reappearing only when its soul is released from the receptacle.

### Trap the Soul

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane, it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken. Depending on the version selected, the spell can be triggered in one of two ways.

**Spell Completion:** First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows spell resistance (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, the gem shatters.

**Trigger Object:** The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled. A sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of spell resistance or a save.

**Appears in :** Book of the Damned, Book of the Damned 3: Horsemen of the Apocalypse

<b>Spell Scourge</b>	<b>Cleric 7</b>
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**School** abjuration  
**Casting Time** 1 action  
**Components** V, S  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one creature  
**Duration** instantaneous or 1d4 rounds; see text  
**Saving Throw** DC 25 Will negates; **Spell Resistance** yes

A whip of crackling magical might appears in your hand, allowing you lash spells from the mind of enemy spellcasters. With a lash of bluish-purple energy, you strip many protective spells and effects from a single creature. If the target of this spell is currently under the effects of any harmless spells or effects, it must succeed at a Will save or all of those spells and effects end, stripping the target of the benefit of those spells. If the target is not currently under the effect of at least one harmless spell, the target is instead confused for 1d4 rounds.

**Appears in :** Inner Sea Gods

Spellcasting Contract	Cleric 7	Submerge Ship	Cleric 7
<b>School</b> evocation		<b>School</b> transmutation	
<b>Casting Time</b> 10 minutes		<b>Casting Time</b> 1 minute	
<b>Components</b> V, S, DF		<b>Components</b> V, S, M/DF (a glass marble or piece of soap)	
<b>Range</b> touch		<b>Range</b> touch	
<b>Duration</b> permanent until discharged (D)		<b>Target</b> 1 sailing vessel	
<b>Saving Throw</b> DC 25 None or Will Negates; See Text;	<b>Spell</b>	<b>Duration</b> 10 minutes/level	
<b>Resistance</b> yes (harmless)		<b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> nO	

This spell functions like *lesser spellcasting contract*, except if the target has 9 HD or more, you can imbue him with one or two 2nd level spells and one 3rd-level spell.

#### Spellcasting Contract, Lesser

This spell functions exactly like *imbue with spell ability*, except that you can imbue the target with any spell you have prepared (instead of just abjuration, divination, or conjuration (healing) spells) and the target may have more than one use of the imbued spells, depending upon the arrangements made when it is cast.

Casting this spell requires a contract between you and the target, explaining what spells are to be imbued and the circumstances that cause the contract to expire. The contract may be as simple as allowing the target one casting of each of the imbued spells (as per *imbue with spell ability*), or may continue for multiple days or even indefinitely, with the target regaining use of the imbued spells when you next prepare your own spells. You may include any proviso you see fit, such as requiring the target to pray to Asmodeus each morning, or restricting the target to only casting the imbued spells on himself. If the target does not agree to all the conditions in the contract, this spell fails when cast. The contract (and this spell) automatically expires if you or the target dies. While the contract remains in effect, you gain a profane bonus to your Armor Class, saving throws, and checks equal to the highest-level spell you have imbued.

Once you cast this spell, you cannot prepare a new 5th-level spell to replace it until the contract expires. If the number of 5th-level spells you can cast decreases, and that number drops below your current number of active *lesser spellcasting contract* spells, the more recently cast imbued spells are dispelled.

Unlike *imbue with spell ability*, how the target uses the spell has no reflection on your alignment or relationship with Asmodeus; the Prince of Darkness accepts that allowing another access to his magic for good may benefit his plans in the long run. Note that unlike *imbue with spell ability*, you cannot dismiss this spell; you must abide by the contract's termination clause (though the contract may include a proviso for at-will nullification by either or both parties). This spell cannot be combined with *imbue with spell ability* or similar spells to give a target more spells than the limit.

*Example:* You cast this spell on your 5 HD fighter cohort after negotiating an appropriate contract, imbuing him with the ability to cast *cure moderate wounds*, *magic weapon*, and *shield of faith* once per day for 1 month. If he casts any of these spells, he recovers them when you prepare your spells. Until the contract ends, your 5th-level spell slot used to cast this spell remains expended and cannot be filled with a new spell. Because you imbued your cohort with a 2nd-level spell, you gain a +2 profane bonus to attacks, saves, and checks while the contract remains in effect.

**Appears in :** Council of Thieves

When this spell is cast upon a vessel, the ship is surrounded by a protective bubble of constantly replenishing, breathable air and sinks beneath the waves. For the duration of the spell, the ship can travel beneath the water as easily as it did above. While under the effects of this spell, the ship has magical propulsion that gives it a maximum speed of 120 feet and an acceleration of 30 feet (see the *Skull & Shackles Player's Guide* for details). The ship's pilot uses the normal sailing skill to control the ship while under this spell's effects, and can command it to dive and ascend as part of the vessel's normal movement. Despite the magical propulsion, the ship still requires its crew to perform its normal functions.

The spell protects the ship and all aboard from the dangers of drowning and pressure, but not from damage from outside obstacles or creatures. The bubble cannot be used offensively and prevents an affected ship from rising into a space that won't accommodate it (like a sea cave too small to contain it or under another vessel). Creatures can enter or leave the bubble at will, but those outside the sphere cannot be forced inside against their will, the sphere proving substantial enough that such creatures may choose whether to enter or to slip away along its sides. At the end of the spell's duration the bubble pops, causing a ship still underwater at that time to gain the sinking condition. This spell has no effect if cast upon a ship in water that cannot cover the vessel entirely.

Although largely beneficial, this spell can be cast on a ship whose pilot does not want to submerge her vessel. The ship itself uses its Will saving throw to resist this effect.

**Appears in :** Skull & Shackles

**Summon Monster VII****Cleric 7****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 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

**Summon Monster Tables**

**7th Level** : Bebilith [Chaotic, Evil subtypes], Bone devil [Evil, Lawful subtypes], Brachiosaurus (dinosaur)\*, Dire crocodile\*, Dire shark\*, Elemental (greater) [Elemental subtype], Giant squid\*, Mastodon (elephant)\*, Roc\*, Tyrannosaurus (dinosaur)\*, Vrock (demon) [Chaotic, Evil subtypes]

**6th Level** : Dire bear\*, Dire tiger\*, Elasmosaurus (dinosaur)\*, Elemental (Huge) [Elemental subtype], Elephant\*, Erinyes (devil) [Evil, Lawful subtypes], Giant octopus\*, Invisible stalker [Air subtype], Lillend azata [Chaotic, Good subtypes], Shadow demon [Chaotic, Evil subtypes], Succubus (demon) [Chaotic, Evil subtypes], Triceratops (dinosaur)\*

**5th Level** : Ankylosaurus (dinosaur)\*, Babau (demon) [Chaotic, Evil subtypes], Bearded devil [Evil, Lawful subtypes], Bralani azata [Chaotic, Good subtypes], Dolphin (orca)\*, Dire lion\*, Elemental (Large) [Elemental subtype], Giant moray eel\*, Kyton [Evil, Lawful subtypes], Salamander [Evil subtype], Woolly rhinoceros\*, Xill [Evil, Lawful subtypes]

\* 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.

**Sunbeam****Cleric 7****School** evocation [light]**Casting Time** 1 action**Components** V, S, DF**Range** 60 ft.**Area** line from your hand**Duration** 1 round/level or until all beams are exhausted**Saving Throw** DC 25 Reflex negates and Reflex half; see text; **Spell Resistance** yes

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted. Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half. An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

**Symbol of Stunning****Cleric 7****School** enchantment (compulsion) [mind-affecting] **Casting Time**  10 minutes**Components** V, S, M (mercury and phosphorus, plus powdered diamond and opal)**Range** 0 ft.; see text**Effect** one symbol**Duration** see text**Saving Throw** DC 25 Will negates ; **Spell Resistance** yes

This spell functions like *symbol of death*, except that all creatures within 60 feet of a symbol of stunning instead become stunned for 1d6 rounds.

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

**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

<b>Symbol of Weakness</b>	<b>Cleric 7</b>	<b>Terraform</b>	<b>Cleric 7</b>
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**School** necromancy [death]  
**Casting Time** 10 minutes  
**Components** V, S, M (mercury and phosphorus, plus powdered diamond and opal)  
**Range** 0 ft.; see text  
**Effect** one symbol  
**Duration** see text  
**Saving Throw** DC 25 Fortitude negates; **Spell Resistance** yes

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

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

### 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.

**School** transmutation  
**Casting Time** 1 hour  
**Components** V, S, M (precious minerals, see text worth 10,000 gp)  
**Range** 100 feet.  
**Area** 00-foot-radius emanation, centered on you  
**Duration** 1 day/level (see text)  
**Saving Throw** none; **Spell Resistance** no

You alter the area's terrain and climate to a new terrain and climate type appropriate to the planet or plane. For example, you might transform a desert to plains. To cast this spell, you must expend 10 uses of mythic power along with the material cost. This magically alters the area's climate and normal plants to those appropriate to the new terrain, but doesn't affect creatures or the configuration of the earth. Transforming rocky hills into forested areas converts grasses into shrubs and small trees, but doesn't flatten the hills or change the animals to suit the new environment.

You can alter the climate by one step (warm, temperate, or cold). The maximum extent of the terrain change is up to the GM, but in general is to a similar terrain type or one step within that terrain type (such as from a typical forest to a forest with massive trees or light undergrowth, from a shallow bog to a deep bog, and so on). You might be able to shift the land to a similar terrain type, such as turning a sparse forest into a relatively dry swamp. Local creatures adversely affected by these alterations either flee the area or quickly die, depending on their mobility and awareness of the change.

Multiple castings of the spell in the same area can create an area with radically different terrain and climate than the surrounding land. The GM can decide that certain terrain shifts are unsustainable and shorten the duration, or that some are suitable for the area and extend the duration.

This spell could have many secondary effects based on the nature of the change, the type of bordering terrain, and so on; these should be determined by the GM on a case-by-case basis. For example, transforming a desert requires drawing water up from underground to sustain the plants, which could deplete the water table in nearby areas. Creating a warm desert in the middle of a snowy tundra will create a bordering area of mud and frequent storms from the clash of hot and cold air fronts.

If you're at least 8th tier, you can expend 20 uses of mythic power instead of 10 to increase the range to 1 mile, the area to a 1-mile-radius emanation centered on you, and the duration to 1 month per caster level.

<b>Umbral Strike</b>	<b>Cleric 7</b>
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**School** necromancy (shadow) [darkness]  
**Casting Time** 1 action  
**Components** V, S, M (a black crossbow bolt)  
**Range** medium (100 ft. + 10 ft./level)  
**Target** 1 creature  
**Duration** 1 round/level  
**Saving Throw** DC 25 Fortitude partial; **Spell Resistance** yes

You create a bolt of dark energy and use it to make a ranged touch attack that ignores concealment (but not total concealment). If you hit, the target takes 1d6 points of damage per caster level (maximum 20d6). Half of this damage is cold damage and half of it is negative energy. The bolt's shadow expands and covers the target, rendering him blind for the duration of the spell. A successful Fortitude save halves the damage and negates the blind condition.

**Appears in** : Blood of Shadows



## Shiso Sukbutter, Cleric 15 – Spells

### Waves of Ecstasy Cleric 7

**School** enchantment (compulsion) [emotion, mind-affecting]  
**Casting Time** 1 action  
**Components** V, S  
**Range** 30 ft.  
**Area** cone-shaped burst  
**Duration** 1 round/level; see text  
**Saving Throw** DC 25 Will partial (see text); **Spell Resistance** yes

You emanate waves of intense pleasure that cause all targets within range to falter. Affected creatures are stunned for 1 round and are staggered for the remainder of the spell. A creature that makes its save is staggered for the first round and can act normally thereafter.

**Appears in** : Ultimate Magic

### Word of Chaos Cleric 7

**School** evocation [chaotic, sonic]  
**Casting Time** 1 action  
**Components** V  
**Range** 40 ft.  
**Area** nonchaotic creatures in a 40-ft.-radius spread centered on you  
**Duration** instantaneous  
**Saving Throw** DC 25 None or Will negates; see text; **Spell Resistance** yes

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

HD - Effect  
 Equal to caster level - Deafened  
 Up to caster level -1 - Stunned, deafened  
 Up to caster level -5 - Confused, stunned, deafened  
 Up to caster level -10 - Killed, confused, stunned, deafened

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

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

Confused: The creature is confused for 1d10 minutes. This is a mind-affecting enchantment effect. Save reduces the confused effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the word of chaos or not. The banishment effect allows a Will save (at a -4 penalty) to negate. Creatures whose HD exceed your caster level are unaffected by word of chaos.

### Angelic Aspect, Greater Cleric 8

**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

This spell functions like *lesser angelic aspect*, except you gain low-light vision; darkvision 60 feet; DR 10/evil; immunity to acid, cold, and petrification; resistance to electricity 10 and fire 10; a +4 racial bonus on saves against poison; and protective aura and truespeech as supernatural abilities for the duration of the spell. Also, your wings give you a fly speed of 60 feet with good maneuverability.

Protective aura provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws against attacks made or effects created by evil creatures to anyone within 20 feet. Otherwise, it functions as a *magic circle against evil* and a *lesser globe of invulnerability*, both with a radius of 20 feet.

Truespeech allows you to speak with any creature that has a language, as though using the *tongues* spell.

#### Angelic Aspect, Lesser

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

## Shiso Sukbutter, Cleric 15 – Spells

<b>Antimagic Field</b>	<b>Cleric 8</b>	<b>Call Construct</b>	<b>Cleric 8</b>
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**School** abjuration  
**Casting Time** 1 action  
**Components** V, S, M/DF (pinch of powdered iron or iron filings)  
**Range** 10 ft.  
**Area** 10-ft.-radius emanation, centered on you  
**Duration** 10 min./level (D)  
**Saving Throw** none; **Spell Resistance** see text

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

An *antimagic field* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an *antimagic field* counts against the suppressed spell's duration.

Summoned creatures of any type wink out if they enter an *antimagic field*. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast *antimagic field* in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out. (The effects of instantaneous conjurations are not affected by an *antimagic field* because the conjuration itself is no longer in effect, only its result.)

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities may be temporarily nullified by the field. *Dispel magic* does not remove the field.

Two or more *antimagic fields* sharing any of the same space have no effect on each other. Certain spells, such as *wall of force*, *prismatic sphere*, and *prismatic wall*, remain unaffected by *antimagic field*. Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

**School** conjuration / metal elemental (teleportation)  
**Casting Time** 10 minutes  
**Components** V, S, M (a sapphire worth 1,000 gp)  
**Range** touch  
**Target** construct touched  
**Duration** permanent until discharged  
**Saving Throw** none; **Spell Resistance** no

This spell functions as *instant summons*, except it can only summon a construct you control. For constructs such as golems that are immune to magic, the value of the specially inscribed sapphire must be at least 5,000 gp. For other constructs, a 1,000 gp sapphire suffices. If the construct is no longer under your control or destroyed, the spell fails, but you know roughly where the construct or its remains are located.

### Instant Summons

You call some nonliving item directly to your hand from virtually any location. First, you must place your arcane mark on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way. If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs. The inscription on the gem is invisible. It is also unreadable, except by means of a read magic spell, to anyone but you. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

**Appears in** : Ultimate Magic

<b>Cloak of Chaos</b>	<b>Cleric 8</b>
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**School** abjuration [chaotic]  
**Casting Time** 1 action  
**Components** V, S, F (a tiny reliquary worth 500 gp)  
**Range** 20 ft.  
**Target** one creature/level in a 20-ft.-radius burst centered on you  
**Duration** 1 round/level (D)  
**Saving Throw** DC 26 See text; **Spell Resistance** yes (harmless)

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful creatures that strike the subjects to become confused. This abjuration has four effects. First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from law, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures. Second, each warded creature gains spell resistance 25 against lawful spells and spells cast by lawful creatures. Third, the abjuration protects from possession and mental influence, just as protection from law does. Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is confused for 1 round (Will save negates, as with the confusion spell, but against the save DC of cloak of chaos).

**Counterbalancing Aura****Cleric 8****School** abjuration**Casting Time** 1 action**Components** V, S, F (a set of scales worth 500 gp)**Target** one creature/level in a 20-ft.-radius burst centered on you**Duration** 1 round/level**Saving Throw** see text; **Spell Resistance** yes

An oscillating bronze glow surrounds the targets, protecting them from attacks, granting them resistance to spells cast by neutral creatures, and sickening or nauseating neutral creatures that strike the targets. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saving throws. This benefit applies against all attacks and effects, not just attacks by neutral creatures.

Second, a warded creature gains spell resistance 23 against spells cast by chaotic neutral, lawful neutral, neutral evil, and neutral good creatures, and spell resistance 27 against spells cast by neutral creatures with no other alignment components.

Third, the spell protects warded creatures from possession and influence by such creatures (otherwise as *protection from evil*).

Finally, if a chaotic neutral, lawful neutral, neutral evil, or neutral good creature successfully hits a warded creature with a melee attack, the attacker is sickened for 1d6 rounds (Fortitude negates). If a neutral creature successfully hits a warded creature with a melee attack, the attacker is instead nauseated for 1d6 rounds (Fortitude negates).

**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** : Champions of Balance, Planar Adventures

**Create Demiplane****Cleric 8****School** conjuration (creation)**Casting Time** 4 hours**Components** V, S, F (a forked metal rod worth 500 gp)**Range** 0 ft.**Effect** extradimensional demiplane, up to 10 10-ft. cubes/level (S)**Duration** 1 day/level or instantaneous (see text)**Saving Throw** none; **Spell Resistance** no

This spell functions as *create lesser demiplane*, except the area is larger and you can add more features to the plane. You can use this spell to expand a demiplane you created with *create lesser demiplane* (you do not need to create an entirely new plane using this spell), in which case it has a duration of 1 day/level. Alternatively, when cast within your demiplane, you may add (or remove) one of the following features to your demiplane with each casting of the spell, in which case it has an instantaneous duration.

**Alignment:** Your plane gains the (mildly) chaos-, good-, evil-, law-, or neutral-aligned alignment trait (see Alignment Traits, GameMastery Guide 187). You cannot give your demiplane an alignment trait for an alignment you do not have.

**Bountiful:** Your demiplane gains a thriving natural ecology, with streams, ponds, waterfalls, and plants. The demiplane provides enough plant-based food (nuts, grains, fruit, fungi, and so on) to support one Medium creature for every 10-foot cube of the demiplane. The demiplane does not have any animals unless you transport them there, but the ecology can sustain itself for as long as the demiplane exists without requiring watering, gardening, pollination, and so on, and dead organic material decays and returns to the soil in the normal manner. If your demiplane has ambient light, these plants are normal, familiar surface plants; if it is a realm of twilight or darkness, these plants are fungi and other plants adapted to near-darkness or underground locations.

**Elemental:** Your plane gains the air-, earth-, fire-, or water-elemental dominant trait (see Elemental and Energy Traits, GameMastery Guide 186).

**Gravity:** By default a demiplane's gravity is normal and oriented in one direction, like what most creatures are used to on the Material Plane. By selecting this feature, the plane's gravity is heavy, light, none, objectively directional, or subjectively directional (see Gravity, GameMastery Guide 184).

**Seasonal:** The demiplane has a seasonal cycle and a light cycle, usually similar to those of a land on the Material Plane, but customizable as you see fit (for example, your demiplane could always be winter, day and night could alternate every 4 hours, and so on).

**Shape:** By default, the demiplane has a fixed shape and borders. By selecting this feature, you may make your plane self-contained so it loops upon itself when a creature reaches one edge (see Shape and Size, GameMastery Guide 185). You may designate areas or locations on the edges of your plane where this occurs (such as a pair of secret doors or a path in the woods) or apply it to the entire plane.

**Structure:** Your demiplane has a specific, linked physical structure, such as a giant tree, floating castle, labyrinth, mountain, and so on. (This option exists so you can pick a theme for your plane without having to worry about the small details of determining what spells you need for every hill, hole, wall, floor, and corner).

You can make this spell permanent with the *permanency* spell, at a cost of 20,000 gp. If you have cast *create demiplane* multiple times to enlarge the demiplane, each casting's area requires its own *permanency* spell.

**Create Demiplane, Lesser**

You create a small, finite demiplane. You must be on the Astral or Ethereal Plane or on a plane that has access to one of those planes (such as the Material Plane) to cast this spell.

When you cast the spell, you decide whether the demiplane is

**Cure Critical Wounds, Mass****Cleric 8****School** conjuration (healing)**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** one creature/level, no two of which can be more than 30 ft. apart**Duration** instantaneous**Saving Throw** Will half (harmless) or Will half; see text; **Spell Resistance** yes (harmless) or yes; see text

This spell functions like *mass cure light wounds*, except that it cures 4d8 points of damage + 1 point per caster level (maximum +40).

**Cure Light Wounds, Mass**

You channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

**Dimensional Lock****Cleric 8****School** abjuration**Casting Time** 1 action**Components** V, S**Range** medium (100 + 10 ft./level)**Area** 20-ft.-radius emanation centered on a point in space**Duration** 1 day/level**Saving Throw** none; **Spell Resistance** yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. Once dimensional lock is in place, extradimensional travel into or out of the area is not possible. A dimensional lock 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, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

**Discern Location****Cleric 8****School** divination**Casting Time** 10 minutes**Components** V, S, DF**Range** unlimited**Target** one creature or object**Duration** instantaneous**Saving Throw** none; **Spell Resistance** no

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of a mind blank spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies. To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

## Shiso Sukbutter, Cleric 15 – Spells

<b>Earthquake</b>	<b>Cleric 8</b>	<b>Euphoric Tranquility</b>	<b>Cleric 8</b>
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**School** evocation [earth]  
**Casting Time** 1 action  
**Components** V, S, DF  
**Range** long (400 + 40 ft./level)  
**Area** 80-ft.-radius spread (S)  
**Duration** 1 round  
**Saving Throw** see text; **Spell Resistance** no

When you cast earthquake, an intense but highly localized tremor rips the ground. The powerful shockwave created by this spell knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

**Cave, Cavern, or Tunnel:** The roof collapses, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris and rubble.

**Cliffs:** Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it falls vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

**Open Ground:** Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). The fissures are 40 feet deep. At the end of the spell, all fissures grind shut. Treat all trapped creatures as if they were in the bury zone of an avalanche, trapped without air (see Chapter 13 for more details).

**Structure:** Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

**River, Lake, or Marsh:** Fissures open under the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

**Pinned Beneath Rubble:** Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

**School** enchantment / wood elemental (compulsion) [mind-affecting]  
**Casting Time** 1 action  
**Components** V, S, M/DF (a poppy flower)  
**Range** touch  
**Target** creature touched  
**Duration** 1 round/level  
**Saving Throw** none and Will partial (see below); **Spell Resistance** yes

A creature under the effect of this enchantment enters a state of euphoria. The target treats all creatures as dear friends and abhors violence, but may rise up to protect itself if violence is perpetrated against it. Until the end of the spell's duration, the creature's speed is halved, and it cannot make attacks or cast spells. If the creature is attacked, it gets a Will saving throw. If the saving throw succeeds, the creature can make act normally for 1 round. If the saving throw fails, the creature moves half its speed away from the attacker as its next action.

Furthermore, if the creature is interacted with, or questioned while under the effects of this spell, it is considered to have an attitude of Helpful (see the Diplomacy skill, Core Rulebook 94), though any advice or answers it gives may be disjointed or stream of consciousness due to its euphoric state.

**Appears in :** Advanced Player's Guide

<b>Fire Storm</b>	<b>Cleric 8</b>
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**School** evocation [fire]  
**Casting Time** 1 action  
**Components** V, S  
**Range** medium (100 + 10 ft./level)  
**Area** two 10-ft. cubes per level (S)  
**Duration** instantaneous  
**Saving Throw** DC 26 Reflex half; **Spell Resistance** yes

When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, or any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6). Creatures that fail their Reflex save catch on fire, taking 4d6 points of fire damage each round until the flames are extinguished. Extinguishing the flames is a full-round action that requires a DC 20 Reflex save.

<b>Frightful Aspect</b>	<b>Cleric 8</b>
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**School** transmutation (polymorph)  
**Casting Time** 1 action  
**Components** V, S, M (the skin of a toad)  
**Range** personal  
**Target** you  
**Duration** 1 minute/level

You become a larger, awful version of yourself. You grow to size Large, and take on features that horrify your enemies. You gain the following abilities: a +6 size bonus to Strength, a +4 size bonus to Constitution, a +6 natural armor bonus, DR 10/magic, and spell resistance equal to 10 + half your caster level. You also emit an aura that emanates 30 feet from you. Enemy creatures within the aura are shaken. Each time a creature shaken by this aura hits you with a melee attack, that creature becomes frightened for 1d4 rounds, though at the end of that duration it is no longer affected by this aura. The aura's effect is a fear and mind-affecting effect.

**Appears in :** Ultimate Combat

**Heart of the Mammoth** Cleric 8

**School** transmutation  
**Casting Time** 1 action  
**Components** V, S, F (a fetish of mammoth hair soaked in dragon's blood)  
**Range** touch  
**Target** creature touched  
**Duration** 1 round/level  
**Saving Throw** Will negates (harmless); **Spell Resistance** no

The target creature becomes stronger, hardier, and imbued with the courage of the greatest megafauna of the tundra. The spell grants a +8 enhancement bonus to Strength and Constitution, immunity to fear, a +4 morale bonus to Will saves, and doubles the critical threat range of all its attacks against creatures of the dragon type (this does not stack with Improved Critical, keen edge, or similar effects).

**Appears in** : Dragonslayer's Handbook

**Holy Aura** Cleric 8

**School** abjuration [good]  
**Casting Time** 1 action  
**Components** V, S, F (a tiny reliquary worth 500 gp)  
**Range** 20 ft.  
**Target** one creature/level in a 20-ft.-radius burst centered on you  
**Duration** 1 round/level (D)  
**Saving Throw** see text; **Spell Resistance** yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects. First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from evil, this benefit applies against all attacks, not just against attacks by evil creatures. Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures. Third, the abjuration protects the recipient from possession and mental influence, just as protection from evil does. Finally, if an evil creature succeeds on a melee attack against a creature warded by a holy aura, the offending attacker is blinded (Fortitude save negates, as blindness/deafness, but against holy aura's save DC).

**Holy Aura** Cleric 8

**School** abjuration [good]  
**Casting Time** 1 action  
**Components** V, S, F (a tiny reliquary worth 500 gp)  
**Range** 20 ft.  
**Target** one creature/level in a 20-ft.-radius burst centered on you  
**Duration** 1 round/level (D)  
**Saving Throw** see text; **Spell Resistance** yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects. First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from evil, this benefit applies against all attacks, not just against attacks by evil creatures. Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures. Third, the abjuration protects the recipient from possession and mental influence, just as protection from evil does. Finally, if an evil creature succeeds on a melee attack against a creature warded by a holy aura, the offending attacker is blinded (Fortitude save negates, as blindness/deafness, but against holy aura's save DC).

**Inflict Critical Wounds, Mass** Cleric 8

**School** necromancy  
**Casting Time** 1 action  
**Components** V, S  
**Range** close (25 + 5 ft./2 levels)  
**Target** one creature/level, no two of which can be more than 30 ft. apart  
**Duration** instantaneous  
**Saving Throw** DC 26 Will half; **Spell Resistance** yes

This spell functions like *mass inflict light wounds*, except that it deals 4d8 points of damage + 1 point per caster level (maximum +40).

**Inflict Light Wounds, Mass**

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage + 1 point per caster level (maximum +25) to nearby living enemies. Like other inflict spells, mass inflict light wounds cures undead in its area rather than damaging them. A cleric capable of spontaneously casting inflict spells can also spontaneously cast mass inflict spells.

**Maw of Chaos** Cleric 8

**School** conjuration (teleportation) [chaotic]  
**Casting Time** 1 action  
**Components** V, S, F/DF  
**Range** close (25 ft. + 5 ft./2 levels)  
**Area** 5-foot-radius spread  
**Duration** concentration (maximum 1 round/level)  
**Saving Throw** see text; **Spell Resistance** yes; see text

This spell creates a rip in reality that plunges into the interspatial vortices that constantly churn with the raw destructive chaos of the Abyss. Each round at the beginning of your turn, the *maw of chaos* attempts a drag combat maneuver check against every creature within 40 feet, using your caster level plus your primary spellcasting ability modifier in place of a CMB. If a creature is dragged into a *maw of chaos*, the area erupts in a surge of chaotic energy and the creature takes 1d6 points of damage per caster level. Only one such eruption can occur per round.

Creatures dragged adjacent to the *maw of chaos* become entangled by the frayed strands of reality being torn apart at the rim of the *maw of chaos*. Escape requires a successful Escape Artist check or grapple check against a DC equal to 10 plus the spell's save DC. Every creature without the chaotic subtype that ends its turn adjacent to a *maw of chaos* takes 2 points of damage to each ability score. Creatures with the lawful subtype take double this amount of damage; creatures with the chaotic subtype take no damage.

Calling, summoning, and teleportation effects used within 30 feet of the *maw of chaos* or that cause a creature to appear within 30 feet of a *maw of chaos* are redirected, causing the creature to arrive adjacent to the *maw of chaos* rather than at its intended destination. Unattended objects (including dead bodies) adjacent to the *maw of chaos* are drawn into it and affected as by *disintegrate* at the beginning of the caster's next turn.

**Appears in** : Wrath of the Righteous

<b>Nature's Ravages, Greater</b>	<b>Cleric 8</b>	<b>Nine Lives</b>	<b>Cleric 8</b>
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**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

This spell functions like *nature's ravages*, except the target corpse ages a number of years equal to up to 1 year per caster level (maximum 20 years at 20th level).

Casting time is 10 minutes per HD of target.

**Nature's Ravages**

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

**Racial Spell for Catfolk**  
**School** abjuration  
**Casting Time** 1 action  
**Components** V, S, M/DF (a cat's whisker)  
**Range** touch  
**Target** one creature touched  
**Duration** 1 hour/level  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

Despite its name, this powerful ward does not grant the target multiple lives, but rather gives the target the ability to get out of trouble and relieves harmful effects and conditions. For the spell's duration, the target can use any of the following abilities as an immediate action, but only up to a total of nine times, at which point the spell ends.

*Cat's Luck*: The target can use this ability when it fails a saving throw. The target can reroll the failed saving throw, but must take the new result even if it is worse.

*Fortitude*: The target uses this ability when a critical hit or sneak attack is scored against it. The critical hit or sneak attack is negated and the damage is instead rolled normally.

*Rejuvenate*: The target uses this ability when it is reduced to 0 or fewer hit points. The target is instantly healed 3d6 points of damage. If enough hit points are regained to bring the target to positive hit points, it does not fall unconscious. If it is not enough to leave the target with positive hit points, the target automatically stabilizes. Both of these effects work even if the damage was originally enough to kill the target.

*Shake Off*: The target uses this ability when it is under the effects of any of the following conditions: blinded, confused, cowering, dazed, dazzled, entangled, exhausted, fatigued, frightened, nauseated, panicked, shaken, sickened, or staggered. Using this ability ends one of those conditions.

*Shimmy Out*: The target uses this ability when it is grappled or pinned. The target automatically escapes the grapple as if it had succeeded at an Escape Artist check to escape the grapple.

*Stay Up*: The target uses this ability when it is tripped or otherwise knocked prone. The target steadies itself and stays upright.

**Appears in** : Advanced Race Guide

## Shiso Sukbutter, Cleric 15 – Spells

<b>Nine Lives (x2)</b>	<b>Cleric 8</b>
<p><b>Racial Spell for Catfolk</b>  <b>School</b> abjuration  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M/DF (a cat's whisker)  <b>Range</b> touch  <b>Target</b> one creature touched  <b>Duration</b> 1 hour/level  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)</p> <p>Despite its name, this powerful ward does not grant the target multiple lives, but rather gives the target the ability to get out of trouble and relieves harmful effects and conditions. For the spell's duration, the target can use any of the following abilities as an immediate action, but only up to a total of nine times, at which point the spell ends.</p> <p><i>Cat's Luck:</i> The target can use this ability when it fails a saving throw. The target can reroll the failed saving throw, but must take the new result even if it is worse.</p> <p><i>Fortitude:</i> The target uses this ability when a critical hit or sneak attack is scored against it. The critical hit or sneak attack is negated and the damage is instead rolled normally.</p> <p><i>Rejuvenate:</i> The target uses this ability when it is reduced to 0 or fewer hit points. The target is instantly healed 3d6 points of damage. If enough hit points are regained to bring the target to positive hit points, it does not fall unconscious. If it is not enough to leave the target with positive hit points, the target automatically stabilizes. Both of these effects work even if the damage was originally enough to kill the target.</p> <p><i>Shake Off:</i> The target uses this ability when it is under the effects of any of the following conditions: blinded, confused, cowering, dazed, dazzled, entangled, exhausted, fatigued, frightened, nauseated, panicked, shaken, sickened, or staggered. Using this ability ends one of those conditions.</p> <p><i>Shimmy Out:</i> The target uses this ability when it is grappled or pinned. The target automatically escapes the grapple as if it had succeeded at an Escape Artist check to escape the grapple.</p> <p><i>Stay Up:</i> The target uses this ability when it is tripped or otherwise knocked prone. The target steadies itself and stays upright.</p> <p><b>Appears in :</b> Advanced Race Guide</p>	<p style="text-align: right;"><b>Cleric 8</b></p> <p><b>Orb of the Void</b></p> <p><b>School</b> necromancy / void elemental  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a black gemstone of any kind worth 50 gp)  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Effect</b> 1-ft.-diameter sphere  <b>Duration</b> 1 round/level (D)  <b>Saving Throw</b> DC 26 Fortitude negates; <b>Spell Resistance</b> yes</p> <p>You create a small weightless sphere of pure negative energy. As a move action, you can move it up to 30 feet per round in any direction. If it enters a space with a living creature, it stops moving for the round and that creature gains one negative level (Fortitude negates). Any creature passing through or ending its turn in the space occupied by the sphere gains one negative level (Fortitude negates). Twenty-four hours after gaining a negative level from the sphere, the subject must make a Fortitude saving throw (the DC of this save is equal to the DC of this spell) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent. If more than one orb (from different castings of the spell) enters the same space, the orbs automatically fuse together. The resulting orb uses the higher of the two orbs' DCs as its DC and whichever duration has more time left. If the orbs are from different casters, each must make an opposed Intelligence check to move the sphere. An undead creature that passes through or ends its turn in the space occupied by the orb gains 2d4 x 5 temporary hit points for 1 hour.</p> <p><b>Appears in :</b> Ultimate Magic</p> <hr/> <p style="text-align: right;"><b>Cleric 8</b></p> <p><b>Phasic Challenge</b></p> <p><b>School</b> transmutation  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a scrap of a knight's banner)  <b>Range</b> close (25 ft. + 5 ft./2 levels)  <b>Target</b> two creatures within 60 feet of one another; see text  <b>Duration</b> 1 round/level (D)  <b>Saving Throw</b> DC 26 Will negates (see below); <b>Spell Resistance</b> yes</p> <p>You select one enemy and one willing ally as targets. The enemy gains a new Will saving throw at the beginning of each turn, and on a successful saving throw the spell ends. Both targets remain visible and audible, and can see and hear other creatures, but cannot physically interact with any creature save one another. Spells or weapon attacks from the affected creatures impact only each other, though spells might affect terrain or other factors not related to other creatures. If one of the creatures becomes unconscious or dies, or if the effect is dispelled, the effect ends for both of them.</p> <p><b>Appears in :</b> Magic Tactics Toolbox</p>



**Planar Ally, Greater****Cleric 8****School** conjuration (calling)**Casting Time** 10 minutes**Components** V, S, M (payment, plus offerings worth 2,500 gp), DF**Range** close (25 + 5 ft./2 levels)**Effect** up to three called outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear**Duration** instantaneous**Saving Throw** none; **Spell Resistance** no

This spell functions like *lesser planar ally*, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. The creatures agree to help you and request your return payment together.

**Planar Ally, Lesser**

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.

**Remove Radioactivity, Greater****Cleric 8****School** conjuration (healing)**Casting Time** 1 action**Components** V, S**Range** touch**Duration** instantaneous**Saving Throw** DC 26 Fortitude negates (object); **Spell Resistance** yes (object)

This spell functions like *remove radioactivity*, save that it cures all ability damage and drain due to radioactivity that the target has taken. In addition, you can deplete a radioactive object as well, although because you must touch the object to affect it, you expose yourself to at least 1 round of contact with the object's radiation. You must succeed at a caster level check (DC = 5 + the Fortitude DC associated with the radiation effect) in order to deplete the object. If you are successful, the object no longer emits radiation. In the case of a nuclear reactor or atomic warhead, this permanently renders the reactor or warhead inert and harmless.

**Appears in** : Technology Guide

**Shield of Law****Cleric 8****School** abjuration [lawful]**Casting Time** 1 action**Components** V, S, F (a reliquary worth 500 gp)**Range** 20 ft.**Target** one creature/level in a 20-ft.-radius burst centered on you**Duration** 1 round/level (D)**Saving Throw** DC 26 See text; **Spell Resistance** yes (harmless)

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and slowing chaotic creatures when they strike the subjects. This abjuration has four effects. First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from chaos, this benefit applies against all attacks, not just against attacks by chaotic creatures. Second, a warded creature gains spell resistance 25 against chaotic spells and spells cast by chaotic creatures. Third, the abjuration protects you from possession and mental influence, just as protection from chaos does. Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the attacker is slowed (Will save negates, as the slow spell, but against shield of law's save DC).

**Soulreaver****Cleric 8****School** necromancy [death]**Casting Time** 1 action**Components** V, S**Range** close (25 ft. + 5 ft./2 levels)**Target** living creatures in a 20-ft.-radius spread**Duration** instantaneous**Saving Throw** DC 26 Fortitude half; **Spell Resistance** yes

Favored by the necromancer Geb as a tool to turn his enemies' armies against themselves, this potent death spell deals 1d6 points of damage per caster level (maximum 20d6) to living creatures in the area of effect.

**Appears in** : Mythic Origins

**Spell Immunity, Greater****Cleric 8****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)

This spell functions like *spell immunity*, except the immunity applies to spells of 8th level or lower. A creature can have only one spell immunity or greater spell immunity spell in effect on it at a time.

**Spell Immunity**

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.

## Shiso Sukbutter, Cleric 15 – Spells

<b>Spellcrash, Greater</b>	<b>Cleric 8</b>
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**School** abjuration  
**Casting Time** 1 action  
**Components** V, S  
**Range** medium (100 + 10 ft./level)  
**Target** one creature  
**Duration** instantaneous  
**Saving Throw** DC 26 Will negates; see text; **Spell Resistance** yes

This spell functions as *lesser spellcrash*, except that it affects 7th-level or lower prepared spells or spell slots..

### Spellcrash, Lesser

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

<b>Spellscar</b>	<b>Cleric 8</b>
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**School** abjuration  
**Casting Time** 1 action  
**Components** V, S, M (a pinch of sand from the Spellscar Desert)  
**Range** medium (100 + 10 ft./level)  
**Area** two 10-ft. cubes per level (S)  
**Duration** 10 minutes/level (D)

This potent spell invokes the same sort of magical devastation that created the Mana Wastes so long ago - albeit on a much more localized (and thankfully temporary) scale. Within the area you choose to affect with *spellscar*, the terrain takes on a strange pale hue, as if colors were muted. Periodically, ripples of vibrant color wriggle through the terrain. Within this area, any spell, spell-like ability, or magic item activation automatically triggers a primal magic event - a spellcaster can avoid triggering such an event by making a concentration check (DC 15 + twice the spell's level), but non-spellcasters who activate magic items have no such option.

You gain a +4 insight bonus on concentration checks made to avoid triggering primal magic events while within a *spellscar* you have created, and if you do trigger a primal magic event, you may roll d% twice and pick which of the two results you wish to have occur.

**Appears in** : Inner Sea Magic

<b>Stormbolts</b>	<b>Cleric 8</b>
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**School** evocation / air elemental / metal elemental [electricity]  
**Casting Time** 1 action  
**Components** V, S, M/DF (a copper rod)  
**Range** 30 ft.  
**Area** a 30-ft.-radius spread, centered on you  
**Duration** instantaneous  
**Saving Throw** DC 26 Fortitude partial; **Spell Resistance** yes

When you cast this spell, lightning spills forth from your body in all directions. The bolts do not harm natural vegetation or creatures in the area you wish to exclude from damage. Any other creatures within the area take 1d8 points of electricity damage per caster level (maximum 20d8) and are stunned for 1 round. A successful saving throw halves the damage and negates the stun effect.

**Appears in** : Advanced Player's Guide

Summon Monster VIII	Cleric 8	Sunburst	Cleric 8
<b>School</b> conjuration / all elements (summoning) <b>Casting Time</b> 1 round <b>Components</b> V, S, F/DF <b>Range</b> close (25 + 5 ft./2 levels) <b>Effect</b> one summoned creature <b>Duration</b> 1 round/level (D) <b>Saving Throw</b> none; <b>Spell Resistance</b> no		<b>School</b> evocation [light] <b>Casting Time</b> 1 action <b>Components</b> V, S, M/DF (sunstone and fire source) <b>Range</b> long (400 + 40 ft./level) <b>Area</b> 80-ft.-radius burst <b>Duration</b> instantaneous <b>Saving Throw</b> DC 26 Reflex partial; see text; <b>Spell Resistance</b> yes	

This spell functions like *summon monster I*, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

#### Summon Monster Tables

**8th Level** : Barbed devil [Evil, Lawful subtypes], Elemental (elder) [Elemental subtype], Hezrou (demon) [Chaotic, Evil subtypes]

**7th Level** : Bebilith [Chaotic, Evil subtypes], Bone devil [Evil, Lawful subtypes], Brachiosaurus (dinosaur)\*, Dire crocodile\*, Dire shark\*, Elemental (greater) [Elemental subtype], Giant squid\*, Mastodon (elephant)\*, Roc\*, Tyrannosaurus (dinosaur)\*, Vrock (demon) [Chaotic, Evil subtypes]

**6th Level** : Dire bear\*, Dire tiger\*, Elasmosaurus (dinosaur)\*, Elemental (Huge) [Elemental subtype], Elephant\*, Erinyes (devil) [Evil, Lawful subtypes], Giant octopus\*, Invisible stalker [Air subtype], Lillend azata [Chaotic, Good subtypes], Shadow demon [Chaotic, Evil subtypes], Succubus (demon) [Chaotic, Evil subtypes], Triceratops (dinosaur)\*

\* 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.

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half. An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst dispels any darkness spells of lower than 9th level within its area.

**Symbol of Death****Cleric 8****School** necromancy [death]**Casting Time** 10 minutes**Components** V, S, M (mercury and phosphorus, plus powdered diamond and opal worth 5 gp)**Range** 0 ft.; see text**Effect** one symbol**Duration** see text**Saving Throw** DC 26 Fortitude negates; **Spell Resistance** yes

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 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 *symbol of death* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols of death*, and thus always ignore the effects and cannot inadvertently trigger them.

*Read magic* allows you to identify a *symbol* with a Spellcraft check

**Symbol of Debauchery****Cleric 8****School** enchantment (compulsion) [emotion, mind-affecting]**Casting Time** 10 minutes**Components** V, S, M (a set of bull genitals and powdered ruby worth 5,000 gp)**Range** 0 ft.; see text**Effect** one symbol**Duration** see text**Saving Throw** DC 26 Will negates; **Spell Resistance** yes

You conjure a sizable symbol into being, a rune suggestive of bloated bodies, flung food, and flowing wine. This spell functions as *symbol of death*, except that all creatures within 60 feet of the *symbol of debauchery* are instead filled with lust for the nearest conscious creature. This effect lasts for 1 round per caster level, even after creatures leave the symbol's area of effect. Affected creatures are compelled to rush to the nearest creature in order to caress and kiss it, and may take no other actions. Each creature receives a single Will save when the *symbol of debauchery* is triggered to negate the effect. If no other creatures are visible, an affected creature may act normally.

**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.

**Symbol of Dispelling****Cleric 8****School** abjuration**Casting Time** 10 minutes**Components** V, S, M (pure grain alcohol and powdered diamond worth 5,000 gp)**Range** 0 ft.; see text**Effect** one symbol**Duration** instantaneous**Saving Throw** none; **Spell Resistance** no

This spell functions as *symbol of death*, except that all creatures within 40 feet of the *symbol of dispelling* are instead affected as if by the area dispel function of *greater dispel magic*. Attempt a dispel check when casting *symbol of dispelling*. Once the symbol is triggered, apply the result of that check to each creature in the area, as well as each object that is the target of one or more spells. Unlike *symbol of death*, *symbol of dispelling* grants no saving throws, and it is not subject to spell resistance.

**Dispel Magic, Greater**

This spell functions like *dispel magic*, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use *greater dispel magic* in one of three ways: a targeted dispel, area dispel, or a counterspell:

**Targeted Dispel**: This functions as a targeted *dispel magic*, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect. The DC of this check is equal to the curse's DC.

**Area Dispel**: When *greater dispel magic* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel magic*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel magic* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel magic* spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

**Counterspell**: This functions as *dispel magic*, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

**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.

Symbol of Insanity	Cleric 8	Umbral Infusion, Mass	Cleric 8
<b>School</b> enchantment (compulsion) [mind-affecting]		<b>School</b> necromancy [shadow]	
<b>Casting Time</b> 10 minutes		<b>Casting Time</b> 1 action	
<b>Components</b> V, S, M (mercury and phosphorus, plus powdered diamond and opal)		<b>Components</b> V, S	
<b>Range</b> 0 ft.; see text		<b>Range</b> close (25 ft. + 5 ft./2 levels)	
<b>Effect</b> one symbol		<b>Target</b> one mindless undead creature/level, no two of which can be more than 30 ft. apart	
<b>Duration</b> see text		<b>Duration</b> 1 minute/level	
<b>Saving Throw</b> DC 26 Will negates; <b>Spell Resistance</b> yes		<b>Saving Throw</b> DC 26 Will negates; <b>Spell Resistance</b> yes	

This spell functions like *symbol of death*, except that all creatures within the radius of the symbol of insanity instead become permanently insane (as the insanity spell). Unlike *symbol of death*, symbol of insanity has no hit point limit; once triggered, a symbol of insanity simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of insanity are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of insanity and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for symbol of insanity.

#### 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.

This spell functions as *umbral infusion*, except it can affect multiple mindless undead creatures.

#### Umbral Infusion

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

**Astral Projection****Cleric 9****School** necromancy**Casting Time** 30 minutes**Components** V, S, M (jacinth worth 1,000 gp)**Range** touch**Target** you plus one additional willing creature touched per two caster levels**Duration** see text**Saving Throw** none; **Spell Resistance** yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them. You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter. While you are on the Astral Plane, your astral body is connected at all times to your physical body by an incorporeal silver cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the silver cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. This is a traumatic affair, however, and you gain two permanent negative levels if your second body or astral form is slain. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes. You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as dispel magic cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you). When this spell ends, your astral body and all of its gear, vanishes.



Create Demiplane, Greater	Cleric 9	Energy Drain	Cleric 9
<p><b>School</b> conjuration (creation)  <b>Casting Time</b> 6 hours  <b>Components</b> V, S, F (a forked metal rod worth 500 gp)  <b>Range</b> 0 ft.  <b>Effect</b> extradimensional demiplane, up to 20 10-ft. cubes/level (S)  <b>Duration</b> 1 day/level  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p>	<p><b>School</b> necromancy  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Effect</b> ray of negative energy  <b>Duration</b> instantaneous  <b>Saving Throw</b> DC 27 Fortitude partial; see text for enervation; <b>Spell Resistance</b> yes</p>		
<p>This spell functions as <i>create demiplane</i>, except the area is larger and you can add more features to the plane. You can use this spell to expand a demiplane you created with <i>lesser create demiplane</i> or <i>create demiplane</i> (you do not need to create an entirely new plane using this spell), in which case it has a duration of 1 day/level. Alternatively, when cast within your demiplane, you may add to your demiplane (or remove from it) one of the following features (or any of the features described in <i>create demiplane</i>) with each casting of the spell, in which case it has an instantaneous duration.</p>		<p>This spell functions like <i>enervation</i>, except that the creature struck gains 2d4 temporary negative levels. Twenty-four hours after gaining them, the subject must make a Fortitude saving throw (DC = energy drain spell's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent. An undead creature struck by the ray gains 2d4 x 5 temporary hit points for 1 hour.</p>	
<p><b>Energy:</b> Your plane gains the (minor) negative- or positive-dominant energy trait (see Elemental and Energy Traits, GameMastery Guide 186). A plane cannot have both the negative-dominant and positive-dominant energy traits.</p>		<p><b>Enervation</b>  You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels (see Appendix 1). Negative levels stack. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from enervation don't last long enough to do so. An undead creature struck by the ray gains 1d4 x 5 temporary hit points for 1 hour.</p>	
<p><b>Magic:</b> Your plane gains the dead magic, enhanced magic, impeded magic, or wild magic planar trait (see Magic Traits, GameMastery Guide 187). If you selected dead magic, you are trapped within your plane unless it has a permanent planar portal (such as the portal feature, below). If you selected enhanced or impeded magic, choose one type of magic to be enhanced or impeded, such as "effects with the fire descriptor or that manipulate fire" or "death spells and spells from the Death or Repose domains." A plane cannot be enhanced and impeded for the same kinds of spells.</p>		<p><b>Etherealness</b> <span style="float: right;"><b>Cleric 9</b></span>  <b>School</b> transmutation / aether elemental  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch; see text  <b>Target</b> you and one other touched creature per three levels  <b>Duration</b> 1 min./level (D)  <b>Spell Resistance</b> yes</p>	
<p><b>Morphic:</b> You may use <i>move earth</i> at will in your demiplane at one-tenth of the spell's normal casting time, and can reshape normal plants in the same manner (such as by twisting trees into a fence or humanlike shapes). You are even able to affect rock formations with this ability, though the casting time for this is only half normal.</p>		<p>This spell functions like <i>ethereal jaunt</i>, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together. When the spell expires, all affected creatures on the Ethereal Plane return to material existence.</p>	
<p><b>Portal:</b> Your demiplane gains a permanent <i>gate</i> to one location on another plane, which can only be used for planar travel. This location must be very familiar to you. This gate is always open and usable from both sides, but you can secure it using normal means (such as by building a door around it).</p> <p><b>Time:</b> By default, time passes at the normal rate in your demiplane. By selecting this feature, you may make your plane have the erratic time, flowing time (half or double normal time), or timeless trait (see Time, GameMastery Guide 185).</p>		<p><b>Ethereal Jaunt</b>  You become ethereal, along with your equipment. For the duration of the spell, you are in the Ethereal Plane, which overlaps the Material Plane. When the spell expires, you return to material existence. An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet. Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as if they were material. If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.</p>	
<p>You can make this spell permanent with the <i>permanency</i> spell, at a cost of 22,500 gp. If you have cast <i>create greater demiplane</i> multiple times to enlarge the demiplane, each casting's area requires its own <i>permanency</i> spell.</p>			
<p><b>Create Demiplane</b>  This spell functions as <i>create lesser demiplane</i>, except the area is larger and you can add more features to the plane. You can use this spell to expand a demiplane you created with <i>create lesser demiplane</i> (you do not need to create an entirely new plane using this spell), in which case it has a duration of 1 day/level. Alternatively, when cast within your demiplane, you may add (or remove) one of the following features to your demiplane with each casting of the spell, in which case it has an instantaneous duration.</p>			
<p><b>Alignment:</b> Your plane gains the (mildly) chaos-, good-, evil-, law-, or neutral-aligned alignment trait (see Alignment Traits, GameMastery Guide 187). You cannot give your demiplane an alignment trait for an alignment you do not have.</p>			
<p><b>Bountiful:</b> Your demiplane gains a thriving natural ecology, with streams, ponds, waterfalls, and plants. The demiplane provides enough plant-based food (nuts, grains, fruit, fungi, and so on) to support one Medium creature for every 10-foot cube of the demiplane. The</p>			

## Shiso Sukbutter, Cleric 17 – Spells

Gate	Cleric 9	Heal, Mass	Cleric 9
<p><b>School</b> conjuration / all elements (calling, creation)  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M, see text  <b>Range</b> medium (100 + 10 ft./level)  <b>Effect</b> see text  <b>Duration</b> instantaneous or concentration (up to 1 round/level); see text  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>Casting a gate spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction. Second, you may then call a particular individual or kind of being through the gate.</p> <p>The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice) oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side. A gate has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.</p> <p><b>Planar Travel:</b> As a mode of planar travel, a gate spell functions much like a plane shift spell, except that the gate opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you - anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel. You may hold the gate open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed.</p> <p><b>Calling Creatures:</b> The second effect of the gate spell is to call an extraplanar creature to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the gate to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This use of the spell creates a gate that remains open just long enough to transport the called creatures. This use of the spell has a material cost of 10,000 gp in rare incense and offerings. This cost is in addition to any cost that must be paid to the called creatures. If you choose to call a kind of creature instead of a known individual, you may call either a single creature or several creatures. In either case, their total HD cannot exceed twice your caster level. In the case of a single creature, you can control it if its HD does not exceed your caster level. A creature with more HD than your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time. If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the lesser planar ally spell for appropriate rewards. Some creatures may want their payment in "livestock" rather than in coin, which could involve complications. Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane. Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.</p> <p><b>Note:</b> When you use a calling spell such as gate to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.</p>	Cleric 9	<p><b>School</b> conjuration (healing)  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one or more creatures, no two of which can be more than 30 ft. apart  <b>Duration</b> instantaneous  <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)</p> <p>This spell functions like <i>heal</i>, except as noted above. The maximum number of hit points restored to each creature is 250.</p> <p><b>Heal</b>  Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.</p> <p>Heal does not remove negative levels or restore permanently drained ability score points. If used against an undead creature, heal instead acts like harm.</p>	Cleric 9
	Cleric 9	<p><b>School</b> evocation  <b>Casting Time</b> 10 minutes  <b>Components</b> V, S, F (a silver mirror worth 100 gp)  <b>Range</b> 1 hex  <b>Target</b> one army  <b>Duration</b> 1 battle  <b>Saving Throw</b> none or Will negates (harmless); <b>Spell Resistance</b> yes</p> <p>You imbue the target with an army special ability (see page 242 of Ultimate Campaign) possessed by the army's commander. The army is treated as if it consists of units who all possess the chosen special ability. This special ability is in addition to any special abilities the army inherently possessed prior to the casting of the spell.</p> <p><b>Appears in :</b> Quests &amp; Campaigns</p>	Cleric 9
	Cleric 9	<p><b>School</b> evocation  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Target</b> one corporeal creature/round  <b>Duration</b> concentration (up to 1 round per 2 levels)  <b>Saving Throw</b> DC 27 Fortitude negates; <b>Spell Resistance</b> yes</p> <p>This spell causes a destructive resonance in a corporeal creature's body. Each round you concentrate (including the first), you can cause one creature to collapse in on itself, inflicting 10 points of damage per caster level. If you break concentration, the spell immediately ends, though any implosions that have already happened remain in effect. You can target a particular creature only once with each casting of the spell. Implosion has no effect on creatures in gaseous form or on incorporeal creatures.</p>	Cleric 9

Interplanetary Teleport	Cleric 9	Miracle	Cleric 9
<p><b>School</b> conjuration (teleportation)  <b>Casting Time</b> 1 action  <b>Components</b> V  <b>Range</b> personal Touch  <b>Target</b> you and touched objects or other touched willing creatures  <b>Duration</b> instantaneous  <b>Saving Throw</b> none and Will negates (object); <b>Spell Resistance</b> no and yes (object)</p>		<p><b>School</b> evocation  <b>Casting Time</b> 1 action  <b>Components</b> V  <b>Range</b> see text  <b>Duration</b> see text  <b>Saving Throw</b> see text; <b>Spell Resistance</b> yes</p>	
<p>This spell functions as <i>teleport</i>, except there is truly no range limit and you do not need to have seen your destination, though you must have a solid grasp of which world you wish to travel to ("the third planet from the sun" is an acceptable destination, but "a habitable world near that bright star" is not). If you have a specific location on a planet in mind, you arrive there without a chance of failure; otherwise you arrive at a location that would not immediately be life-threatening. If no such safe landing zone exists on the world, such as someone attempting to travel into the sun without the proper precautions in place, the spell simply fails.</p>		<p>You don't so much cast a miracle as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede. A miracle can do any of the following things.</p> <ul style="list-style-type: none"> <li>• Duplicate any cleric spell of 8th level or lower.</li> <li>• Duplicate any other spell of 7th level or lower.</li> <li>• Undo the harmful effects of certain spells, such as feblemind or insanity.</li> <li>• Have any effect whose power level is in line with the above effects.</li> </ul>	
<p><b>Teleport</b>  This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table.</p>		<p>Alternatively, a cleric can make a very powerful request. Casting such a miracle costs the cleric 25,000 gp in powdered diamond because of the powerful divine energies involved. Examples of especially powerful miracles of this sort could include the following:</p> <ul style="list-style-type: none"> <li>• Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.</li> <li>• Moving you and your allies, with all your and their gear, from one plane to a specific locale through planar barriers with no chance of error.</li> <li>• Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster. In any event, a request that is out of line with the deity's (or alignment's) nature is refused.</li> </ul> <p>A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell. When a miracle spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.</p>	
<p><b>Familiarity:</b> "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying. "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.</p> <p><b>On Target:</b> You appear where you want to be.</p> <p><b>Off Target:</b> You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.</p> <p><b>Similar Area:</b> You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.</p> <p><b>Mishap:</b> You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.</p> <p><b>Familiarity - On Target - Off Target - Similar Area - Mishap</b></p>		<p><b>Overwhelming Presence</b></p> <p><b>School</b> enchantment (compulsion) [emotion, mind-affecting]  <b>Casting Time</b> 1 action  <b>Components</b> V, S, M (a swan feather)  <b>Range</b> medium (100 + 10 ft./level)  <b>Target</b> one creature/level, no two of which can be more than 30 ft. apart  <b>Duration</b> 1 round/level  <b>Saving Throw</b> DC 27 Will negates, see text; <b>Spell Resistance</b> yes</p> <p>Your presence inspires incredible awe in those nearby. A creature that fails a save against this spell falls to the ground and prostrates itself before you, believing it bows before a divine presence. A flying creature incapable of hovering must land immediately in order to prostrate itself. These creatures are considered to be helpless for the duration of the spell. Each round on its turn, a target of this spell may attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity. A creature that recovers from this spell early after being affected by it for at least 1 round takes 1d6 points of Wisdom drain and is staggered for 1d4 rounds. A creature that makes the initial save to resist this spell is merely staggered for 1 round.</p> <p><b>Appears in :</b> Ultimate Magic</p>	<p><b>Cleric 9</b></p>

## Shiso Sukbutter, Cleric 17 – Spells

### **Polar Midnight** **Cleric 9**

**School** transmutation [cold, darkness]  
**Casting Time** 1 action  
**Components** V, S  
**Range** close (25 + 5 ft./2 levels)  
**Effect** 30-ft. spread  
**Duration** 1 round/level  
**Saving Throw** DC 27 Fortitude partial; **Spell Resistance** yes

You plunge an area into the brutal chill of the arctic night. Illumination conditions are dropped by two steps (though only to darkness, not supernatural darkness), and all creatures in the area take 5d6 points of cold damage and 1d6 points of Dexterity damage per round. A successful Fortitude save each round negates the Dexterity damage but not the cold damage. Any creature that doesn't move on its turn becomes encased in a sheath of ice equivalent to wall of ice, is helpless, and cannot breathe. Corpses in the area for longer than 1 round are transmuted into solid ice; reviving the icy corpse requires true resurrection, miracle, or wish. As a move action, you may move the area of effect up to 10 feet in any direction.

**Appears in** : Ultimate Magic

### **Salvage** **Cleric 9**

**School** transmutation  
**Casting Time** 1 action  
**Components** V, S, M  
**Range** long (400 ft. + 40 ft./level)  
**Target** one shipwreck  
**Effect** invisible force pulls together the remains of a shipwreck  
**Duration** see text  
**Saving Throw** DC 27 Fortitude negates (Object); **Spell Resistance** yes (object)

An invisible force pulls together the remains of a shipwreck. Bits of hull, tattered sails, broken masts, and smashed figureheads knit themselves back together. Rotten wood turns solid once more, and sails re-weave themselves as the rigging snakes across the masts.

It takes a variable amount of time for the ship to rebuild itself, depending on its size.

#### **Size - Duration**

Raft - 1 minute  
 Rowboat - 1 minute  
 Keelboat - 10 minutes  
 Longship - 1 hour  
 Sailing ship - 2 hours  
 Warship - 3 hours  
 Galleon - 4 hours

At the end of the duration, an air bubble forms around the repaired ship. If submerged, the ship shoots to the surface, erupting with a great splash before settling on the water.

Though the spell requires time to repair the ship, its effects are instantaneous. A *salvaged* ship cannot be dispelled to return it to a shipwreck. However, before the spell's duration ends and while the ship is still being repaired, *salvage* can be dispelled to interrupt the repair process. The ship remains in the condition it was in when the spell was interrupted until a new *salvage* spell is cast (but continues to age normally and suffers the effects of its environments). A new *salvage* spell's duration is modified by any repairs already begun.

**Appears in** : Pirates of the Inner Sea

### **Soul Bind** **Cleric 9**

**School** necromancy  
**Casting Time** 1 action  
**Components** V, S, F, see text  
**Range** close (25 + 5 ft./2 levels)  
**Target** corpse  
**Duration** permanent  
**Saving Throw** DC 27 Will negates; **Spell Resistance** no

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through clone, raise dead, reincarnation, resurrection, true resurrection, or even a miracle or a wish. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead). The focus for this spell is a black sapphire of at least 1,000 gp value for every HD possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or HD as such, the value of the gem needed to trap an individual can be researched.)

### **Spell Immunity, Greater Communal** **Cleric 9**

**School** abjuration  
**Casting Time** 1 action  
**Components** V, S, DF  
**Range** touch  
**Target** creatures touched  
**Duration** 10 min./level split among the recipients  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *greater spell immunity*, except you divide the duration among the creatures in 10-minute intervals among the creatures touched.

#### **Spell Immunity, Greater**

This spell functions like *spell immunity*, except the immunity applies to spells of 8th level or lower. A creature can have only one spell immunity or greater spell immunity spell in effect on it at a time.

**Appears in** : Ultimate Combat

<b>Spellcasting Contract, Greater</b>	<b>Cleric 9</b>
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**School** evocation  
**Casting Time** 10 minutes  
**Components** V, S, DF  
**Range** touch  
**Duration** permanent until discharged (D)  
**Saving Throw** DC 27 None or Will Negates; See Text; **Spell**  
**Resistance** yes (harmless)

This spell functions like *lesser spellcasting contract*, except if the target has 13 HD or more you can imbue him with one or two 4th level spells and one 5th-level spell.

**Spellcasting Contract, Lesser**

This spell functions exactly like *imbue with spell ability*, except that you can imbue the target with any spell you have prepared (instead of just abjuration, divination, or conjuration (healing) spells) and the target may have more than one use of the imbued spells, depending upon the arrangements made when it is cast.

Casting this spell requires a contract between you and the target, explaining what spells are to be imbued and the circumstances that cause the contract to expire. The contract may be as simple as allowing the target one casting of each of the imbued spells (as per *imbue with spell ability*), or may continue for multiple days or even indefinitely, with the target regaining use of the imbued spells when you next prepare your own spells. You may include any proviso you see fit, such as requiring the target to pray to Asmodeus each morning, or restricting the target to only casting the imbued spells on himself. If the target does not agree to all the conditions in the contract, this spell fails when cast. The contract (and this spell) automatically expires if you or the target dies. While the contract remains in effect, you gain a profane bonus to your Armor Class, saving throws, and checks equal to the highest-level spell you have imbued.

Once you cast this spell, you cannot prepare a new 5th-level spell to replace it until the contract expires. If the number of 5th-level spells you can cast decreases, and that number drops below your current number of active *lesser spellcasting contract* spells, the more recently cast imbued spells are dispelled.

Unlike *imbue with spell ability*, how the target uses the spell has no reflection on your alignment or relationship with Asmodeus; the Prince of Darkness accepts that allowing another access to his magic for good may benefit his plans in the long run. Note that unlike *imbue with spell ability*, you cannot dismiss this spell; you must abide by the contract's termination clause (though the contract may include a proviso for at-will nullification by either or both parties). This spell cannot be combined with *imbue with spell ability* or similar spells to give a target more spells than the limit.

*Example:* You cast this spell on your 5 HD fighter cohort after negotiating an appropriate contract, imbuing him with the ability to cast *cure moderate wounds*, *magic weapon*, and *shield of faith* once per day for 1 month. If he casts any of these spells, he recovers them when you prepare your spells. Until the contract ends, your 5th-level spell slot used to cast this spell remains expended and cannot be filled with a new spell. Because you imbued your cohort with a 2nd-level spell, you gain a +2 profane bonus to attacks, saves, and checks while the contract remains in effect.

**Appears in :** Council of Thieves

<b>Storm of Vengeance</b>	<b>Cleric 9</b>
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**School** conjuration (summoning)  
**Casting Time** 1 round  
**Components** V, S  
**Range** long (400 + 40 ft./level)  
**Effect** 360-ft.-radius storm cloud  
**Duration** concentration (maximum 10 rounds) (D)  
**Saving Throw** DC 27 See text; **Spell Resistance** yes

You create a huge black storm cloud in the air. Each creature under the cloud must succeed on a Fortitude save or be deafened for 1d4 x 10 minutes. Each round you continue to concentrate, the spell generates additional effects as noted below. Each effect occurs on your turn.

2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save).

3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.

4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain 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). Speed is reduced by three-quarters. Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the storm of vengeance's save DC + the level of the spell the caster is trying to cast.

**Summon Monster IX****Cleric 9****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 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

**Summon Monster Tables**

**9th Level** : Astral Deva (angel) [Good subtype], Ghaele azata [Chaotic, Good subtypes], Glabrezu (demon) [Chaotic, Evil subtypes], Ice devil [Evil, Lawful subtypes], Nalfeshnee (demon) [Chaotic, Evil subtypes], Trumpet archon [Good, Lawful subtypes]

**8th Level** : Barbed devil [Evil, Lawful subtypes], Elemental (elder) [Elemental subtype], Hezrou (demon) [Chaotic, Evil subtypes]

**7th Level** : Bebilith [Chaotic, Evil subtypes], Bone devil [Evil, Lawful subtypes], Brachiosaurus (dinosaur)\*, Dire crocodile\*, Dire shark\*, Elemental (greater) [Elemental subtype], Giant squid\*, Mastodon (elephant)\*, Roc\*, Tyrannosaurus (dinosaur)\*, Vrock (demon) [Chaotic, Evil subtypes]

\* 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.

**Symbol of Strife****Cleric 9**

**School** enchantment (compulsion) [mind-affecting]

**Components** V, S, M (mercury and phosphorous, plus powdered diamond opal)

**Saving Throw** DC 27 Will negates; **Spell Resistance** yes

This spell functions as *symbol of death*, except all creatures within the radius of a symbol of strife are compelled to attack the nearest conscious creature for 1 round per caster level (similar to the "attack nearest creature" result of the confusion spell), even after leaving the symbol's area of effect. If no other creatures are visible, an affected creature can act normally. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of strife can be made permanent with a permanency spell by a caster of 18th level or higher for the cost of 25,000 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 creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large

**Symbol of Vulnerability****Cleric 9****School** abjuration**Components** V, S, M (mercury and phosphorous, plus powdered diamond opal)**Saving Throw** none; **Spell Resistance** no

This spell functions as *symbol of death*, except it saps the defenses of all creatures within 60 feet. Affected creatures receive a -4 penalty to spell resistance and a -4 penalty on saving throws, and energy resistances and damage reduction (if any) are reduced by 10 each (to a minimum of 0). Once triggered, the symbol remains active for 10 minutes per level. The effects last as long as the creature is within 60 feet of the symbol, and for 1 round per caster level afterward.

*Symbol of vulnerability* can be made permanent with a *permanency* spell by a caster of 18th level or higher for the cost of 25,000 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 creatures takes negligible time, and attuning a small group (as many



<b>Teleport, Interplanetary</b>	<b>Cleric 9</b>	<b>True Resurrection</b>	<b>Cleric 9</b>
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**School** conjuration (teleportation)

**Casting Time** 1 action

**Components** V

**Range** personal and Touch

**Duration** instantaneous

**Saving Throw** DC 27 None and Will Negates; **Spell Resistance** special

This spell functions as *teleport*, save that there is truly no range limit and you do not need to have seen your destination, though you must have a solid grasp of which world you wish to travel to ("Verces" is an acceptable destination, but "a habitable world near that bright star" is not). If you have a specific location on a planet in mind, you arrive there without a chance of failure, otherwise you arrive at a location that would not immediately be life-threatening. If no such safe landing zone exists on the world, such as someone attempting to travel into the sun without the proper precautions in place, the spell simply fails.

#### Teleport

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table.

**Familiarity:** "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying. "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

**On Target:** You appear where you want to be.

**Off Target:** You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

**Similar Area:** You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

**Mishap:** You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Familiarity - On Target - Off Target - Similar Area - Mishap

Very familiar - 01-97 - 98-99 - 100 - -

**School** conjuration (healing)

**Casting Time** 10 minutes

**Components** V, S, M (diamond worth 25,000 gp), DF

**Range** touch

**Target** dead creature touched

**Duration** instantaneous

**Saving Throw** none, see text; **Spell Resistance** yes (harmless)

This spell functions like *raise dead*, except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion, reciting the deceased's time and place of birth or death is the most common method.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no negative levels (or Constitution points) and all of the prepared spells possessed by the creature when it died. You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures. Even *true resurrection* can't restore to life a creature who has died of old age.

#### Raise Dead

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. Coming back from the dead is an ordeal. The subject of the spell gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised). A character who died with spells prepared has a 50% chance of losing any given spell upon being raised. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell. A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell. A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

**Winds of Vengeance****Cleric 9****School** evocation / air elemental / wood elemental [air]**Casting Time** 1 action**Components** V, S, DF**Range** personal**Target** you**Duration** 1 minute/level

You surround yourself with a buffeting shroud of supernatural, tornado-force winds. These winds grant you a fly speed of 60 feet with perfect maneuverability. Neither your armor nor your load affects this fly speed. The winds shield you from any other wind effects, and form a shell of breathable air around you, allowing you to fly and breathe underwater or in outer space. Ranged weapons (including giant-thrown boulders, siege weapon projectiles, and other massive ranged weapons) passing through the winds are deflected by the winds and automatically miss you. Gases and most gaseous breath weapons cannot pass through the winds. In addition, when a creature hits you with a melee attack, you can shape your winds so they lash out at that creature as an immediate action. The creature must make a Fortitude saving throw or take 5d8 points of bludgeoning damage and be knocked prone (if on the ground). On a failed save, Huge flying creatures are checked and Large-sized or smaller flying creatures are blown away instead of knocked prone (see page 439 of the Pathfinder RPG Core Rulebook for more information). On a successful save, the damage is halved and the creature is not knocked prone (or checked or blown away).

**Appears in** : Advanced Player's Guide**Wooden Phalanx****Cleric 9****School** conjuration / wood elemental (creation)**Casting Time** 1 action**Components** V, S**Range** medium (100 + 10 ft./level)**Effect** three or more wood golems, no two of which can be more than 30 ft. apart (see text)**Duration** 1 hour/level (D)**Saving Throw** none; **Spell Resistance** no

You create 1d4+2 wood golems with the advanced template (Bestiary 164, 294). The golems willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. You can only have one wooden phalanx spell in effect at one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

**Appears in** : Ultimate Magic

**Yellow Sign****Cleric 9****School** enchantment (compulsion) [mind-affecting]**Casting Time** 10 minutes**Components** V, S, M (ochre and sulfur, plus powdered gold worth 15,000 gp)**Range** 0 ft.; see text**Effect** one symbol**Duration** see text**Saving Throw** DC 27 Will negates; **Spell Resistance** yes

This spell functions as per *symbol of death*, save that creatures that succumb to this spell become dominated (as per *dominate monster*) by Hastur. This causes such creatures to seek to aid any obvious minions or worshipers of Hastur in sight, and any true worshiper of Hastur can command the affected creatures as if that worshiper had been the one to dominate them. In the case of conflicting commands issued from different true worshipers of Hastur, the commanders must attempt opposed Charisma checks, with the winner being able to command the targets for that round. If no worshipers or agents of Hastur are in sight, an affected creature can act normally. When affected by this spell's Yellow Sign in this way, the effects last for 1 round per level. Once triggered, the Yellow Sign remains active for 10 minutes per caster level.

There is a 1% chance when a creature fails its saving throw against this spell that Hastur takes note and, for reasons of his own, decides to control the target personally. In this case, the actions taken by the dominated creature are left to the GM to determine, but the effects of this spell's Yellow Sign persist for 1 day per level and the commands issued cannot be countermanded by any other creature, even if they are Hastur worshipers.

Regardless of how long the effects last or whether Hastur directly controls a victim, if a creature failed to resist this spell's effects, Hastur can target that victim for the rest of its life with his fulvous dreams ability (*Pathfinder RPG Bestiary 4* 140). Whether or not the Great Old One ever chooses to do so is left to the GM to determine.

*Yellow Sign* can be made permanent with a *permanency* spell by a caster of 18th level or higher for the cost of 40,000 gp.

**Dominate Monster**

This spell functions like *dominate person*, except that the spell is not restricted by creature type.

**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.