



ABSOLUTE MAGIC: CLERICS

100 spells from 0-level to 9th level for Clerics



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ABSOLUTE MAGIC: CLERICS

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LIST OF CLERIC SPELLS

ZERO LEVEL

Carve Holy Symbol: creates a wooden or stone holy symbol

Confessor's Mask: prevent a priest from seeing supplicants' faces clearly to ensure anonymous confessions

Holy Compass: holy symbol is enchanted to find true north

Know Lifetime: you are aware of a creature's maximum natural lifespan

Libation: sacrifice a cup of wine to receive a minor blessing

Rope of Holy Water: transform a vial of holy water into a stout magical rope

Shopkeeper's Charm: ensures prosperity and happiness in mundane business

Solution in Faith: substitute a Knowledge (religion) check for another skill check

Stag's Crown: subject gains an impressive crown that is a symbol of rulership

Welcome Embrace: a friendly embrace heals the subject

FIRST LEVEL

Blinding Raiment: the subject's clothes become blindingly bright, offering some concealment

Divine Impregnation: impregnate a willing woman with a planetouched fetus

Final Hour: resurrect a slain creature for one hour

Fire Warden: protects objects and structures from fire damage

Light of Ownership: a glowing aura reveals an object's true owner

Lore of Violence: learn more about a subject the longer you fight them

Mark of Purpose: creates a mystical tattoo that provides a bonus on certain checks

Raise the Beloved Animal: resurrect a familiar or animal companion

Sacred Burial: bury a slain creature easily and with appropriate rituals

Signify Sins: a mark appears on the subject indicating its worst crimes

SECOND LEVEL

Alloy Armor: create an ablative layer of additional armor that offers shortlived protection

Blessing Upon Spirits: transforms wine or ale into holy liquid

Breathing Chant: maintain a ritual chant to negate the need to breathe

Decimate Vigor⁺: temporarily reduce a target's maximum HP total

Godly Beauty: subject is wrapped in a pleasing illusion

Internal Fires: magical flames burn a victim's vital organs

Liar's Blade: allows the attacker to substitute Bluff checks for attack rolls with a melee weapon

Near Death Experience: allow believers of your faith one chance to turn a fatal injury into a severe wound instead

Undead Become Vulnerable: negates some undead immunities

Undead Slumber: temporarily sends undead into a coma-like stupor

THIRD LEVEL

Breathing Armor⁺: merges a warrior and her armor, improving its quality

Coral Skin: creates magical armor that is especially useful and mobile underwater

Emerald Body: subject's gemlike body becomes immune to slashing and piercing damage

Hasten Birth: bring a pregnancy to term safely in just a few hours

Masterwork Shell: temporarily render ordinary tools and objects masterwork quality

No Death By....: subject becomes temporarily immune to one specific form of fatal harm

Profane Tears: acid eats away at a victim's eyes

Raise the Ordinary Dead: raise a non-heroic character from the dead

Storm Whip: creates a magic whip of wind and lightning

Youthful Vigor: briefly return a creature to physical adolescence

FOURTH LEVEL

Aegis of the Sun: summons gleaming armor that offers great protection against undead

Aegis of the Moon: summons gleaming armor that offers great protection against were creatures

Breath of Wasps: summon multiple swarms of wasps as a strange breath weapon

Curse of Inferior Spawn: Know Bloodline: correctly identify the parentage and ancestry of a particular subject

Mastermason's Keystone: a magic stone strengthens a structure it is placed in

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Sky-rake: create a three dimensional grid of flames in the sky

Towering Menwhir: summon an earthen pillar

Ward Against the Undead: undead cannot enter a warded location easily

Widening Gyre: dramatically increase an opponent's chance of catastrophic failure

FIFTH LEVEL

Age to Adulthood: instantly transform a child into a well educated adult

Blasphemous Arrow: creates a line of dark smoke that carries a bane effect and offers concealment

Burnt Steel, Charred Flesh: intense heat permanently fuses armor to the body

Civic Will: collects the energy raised by a community project to cast an expensive divine spell without cost

Divine Lightning: summons a bolt of heavenly lightning that is difficult to resist

Flamesoul: the subject's soul shadow becomes a portal to the plane of fire

Lead Flesh: subject becomes resistant to both physical harm and spells, but also becomes heavy and sluggish

Miraculous Harvest: allows a field to be harvested a second time

Ravages of Time: age structures or objects centuries in a second

Unravel Unlife's Beauty: undead suffer massive Charisma damage

SIXTH LEVEL

Arrow of Soft Rains: an arrow shot into the heavens summons a nourishing rainstorm

Coagulate Unlife: spawn created by a cursed undead detract from that creature's maximum HP total

Escape a Lethal Destiny: transfer fatal harm onto a victim rather than being affected by it

Evermist: creates an area of permanent fog or mist

Ghost Blood: become intangible and ghostlike

Mirror Foe: inflicts the same damage on a target that he inflicts on others, one round later

Peace Bond: prevents a weapon from dealing damage

Region of Comprehension: creates an area where creatures can understand each other, regardless of language

Warrior of Gold: covers the subject's body with a protective golden shell

Willing Possession: allow another creature to travel within your body

SEVENTH LEVEL

All-Slaying Blow: transfer the damage of a successful hit to other, near-by enemies

Burn the Heart: a gout of flame incinerates the victim's heart

Call Wicker Man: summon a flaming giant to fight on your behalf

Curse of Eternal Fires: subject is cursed to burn forever, but not die

Field of Broken Blades: damage multiple weapons simultaneously

Injure Armies: inflict token damage on hundreds of creatures simultaneously

Outshatter: powerful sonic waves crush the bones of outsiders

Painful Confession: force a victim to begin a painful penance that could potentially end its life

Resurrection for War: resurrect a creature as a powerful, brutal warrior

Tale of the Mythic Quest: tell an inspiring parable that provides insight into current problems

EIGHTH LEVEL

Absolving Bath: a ritual bath removes curses and karmic afflictions

Aeons Crash Down: shatter a creature's sanity by showing it thousands of years of future history in a few seconds

Augment the Already Heroic Attribute: permanently improve a subject's highest ability score

Create Ore Vein: creates a valuable new mine shaft

Divine Blood: transform holy water into a potent healing liquid

God Form: transform into a perfected, powerful form reminiscent of your god's shape

Holy Spring Everflowing: creates a permanent fountain filled with holy water

Mitigate the Weakness Inside: permanently improve a subject's lowest ability score

Proclamation of Salt: transform creatures into salt pillars

Sculpt the Mountains: create a massive sculpture

NINTH LEVEL

Early Dawn: dawn appears several hours early, even in the dead of night

Exile to the Outer Void: teleports a victim to deepest space and prevents easy return

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High Holy Day: announce a daylong celebration in which all followers of your faith receive bonuses

Lesser Moon: summon a small planetoid into the upper atmosphere, creating massive gravity disruptions

New Constellation: memorialize a fallen creature by creating new stars in the night sky

Omniversal Awareness: total awareness of the universe provides virtually unlimited tactical benefits

Raise Dead, Mass: raise multiple slain creatures simultaneously

Seal the Body: seal shut every one of the target's bodily orifices

Skyquake: creates airborne turbulence similar to an earthquake

Voyage to the Afterlife: enchant a vessel to sail into a plane occupied by the dead

+ indicates a spell with a "Greater" version that is 1-3 levels higher.

"Contemplate the workings of this world, listen to the words of the wise, and take all that is good as your own. With this as your base, open your own door to truth. Do not overlook the truth that is right before you. Study how water flows in a valley stream, smoothly and freely between the rocks. Also learn from holy books and wise people. Everything - even mountains, rivers, plants and trees --- should be your teacher." - Morehei Oeshiba, "The Art of Peace"

Clerical spells fall into one of several themes: spells that protect, heal and enhance; spells that deal with the fundamental questions of life, death, and the soul; and spells capable of laying whole legions of Undead to waste in a single casting. The 100 new clerical spells presented in this sourcebook all fit one of these classic tropes, and explore some new tropes for divine spellcasters. Some of these new spells deal with a cleric's role in the community, as a leader of his faith, while a few others offer clerics a potent offensive punch. Finally, a selection of ninth level spells redefines the definition of Epic - New Constellation ignites new stars - while other spells can potentially affect every believer on a single world.

ABSOLVING BATH

School abjuration **Level** cleric 8

Casting Time One hour

Components V, S, DF, M (holy or unholy water, sacred oils and perfumes in total worth at least 500 gp)

Range touch

Duration Instantaneous

Saving Throw none **Spell Resistance** Yes

The water of this spell washes away karmic debts and lingering mystical punishments, completely severing the creature's metaphorical link to past misdeeds.

When the target of the spell emerges from the Absolving Bath, he or she is affected as if by an *atonement* spell. In addition, this spell removes any curses afflicting the victim, dispels *geases* and *marks of justice*, as well as negating any other harmful spell effects currently plaguing the target. Finally, if the target is suffering from any disease or poison, he receives a new saving throw to end or cure the effect, with a +4 bonus.

AEGIS OF THE SUN

School abjuration **Level** cleric 4

Casting Time One standard action

Components V, S, DF

Range touch

Duration 1 minute/level

Saving Throw Will Save Negates (harmless) **Spell Resistance** Yes

When this spell is cast, pulsating liquid gold covers the recipient, instantly hardening into a baroque golden carapace that glows with the light of the sun. This armor is proof against even the worst depredations of the undead.

The *aegis of the sun* provides the recipient with a +2 holy bonus to Armor Class, and the character retains his or her full bonus to Armor Class against incorporeal touch attacks. Any undead creature that strikes the character with a natural attack form or light melee weapon suffers 1d6 points of holy damage. The armor's wearer adds 1d6 points of holy damage to melee attacks against undead. If the character is slain while the *aegis of the sun* is active, he or she cannot raise as any form of undead spawn.

AEGIS OF THE MOON

School abjuration **Level** cleric 4

Casting Time One standard action

Components V,S,DF

Range touch

Duration 1 minute/level

Saving Throw Will Save Negates (harmless) **Spell Resistance** Yes

This spell creates a rain of liquid silver that pours over the recipient's body like a summer shower and instantly hardens into a sleek carapace covered in lunar motifs. This



armor provides comprehensive protection from the fearsome violence of lycanthropes.

The *aegis of the moon* provides Damage Reduction 5/- which applies only against natural weapons. Any lycanthrope that strikes the character with a natural attack form suffers 1d6 points of holy damage. The natural attacks of the wearer of the *aegis of the moon* gain the Silver quality. While the *aegis of the moon* is active, the wearer cannot contract lycanthropy.

AGE TO ADULTHOOD

School transmutation **Level** cleric 5, sor/wiz 6

Casting Time 1 hour ritual

Component V, S, M (exotic tobacco leaves worth at least 500 gp)

Range touch

Duration Instant

Saving Throw Will Save partial (see text) **Spell**

Resistance Yes

This spell is used when a kingdom needs an heir to stave off civil war, when a parent doesn't have time for an infant but wants another able teenaged farmhand or warrior or

anytime a child must mature quickly. A child (anything from a day old infant to a pre-teen) is wrapped in tobacco leaves, anointed with strange oil and ensorcelled by strange magic. At the end of the ritual, the child emerges mentally and physically transformed.

The child emerges from the tobacco cocoon at the lower end of the Adult age category, considered an older teen member of his or her race. The character's ability scores are normal for an Adult of the species, and has a single class or NPC level. They have as much abstract and historical knowledge as an ordinary young adult of this species and social standing would be expected to have, but very little real world experience.

If the cocooned child succeeds at a Will Save, though he or is physically transformed to adult hood, their mental ability scores are unchanged and they do not gain any levels during the transformation. They remain children in an adult body. If *remove curse* is cast on the child within 30 days of this transformation, it can be reversed. Otherwise, the transformation is permanent.

AEONS CRASH DOWN

School evocation (mind-affecting) **Level** cleric 8, sor/wiz 9

Casting Time One standard action

Components V, S, M (a 60 second hour glass, shattered at the feet of the target)

Range Medium (100 ft plus 10 ft per level)

Duration one minute per level

Saving Throw Will Save Partial (see text) **Spell**

Resistance Yes

When this spell is cast, the victim's soul is cast into an accelerated time stream. At first, he sees the outcome of the current battle, played out at ten times real speed. Then he sees the next few years of this patch of ground's existence, played out at 100 times normal speed. After that, the visions only come faster, as centuries of time play out before his eyes. A minute of time, caught in this trace, seems like a million years. Eventually, the victim sees the collapse of the planet, the failing of its sun, and sometimes even the eventual entropy and death of the universe. Few can survive such a mental onslaught.

The spell's victim is considered helpless and is effectively paralyzed for the duration of the spell. In addition, each round the spell is maintained, the victim suffers either one point each of temporary Intelligence and Wisdom damage or the permanent loss of a single Hit Point, representing either encroaching insanity or a simple surrender to the inevitability of death. A creature reduced to either 0 Intelligence or Wisdom by this spell dies of massive physical and emotional trauma to the brain. A successful Will Save each round prevents either form of harm that round. If the victim of this spell makes three consecutive successful Will Save, he breaks the effect and ends this spell.

ALL-SLAYING BLOW

School necromancy **Level** cleric 7

Casting Time One swift action

Components V, S

Range close (25 ft + 5 ft per 2 levels)

Duration Instant

Saving Throw None **Spell Resistance** Not Applicable

The cleric casts this spell after an ally makes a palatable hit, sending a burst of lethal energy through his combative friend to strike down many foes. Shadowy images resembling the attacking ally rush outwards, and these phantom warriors make an identical strike against their own targets.

SPELL COMBO: DIVINE IMPREGNATION + HASTEN BIRTH + AGE TO ADULthood

If these spells are used in conjunction, the cleric can force-grow a single child from conception to physical adulthood in less than 24 hours. If Divine Impregnation is included in the spell combo, sex itself is not required to produce a powerful, plane touched heir. Clerics rarely tamper with the natural order so dramatically, but may do so in times of war. Wealthy and pious kingdoms can breed a corps of Aasimar defenders, ready to fight for king and crown before they are two days old. Adventuring parties desperate for new allies to fill gaps left by deaths might use this spell combo to quickly and easily birth new apprentice dungeon delvers.

When this spell is cast, select one ally within range that has made a successful melee attack; he becomes the point of origin for this spell's effect. Phantom attackers make an identical attack against all enemies within a 30 ft cone beginning at the attacker's position. These phantom attacks use the same attack roll as the ally's successful attack and are subject to any spells or other effects active on the attacker when the first attack was made. If the attacking ally's weapon possesses magical or unusual qualities, the phantom attacks have identical qualities. If the attacking ally's attack roll was a confirmed critical hit, so are the phantom attacks.

ALLOY ARMOR

School abjuration **Level** cleric 2, sor/wiz 2

Casting Time One standard action

Components V, S, M (a finger-sized steel ingot)

Range touch

Duration 1 minute (see text)

Saving Throw Fortitude Save negates (object) **Spell**

Resistance No

When this spell is cast, a million tiny shards of liquid steel rush towards the touched armor, enveloping it in multiple layers of protective alloying.

This spell provides a single suit of non-magical and mostly metallic armor with a +10 improvement to the equipment bonus it provides to Armor Class. This improvement fades by 1 each round the spell lasts (providing +10 protection the first round, +9 the second, and so on). At the end of ten rounds, the spell ends, and the armor gains the Broken

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quality. This spell does not change the armor's armor check penalty (if any), its type, or its arcane spell failure chance.

ARROW OF SOFT RAINS

School conjuration (creation) **Level** cleric 6, druid 5

Casting Time One standard action

Components V, S, Focus (a bow and arrow)

Range 1 sq mile per caster level

Duration 1d4+1 days

Saving Throw None **Spell Resistance** No

With a whispered prayer to the gods of storm, rain and good harvests, the spellcaster fires an ordinary arrow high into the sky. As the arrow soars upward, it transforms into a bolt of lightning, striking the clouds with a low, rolling thunderclap that can be heard for miles. Within a few minutes, a gentle, warm rain begins.

Over the next 1d4+1 days, a number of inches of rain fall equal to ½ the caster's level (maximum 10 inches of rain). Usually, this is not enough to cause flooding or serious impediment. The spell is intended to provide relief to parched fields.

AUGMENT THE ALREADY HEROIC ATTRIBUTE

School enchantment **Level** cleric 8

Casting Time Ten minutes

Components V, S, DF, M (a golden and precious stone idol depicting one of the totem animals which govern ability score enhancing spell: bull for strength, owl for intelligence, etc., worth at least 20,000)

Range touch

Duration Instantaneous

Saving Throw Fortitude Save Negates (harmless) **Spell Resistance** No

When this spell is cast, it provides a +2 inherent bonus to one of the recipient's ability scores. This spell enhances the recipient's highest ability score. If the recipient has multiple ability scores that are equally high, the spellcaster chooses which ability score to enhance when casting this spell. A creature can benefit from this spell only once during its life.

BLASPHEMOUS ARROW

School necromancy **Level** cleric 4

Casting Time One standard action

Components V, S, M (an arrowhead)

Range long (400 ft plus 40 ft per level)

Effect a 5 ft wide line to the spell's maximum range

Duration one round per level (D)

Saving Throw Reflex Save partial **Spell Resistance** No

An arrow formed from roiling black vapors leaps from the caster's outstretched hand.

This black arrow creates a 5 ft wide line of vapors that extends to the spell's maximum range, if the arrow does not impact a solid obstruction first. The smoke remains in its position and does not drift, though it fades over time. While the smoke remains, it provides total concealment to those in the square, or those on the other side of the smoky barrier. Those caught within the line as it forms are treated as being under the effects of a *bane* spell for the duration of the effect. Characters that make a successful Reflex Save leap to one square or the other, on either side of the line, and are not affected by the *bane* effect

BLESSING UPON SPIRITS

School transmutation (good) **Level** cleric 2, paladin 2

Casting Time 1 standard action

Component V, S, M (a pinch of powdered silver worth 25 gp)

Range touch

Duration Instant

Saving Throw Will Save negates (object) **Spell Resistance** yes (object)

With a touch and a few devout prayers, you transform ordinary beer, liquor or wine into sacramental spirits.

Sacramental spirits act as Holy Water (see the Pathfinder RPG page 160) but always inflict maximum damage (8 points) to undead and evil outsiders.

BLINDING RAIMENT

School abjuration **Level** cleric 1

Casting Time One standard action

Components V, S

Range 50 ft

Effect caster and all allies within a 50 ft burst, centered on the caster

Duration 1 minute per level

Saving Throw none **Spell Resistance** yes (harmless)

When this spell is cast, all color and detail leeches from the clothing and gear of you and your allies, making it appear as if you are clothed in sunlight, making it hard to look at you directly. Each ally gains a 'pool' of percentile miss chances equal to 120 %. During the duration of the spell, when the ally is successfully attacked, she can choose

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to expend some of this percentile pool to give herself a miss chance. She must expend this percentile pool in 10% increments, in any measure she sees fit. For instance, the recipient could gain a 50% miss chance on one attack, and a 70% miss chance on a second, expending the spell, or cause up to 12 incoming attacks to suffer a 10% miss chance each, or any other combination. The recipient must make this decision before damage is rolled.

When the miss chance percentage pool is expended, the recipient's clothing and equipment returns to normal, and the spell ends for that ally.

BREATHING CHANT

School conjuration (healing) **Level** cleric 2

Casting Time One standard action

Components V, S

Range self

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

Saving Throw No **Spell Resistance** No

When this spell is cast, you begin a low, droning chant consisting of a short phrase sacred to your faith. You can maintain the chant as a standard action each round. As long as you maintain the chant, you become immune to suffocation and inhalation poisons and gases, including magical gases such as *stinking cloud* or *cloudkill*.

BREATH OF WASPS

School conjuration (summoning) **Level** cleric 4

Casting Time One swift action

Components V, S, M (a wasp preserved in amber)

Range personal

Duration One round per level (D)

Saving Throw None **Spell Resistance** No

You exhale, and as the wind passes your lips, a spray of vicious black and gold wasps bursts forth to slaughter your enemies.

You summon a Wasp Swarm (Pathfinder Bestiary pg 275), which obeys your command and attacks your enemy.

You cannot breathe while this spell is in effect; you must make Fortitude Save Saves to hold your breath or begin suffocating. If you fall unconscious due to the suffocation caused by this spell, you can choose to either dismiss the spell and regain consciousness in one round, or to perish from this spell.

If you die as a result of this spell, one Wasp Swarm per class level or Hit Die erupts from within your recently

suffocated corpse and begins attacking your enemies. These swarms exist until slain, and can be commanded freely by any ally for the duration of their existence. If you are raised or resurrected, these swarms dissipate.

BURN THE HEART

School evocation **Level** cleric 7

Casting Time One standard action

Components V, S

Range medium (100 ft + 10 ft/level)

Duration Instantaneous

Saving Throw Fortitude Save partial **Spell Resistance** Yes

As you cast this spell, a talon of blue and white flames leaps from your outstretched hand, blasting through the target's chest with the force of a siege engine and vaporizing her heart in a flash of azure flame.

The target must succeed at a Fortitude Save Save or immediately perish as her heart explodes in her breast. Those slain by this spell cannot be returned from the dead with *raise dead*, though *resurrection* or *greater magic* will function normally. Even if the target successfully saves against this brutal spell, she still suffers 10d6 points of fire damage. This fire damage will overcome Fire Resistance or Immunity of any creature except a creature with the Fire subtype. Only creatures that have magma-hot blood, such as salamanders, can survive the devastating conflagration this spell causes within their body.

BURNT STEEL, CHARRED FLESH

School evocation **Level** cleric 5

Casting Time One standard action

Components V, S

Range close (25 ft + 5ft per 2 levels)

Duration Instant

Saving Throw Fortitude Save Partial (see text) **Spell Resistance** Yes

This spell summons a geyser of flame, hot enough to warp iron and steel and score flesh down to the bone.

The spell's target is engulfed in flame, suffering 5d6 points of damage. In addition, unless the target succeeds at a Fortitude Save Save, any armor or helmet worn is permanently fused to her body. Doing so gives the victim a natural armor bonus equal to the armor's equipment bonus to Armor Class. If the armor has magical properties, they become innate properties of the target.

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The target can wear additional non-magical armor after this event, but her Armor magic item slot is permanently lost. In addition, she suffers the melted armor's armor check penalty on all associated skills as a permanent inherent penalty, and suffers permanent CHA drain equal to the melted armor's equipment bonus to Armor Class. If the target succeeds on a Fortitude Save Save, she merely suffers damage, and her armor gains the Broken condition, but is not fused to her body.

BREATHING ARMOR

School transmutation **Level** cleric 3

Casting Time One standard action

Components V, S

Range touch

Duration one minute per level

Saving Throw No **Spell Resistance** No

By placing her hand upon the breast of an armored warrior, the cleric temporarily merges living tissue and unliving armor.

For the duration of this spell, a single suit of touched, non-magical armor becomes a living part of the spell's recipient. The armor gains the warmth and texture of humanoid skin, and seems to pulse with the beat of the wearer's heart and moves slightly with each breath. The armor's protective qualities are unchanged, but for the duration of the spell, the armor's armor check penalty is set to zero, and its arcane spell failure chance, if any, is set to zero. For the duration of the spell, the armor is considered to be flesh for determining how spells and effects like *rusting grasp* or *heat metal* affect it, regardless of its true composition.

BREATHING ARMOR, GREATER

School transmutation **Level** cleric 4

This spell functions identically to *breathing armor*, but may affect magical armor as well as non-magical armor.

CALL WICKER MAN

School conjuration (summoning) **Level** cleric 7

Casting Time One standard action

Components V, S, DF, M (a small wicker or wood effigy)

Range close (25 ft plus 5 ft per 2 levels)

Duration one round per level

Saving Throw none **Spell Resistance** no

When this spell is cast, you toss down your wicker effigy, and it is bathed in divine flames. Within seconds, the tiny effigy grows into a Greater Fire Elemental, a burning

giant with a skeleton of twined wicker. The Greater Fire Elemental is modified in the following ways:

The Wicker Man's attacks inflict Holy damage; Fire Resistance does not apply to its attacks.

The Wicker Man can grab enemies and thrust them into its burning chest as an unwilling sacrifice. The Wicker Man gains the Swallow Whole quality (6d6 Holy damage; AC 16, 20 HP).

The Wicker Man's fire does not burn natural vegetation, nor do fires caused by it indirectly. The Wicker Man cannot harm creatures of the Plant type.

CARVE HOLY SYMBOL

School transmutation **Level** cleric 0

Casting Time One standard action

Components V, S, M (a small rock, hunk of wood or similar object)

Range touch

Duration instantaneous

Saving Throw No **Spell Resistance** No

As the cleric intones a simple, common prayer, a lump of stone or piece of wood in his hand is sculpted into a crude but serviceable holy symbol. Regardless of the material used to create this object, it is statistically identical to a wooden holy symbol. Clerics often use this orison to create trinkets for those they meet on their journey or to provide a holy symbol for a poor congregant.

CIVIC WILL

School enchantment **Level** cleric 5

Casting Time at least 8 hours

Components V, S, DF, M (a hastily constructed wood, paper or cloth idol or large holy symbol, at least 4-6 ft high, worth 5-10 gp)

Range a single settlement

Duration special

Saving Throw None **Spell Resistance** None

This spell gathers a community together for singular purpose. At the beginning of a work day, a township's believers come together to manufacture a crude and colorful idol before beginning the day's more serious work. This spell collects the spiritual energy produced by a gang of willing volunteers doing good work over the course of a day: raising a home or barn, constructing an aqueduct, laboring to construct a pyramid or some similar monument, or any other large scale community project. This spell

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does not function when the workers are enslaved, ensorcelled, forced, compelled or otherwise unwilling.

At the end of the day, the casting cleric, who must have assisted with the civic project, can gather this stored energy and use it to cast any spell on the cleric spell list of 5th level or lower. When this spell is cast, the cleric can ignore up to 10,000 GP worth of expensive material components. The spell must be cast within one hour of the civic project's completion or the gathered energy is lost without effect.

Special: A cleric who has chosen the Community domain or any associated sub-domain can cast this spell as a 3rd level spell.

COAGULATE UNLIFE

School necromancy **Level** cleric 6

Casting Time One standard action

Components V, S, DF

Range long (400 ft + 40 ft/level)

Duration Instant

Saving Throw Will Save Negates **Spell Resistance** No

This spell is a favorite of monster-hunters and exorcists. When the spell is cast, it creates a disturbance in the black energy fields that sustain and empower undead. An undead who fails its save against this spell is effectively cursed. If the undead creates spawn, the spawns' Hit Point total is permanently removed from its creator's maximum Hit Point total. If the spawn is slain, its Hit Points are returned to its creator, raising its maximum Hit Point total.

Remove curse dispels and counters *coagulate unlife*.

CONFESSOR'S MASK

School illusion **Level** cleric 0

Casting Time One standard action

Components V, S, DF

Range personal

Duration one hour (D)

Saving Throw None **Spell Resistance** No

Clerics of many faiths often cast this spell before hearing confession so that the true identities of their supplicants are unknown to them. This spell creates a glowing corona of energy around the head that covers the cleric's eyes and ears, like a mystic blindfold. While this spell is active, all characters the cleric interacts with are considered to have made a DC 25 Disguise check to hide their identity. The cleric perceives these characters as murky, indistinct

outlines with muffled voices that sound like a chorus speaking in unison. This spell does not grant the supplicant concealment against the cleric - he can still perceive their body and position, even if he cannot make out any details.

CORALSKIN

School abjuration **Level** cleric 3, druid 3

Casting Time One standard action

Components V, S, M (a piece of coral)

Range touch

Duration 1 minute per level (D)

Saving Throw Will Save Negates (harmless) **Spell**

Resistance Yes

When this spell is cast, the recipient's skin is sheathed in a thin, nearly airtight growth of colorful brain coral. This coral sheath provides the wearer with a +3 natural armor bonus to Armor Class. While the spell is active, the recipient gains the Amphibious special quality and a Swim speed equal to his base land speed or improves an existing Swim speed by +10 ft. This spell provides the recipient with a +4 bonus to Stealth checks in aquatic environments.

CREATE OR VEIN

School conjuration (creation) **Level** Cleric 8

Casting Time One day, see text

Components V, S, DF, racial (Dwarf or Gnome only)

Range a single mountain or hillside of any size

Duration Instantaneous once complete

Saving Throw Fortitude Save Negates (object) **Spell**

Resistance No

A specialty of the earth-dwelling races, this potent magic slowly creates a new mineshaft, rich in a precious resource indigenous to the region. The specific resource varies wildly with the terrain: in hills where gold is usually found, the mine will eventually produce gold, in other places, this spell might produce coal, diamonds, sapphires, uranium, or virtually any other substance. The mine, if successfully exploited, will eventually produce resources worth 10,000 GP plus the spellcaster's level x 1,000 GP over the course of its working life.

This spell requires a day long ceremony, and is usually a cause for region-wide celebration in Dwarven and Gnomish lands. Once the spell is complete, the mine begins gestating, like a strange fetus of elemental stone. The mine must incubate for one year before mining operations begin, otherwise the spell is ruined and only produces about 2d6 x 100 GP worth of raw material. This spell can

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other respects, including triggering special abilities for its creator.

Remove curse counters and dispels *curse of inferior spawn*.

DECIMATE VIGOR

School necromancy **Level** cleric 2

Casting Time One standard action

Components V, S

Range medium (100 ft plus 10 ft per level)

Duration one encounter

Saving Throw Fortitude Save Negates **Spell Resistance** No

This fearsome war spell weakens a victim in proportion to his strength. If the target fails her save, her maximum Hit Points are reduced by 1 Hit Point per Hit Dice, making the target substantially easier to kill. Even *regeneration* or other forms of magical healing cannot raise the victim's Hit Point total over this reduced maximum for the duration of the encounter.

DECIMATE VIGOR, GREATER

School necromancy **Level** cleric 3

This spell functions as *decimate vigor*, except that it reduces maximum Hit Points by 2 HP per Hit Dice.

DECIMATE VIGOR, MASS

School necromancy **Level** cleric 5

Area a 60 ft spread

This spell functions as *decimate vigor*, except that it affects all targets who fail their save and who are within a 60 ft spread.

DIVINE BLOOD

School conjuration (healing) **Level** cleric 8

Casting Time 10 minutes

Components V, S, M (a vial of holy water and a 5,000 GP ruby, which is ground and dissolved in the liquid)

Range touch

Duration One day or until used

Saving Throw None **Spell Resistance** No

Through a holy ritual, you enchant a vial of holy water to become divine blood, a representation of the blood of your patron deity. Once crafted, the blood can have numerous possible uses as detailed below. The liquid remains enchanted until one day has passed, or until it is used.

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Uses for divine blood are as follows:

If drunk, it acts upon the imbiber as if *heal* (for clerics who turn undead) or *harm* (for clerics who rebuke undead) had been cast upon him.

If anointed to a dead creature's lips, eyes, and chest over the heart, it acts as a *raise dead* spell. If the recipient is a faithful follower of the cleric's chosen deity, and in good standing with the faith, it instead acts as *resurrection*.

If applied to a single weapon or up to 10 missiles such as arrows or sling bullets, the weapon bypasses all damage reduction. This effect lasts 1 minute per five caster levels.

If sprinkled over food or drink, it acts as a *purify food and drink* spell that affects up to four times the normal quantity of provisions.

DIVINE IMPREGNATION

School conjuration (healing) **Level** cleric 1

Casting Time One minute

Components V, S, DF, M (sacred sage, burned over the spell's recipient, worth at least 50 gp)

Range touch

Duration Instant

Saving Throw Fortitude Save Negates (harmless) **Spell Resistance** Yes

As the words of this spell are spoken, the smoke from the burning smudge stick drifts into the recipient's body, surging through her womb in a rush of divine energy. This spell, obviously, can only be cast upon a humanoid female of childbearing age who must freely choose to accept the magic; no form of magical or mundane compulsion can compel acceptance of this spell. Once the short ritual is complete, the woman is impregnated with either an Aasimar or Tiefling fetus, depending on the alignment of the caster; the pregnancy and eventual birth of the plane-touched child progress normally. Neutral clerics may choose to impregnate the woman with either an Aasimar or Tiefling, as desired.

DIVINE LIGHTNING

School evocation (electricity) **Level** cleric 5

Casting Time One standard action

Components V, S, DF

Range long (400 ft + 40 ft per level)

Duration Instantaneous

Saving Throw Reflex Save half **Spell Resistance** No

This spell summons a single, impressively massive bolt of multicolored lightning from the heavens to incinerate an enemy. This heavenly bolt inflicts 1d8 points of electricity damage per caster level (maximum 10d8) to a target plus an additional 1d8 points of holy damage per caster level (maximum 10d8).

Divine lightning sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier. If cast indoors, the spell will lance through the ceiling and intervening floors. Even if the spell's electrical damage is stopped by intervening barriers or floors, the spell's holy damage always strikes its intended target.

EARLY DAWN

School evocation **Level** cleric 9

Casting Time One minute

Components V, S, M (solid gold jewelry or art objects worth 20,000 GP)

Range 100 mile radius per caster level, centered on the caster

Duration Instant

Saving Throw No **Spell Resistance** Not applicable

This spell verges on the epic in both its scope and its grandeur. When the spell is cast, dawn immediately breaks over the target area, potentially banishing night across an entire continent. This is considered a natural dawn, allowing clerics who recover spell slots at sunrise to regain their spells and annihilating any light-vulnerable undead caught within the sudden daylight. This spell does not alter the planet's rotation; areas outside the spells' range that are currently in daylight do not have their days shortened. Instead, this spell adds several additional hours of daylight by a physics-defying miracle.

This spell can only be cast between the hours of sunset and sunrise. If cast during daylight, this spell simply fails and the material component is not consumed. This spell has no effect on prevailing weather conditions; if cast on a cloudy or raining night, the spell will induce a cloudy day. This spell, however, will end eclipses in the targeted area.

EMERALD BODY

School abjuration **Level** cleric 3

Casting Time One standard action

Components V, S

Range touch

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Duration one round per level (D)

Saving Throw Will Save Negates (harmless) **Spell**

Resistance No

This spell transforms the recipient's flesh, veins and musculature into translucent, faceted emerald. Beneath this strange shell, the recipient's bones and viscera are barely visible. While so transformed, the recipient becomes immune to slashing and piercing damage as his body's facets simply turn aside blade strokes, bolts and arrows with equal ease. Bludgeoning weapons have their full effect, causing horrific cracks across the victim's emerald skin.

ESCAPE/A LETHAL DESTINY

School necromancy **Level** cleric 6

Casting Time One minute

Components V, S, M

Range touch / special

Duration one hour per level (D)

Saving Throw Will Save Negates **Spell Resistance** Yes

This selfish spell allows the recipient to escape death by passing his dark fate onto another victim. The spellcaster must touch both the spell's recipient and its victim at the time of casting; thereafter, the mystic link between the spell's recipient and the victim remains established so long as both are on the same plane. This spell ceases to function if either party in the spell moves to another plane, no matter how briefly, even if they move at the same time.

When the recipient of this spell is subject to an effect that would cause his death or permanent incapacitation, the victim is subject to this effect instead. This transfer of fate occurs after the spell's recipient fails his saving throw or is hit by a successful attack roll. The victim suffers the effect as it would have affected the spell's recipient, not the victim as he or she stands now. For instance, if the spell's recipient has 5 HP and is hit with an attack inflicting 20 HP, the spell's victim would be reduced to -15 HP and dying by the spell, even if he or she had substantially more Hit Points.

The victim makes his or her saving throw at the moment the spell is cast. If the spell's recipient does not die before the spell's duration ends, this spell has no harmful effect on the victim.

EVERMIST

School conjuration (creation, air) **Level** cleric 6

Casting Time One standard action

Components V, S, M (a stick of incense, worth 1 GP)

Range close (25 ft plus 5 ft per 2 levels)

Effect one 5 ft cube per 2 levels

Duration Instant

Saving Throw None **Spell Resistance** No

Calling upon the spirits of the air, the cleric creates an area of perpetual fog. This spell creates 1 five foot cube of fog, mist or chill rain per two caster levels. This fog will not dissipate in natural or unnatural weather conditions, though it can be removed by *dispel magic*. The fog provides concealment (20% miss chance). If multiple castings of this spell are placed in the same location, the thickened fog instead grants total concealment (50% miss chance).

EXILE TO THE OUTER VOID

School conjuration (teleportation) **Level** cleric 9

Casting Time One standard action

Components V, S, DF

Range medium (100 ft plus 10 ft per level)

Duration see text

Saving Throw Will Save Negates (see text) **Spell Resistance** Yes

When this spell is cast, a void opens beneath the target's feet, sucking them into a galactic void far from the light of any star. The target is teleported to deepest space, hundreds of light years from any inhabited world, and immediately begins suffocating. In addition, the target takes 10d6 points of fire and 10d6 points of cold damage from stellar vacuum and the absolute zero of deep space respectively.

The powerful binding magics woven as luminous chains into this spell prevent the target from teleporting out of the outer darkness. These bindings function as *dimensional anchor* for 2d6 rounds after the teleportation occurs. Even assuming the target manages to survive his short exile in deep space and escape to safety, the spell prevents the target from returning to the world from which he has been exiled by any mundane or magical means for one year per caster level.

FIELD OF BROKEN BLADES

School transmutation **Level** cleric 7

Casting Time One standard action

Components V, S

Range 60 ft cone plus 5 ft per caster level

Duration Instantaneous

Saving Throw None; see text **Spell Resistance** No

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You send out a pulse of milky white energy from your screaming mouth, which seeks out and shatters battle-steel. When this spell is cast, you make a sunder attempt against all weapons within the spell's range. Your CMB for this spell is considered to be your caster level plus 10. If successful, you inflict a number of Hit Points worth of damage to all weapons equal to your caster level plus 5, more than enough to shatter most non-magical weapons. There is no saving throw against this spell; weapons affected by this spell resist this magical sunder attempt as they would a physical combat maneuver.

FIREWARDEN

School abjuration **Level** cleric 1

Casting Time One minute

Components V,S, DF, M (a vial of frankincense or similar oil worth 10 gp)

Range touch

Duration one year

Saving Throw None **Spell Resistance** No

Often cast by clerics at the beginning of the dry summer to benefit their communities, this minor spell is one of the most common spells cast in a settlement. When this spell is cast, a single dwelling up to 1,000 square ft is warded against fire, gaining Fire Resistance 3.

FINAL HOUR

School conjuration (healing) **Level** cleric 1

Casting Time One minute

Components V, S, DF, M (a flawed diamond worth 50 gp)

Range touch

Duration one hour

Saving Throw None (see text) **Spell Resistance** Yes (harmless)

Final hour is often cast by clerics to benefit the common folk: to allow those felled by accident or violence a final hour to settle affairs, declare a will or heir, receive religious rites, or say good bye to loved ones. It is also used to find a killer by allowing the dead to confront his murderer. Adventuring clerics use this spell to get slain comrades to safety or allow them a chance to fight with their delving band one last time.

This spell functions identically to *raise dead*, except that the raised creature only remains alive for one hour. At the end of this period, the creature dies again. If the raised creature has *raise dead*, *true resurrection* or similar magic

cast on it during its final hour, it remains alive at the end of this lesser spell's duration.

FLAMESOUL

School evocation (mind affecting, fire) **Level** cleric 5

Casting Time One standard action

Components V, S, DF

Range touch

Duration one minute per level (D)

Saving Throw Will Save Negates (harmless) **Spell Resistance** Yes

This spell binds elemental flame to the recipient's soul, transforming his shadow into a thin sheet of plasma flame, a visible symbol of a soul touched by fire. While this spell is in effect, the recipient gains immunity to Fire damage and his shadow sheds bright light in a 60 ft radius.

Any creature that successfully affects the *flamesoul*'s recipient with any mind-influencing effect suffers 1d8 points of fire damage per level of the ability. This backlash occurs automatically; while the *flamesoul* spell is active, even if the spell's recipient is targeted by a harmless or beneficial mind-influencing effect by an ally.

GHOST BLOOD

School necromancy **Level** cleric 6

Casting Time standard action

Components V,S, a vial of ectoplasm (usually worth 50 gp)

Range personal

Duration One round/level (D)

Saving Throw Will Save Negates **Spell Resistance** Yes

When this spell is cast, the blood in your veins freezes and becomes ethereal, placing you slightly out of phase with the reality inhabited by the living. Your skin blanches, and your veins appear as dark, purple rivers crisscrossing your body.

While this spell is in effect, you become immune to *blood drain*, *energy drain* and *bleeding wounds* as you have no real blood. Your body is surrounded by a cold mist that extends as a 5 ft aura, inflicting 1d4 points of cold damage to anyone who ends their turn in a square adjacent to you.

While this spell is active, you are caught between the world of the living and the dead. You cannot channel energy of any kind, nor are you healed or harmed by positive energy. However, you are neither harmed nor healed by negative energy.

GOD FORM**School** transmutation **Level** cleric 8**Casting Time** V, S, DF**Components** one standard action**Range** touch**Duration** 1 round per level**Saving Throw** None **Spell Resistance** Yes

This powerful spell creates a direct channel between the target and the invoked god or goddess. A surge of divine energy transfigures the recipient, changing their features to better match the common conception of the invoked god, while still remaining somewhat recognizable as the original creature.

The target gains a +4 enhancement bonus to two ability scores of choice; this choice should reflect the strengths of the deity chosen, as well as a +2 enhancement bonus to all other ability scores. The target also receives a +2 deflection bonus to Armor class, and Damage Reduction 10/adamantine. While the spell is active, the target receives a +10 bonus on Bluff and Intimidate checks made against characters who worship the invoked god.

The target's alignment must be the same as the invoked deity or he suffers 3d6 damage per alignment step away from the deity's. There is no saving throw against this divine shock.

Once the effect of the *God Form* wears off, the target must make a DC 23 Fortitude Save save or become exhausted.

GODLY BEAUTY**School** illusion (glamer) **Level** cleric 2**Casting Time** One standard action**Components** V, S, DF, M (a peacock's feather)**Range** touch**Duration** one minute per level (D)**Saving Throw** Will Save Negates **Spell Resistance** Yes

While this spell is wrapped around a creature, their inner beauty and faith transfigures their body. Their physical imperfections are hidden by the magic. For the duration of the spell, the recipient may add his or her ranks in Knowledge (religion) to all CHA-based skill checks, except for Intimidate. The recipient can also discharge this spell in a spectacular burst of energy, adding twice her ranks in Knowledge (religion) to a single use of her Channel Energy ability.

HASTEN BIRTH**School** transmutation **Level** cleric 3**Casting Time** One hour**Components** V,S**Range** Touch**Duration** Instantaneous**Saving Throw** None **Spell Resistance** No

This spell compels a pregnancy to come to term: 2d12 hours after this spell is cast, regardless of how advanced the pregnancy is, the birth occurs. The birth is safe and relatively pain free for both mother and child. As long as the fetus is healthy at the time the spell is cast, it is born as if the pregnancy had reached full term.

HIGH HOLY DAY**School** enchantment **Level** cleric 9**Casting Time** Ten minutes**Components** V, S, DF, M (a sacrifice pleasing to the caster's particular gods and ideology, worth at least 5,000 gp)**Range** a single planet**Effect** all followers of the caster's faith on a single planet**Duration** 24 hours**Saving Throw** Will Save Negates (harmless) **Spell Resistance** No

When this spell is cast, the cleric stands forth, shouting to the heavens and any assembled faithful the reasons and purpose for which he or she has declared a *high holy day*. As the dramatic words of the spell are completed, a blazing sigil depicting the cleric's sacred holy symbol appears where the spellcaster stands, glowing as brilliantly as the noonday sun. Roughly the size of a celebratory bonfire, the luminous symbol sheds even more brilliant light and produces natural daylight in a 120 ft radius.

The *high holy day* officially begins at sunrise of the following morning, and lasts until the next sunrise. (Clerics worshipping nocturnal deities or whose faith celebrates darkness can instead choose to begin the *high holy day* at the next sunset, which then lasts until the following sunset.) Depending on when exactly this spell is cast, the blazing holy sign might remain visible for several hours.

For the duration of the *high holy day*, all members of the caster's faith anywhere in the world receive a +2 holy bonus on all Craft and Perform checks, and +1 holy bonus to Armor Class and attack rolls. Devout worshipers experience pleasant and wondrous (but mostly system free) coincidences: children are conceived, old friends are met again

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by chance, work goes well, they find a coin or tiny gem in the street, and other trivial blessings.

HOLY COMPASS

School divination **Level** cleric 0

Casting Time One standard action

Components V, S, DF

Range touch

Duration one hour per level

Saving Throw None **Spell Resistance** None

This spell enchants a single holy symbol with a transient but useful bit of magic. If laid loosely on an outstretched palm, the holy symbol will turn to face true north, like a compass' needle.

HOLY SPRING EVERFLOWING

School enchantment (good) **Level** cleric 8

Casting Time One hour

Components V, S, DF, F (an ornate fountain, pool or font, created of fine materials and ornately decorated, worth at least 10,000 GP)

Range touch

Duration Instantaneous

Saving Throw None **Spell Resistance** No

This spell enchants a well-made and immobile fountain to produce a slow but endless trickle of Holy Water. (Evil clerics can cast a version of this spell to produce Unholy Water, changing the alignment descriptor of the spell to evil.) Each day, the enchanted fountain produces hundreds of gallons of clear, pure Holy Water. It requires about a minute to bottle a vial's worth of Holy Water (see the Pathfinder RPG page 160) from this slowly trickling fountain. The spillage from the fountain ensures that the surrounding lands are fertile and productive, even in the driest conditions.

INJURE ARMIES

School necromancy **Level** cleric 7

Casting Time One standard action

Components V, S, DF

Range long (400 ft plus 40 ft per level)

Effect 100 ft radius spread

Duration Instantaneous

Saving Throw None **Spell Resistance** No

This spell is often used to demoralize armies and to terrify huge numbers of badly trained conscript troops into

surrender. The damage inflicted by this spell is trivial, but those injured rarely know that. All enemy creatures within range of this spell suffer 1 point of damage, although the pain associated with it is excruciating.

INTERNAL FIRES

School evocation (fire) **Level** cleric 2

Casting Time One standard action

Components V, S

Range close (25 ft plus 5 ft per level)

Duration Instant

Saving Throw Fortitude Save Negates **Spell Resistance** Yes

You voice a hateful curse, a word of flame, in an intense whisper. A single adversary within range feels intense agony as several of his internal organs are heated to near boiling levels. Stinking acrid smoke belches from the orifices of those injured by this potent combat spell. If the victim fails his Fortitude Save against this effect, he suffers 1d4 points of temporary Constitution damage plus an additional point of Constitution damage per two caster levels.

KNOW BLOODLINE

School divination **Level** cleric 4

Casting Time 1 minute

Component V, S, M (1d6+1 sheets of expensive parchment worth 10 gp apiece)

Range touch

Duration Instant

Saving Throw Will Save Negates **Spell Resistance** yes

Often used to prove the parentage of noble children whose ancestry is in doubt, when this spell is cast, a fiery quill appears and accurately etches the bloodline of the touched character up to 30 generations back on the provided parchments. The spell etches the names of each parent and ancestor by the name they are best known, which may be an alias or nickname. Infidelities are often revealed in this way.

KNOW LIFETIME

School divination **Level** cleric 0

Casting Time One standard action

Components V, S, M (a tiny bracelet of hair with strands from a newborn, a teenager, an adult, and an elder person)

Range touch

Duration Instant

Saving Throw None Spell Resistance No

By touching a person, you catch a fleeting glimpse of their elder self and know instinctively how long the creature's natural lifespan will be. You know the creature's Maximum Age. However, you do not know when in that final year the creature will die, nor does this spell give you any foreknowledge of violence, disease or other misadventure which may end the target's life more quickly.

LEAD FLESH

School transmutation **Level** cleric 5, sor/wiz 5

Casting Time One standard action

Components V, S, M (a lead weight or fishing bob)

Range touch

Duration one minute per level

Saving Throw Will Save Negates (harmless) **Spell**

Resistance Yes (harmless)

Your skin gains the density and immutability of lead, becoming heavy, grey and all but invincible. While this spell is in effect, you gain Damage Resistance 15, making you all but immune to physical harm. You gain Fire and Cold Resistance 5 and while this spell is active, gain Spell Resistance 30 against Transmutation effects. You cannot willingly lower this SR to benefit from harmless or beneficial transmutations, though if you have already been affected by a Transmutation effect with a non-instant duration, the duration continues to expire, though the effects of the spell are suppressed as long as lead flesh functions.

While this spell is active, your weight increases by a factor of 10! You cannot run or charge and your fingers fuse into a crude gauntlet-like structure. You cannot perform any skills requiring fine manual dexterity, and any spells you cast have a 30% spell failure chance in addition to the failure chance for armor.

LESSER MOON

School evocation (force) **Level** cleric 9

Casting Time One standard action

Components V, S, DF

Range 100 ft radius + 10 ft per caster level, centered on the caster

Duration 2d6 rounds

Saving Throw Fortitude Save Partial **Spell Resistance** No

When this spell is cast, a silvery-grey lunar orb the size of a small kingdom appears high in the sky and its immense gravity well causes immediate, crushing devastation. First, each round the spell lasts, all structures and creatures of



size Huge or larger suffer 6d6 points of force damage, and offers a Fortitude Save save for half damage.

Second, all flying creatures in the spell's area of effect must succeed at a DC 22 Fly check to remain aloft. Flying creatures can attempt a new Fly check each round to recover. Similarly, if this spell's area of effect encompasses a body of water, all swimming creatures must succeed at a DC 22 Swim check or be pushed 3d6x10 ft deeper underwater per round this spell remains in effect.

Finally, all were-creatures within the spell's area of effect must succeed at a DC 30 Will Save save or find themselves involuntarily shifting to their hybrid form and rampaging uncontrollably. While this spell is in effect, all were-creatures in hybrid form suffer 1d4 points of Constitution damage per round.

LIBATION

School universal **Level** cleric 0

Casting Time One standard action

Components V, S, M (a cup of wine, ale, beer or mead)

Range Self

Duration 1 hour per level or until used

Saving Throw None **Spell Resistance** No

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This spell of thanksgiving offers a cup of sacramental liquor to the god(s) the caster worships in hopes of continual blessings. The *libation* provides you with a +2 luck bonus on the next D20 roll the character makes; if not used before the spell's duration end, the *libation* has no effect.

LIGHT OF OWNERSHIP

School divination **Level** cleric 1, inquisitor 1

Casting Time one minute

Components V, S, F (object whose ownership is to be divined)

Range 30 ft burst

Duration Instant

Saving Throw None (see text) **Spell Resistance** No

This spell is often used by local clergy to settle property disputes, prove theft, or carry out other minor legal functions. When this spell is cast, inquisitive energy tendrils lash out from the object to touch all living beings within range. The tendrils twine around the object's rightful (or most rightful) owner, shedding a brilliant glow.

This owner is usually the object's purchaser or the purchaser's heir or agent, but the ownership glow might surprise the caster in the case of objects traded multiple times (particularly in terms of purely verbal contracts), or in the case of objects taken as salvage or spoils of war. If the object's rightful owner is not within range, the spell will designate the most rightful owner of those creatures present. Note that this spell won't necessarily indicate who used the item last (as in the case of a discarded murder weapon), just who rightfully owns that weapon.

LIAR'S BLADE

School enchantment (chaos) **Level** cleric 2

Casting Time standard action

Components V, S, F (a specific manufactured weapon used as the focus of the spell)

Range touch

Duration One round / level

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

Resistance Yes (harmless)

When this spell is cast, mystical golden chains stretch between the recipient's lips and his chosen weapon. For the duration of the spell, when attacking with this specific weapon, instead of making a melee attack roll, the recipient instead makes a Bluff check. While making the attack, the spell's recipient speaks an obvious lie in his normal

speaking tone. If this lie is close enough to the truth to provide listeners with a clue to potentially embarrassing or damaging events in his past, the spell's recipient receives a +4 bonus on that Bluff check.

LORE OF VIOLENCE

School divination **Level** bard 1, cleric 1

Casting Time One standard action

Components V, S

Range personal

Duration 1 round/level (D)

Saving Throw Will Save partial (see text) **Spell**

Resistance Yes

This spell allows you to know a person by acts of violence against him. This spell is equally popular among clerics of battle and those who serve gods of knowledge and lore, as well as even a few pacifist clerics who cast this magic in hopes that superior understanding of their foe will eliminate the need for violence.

For the duration of the spell, each time you make a successful melee attack against a target, you also make a Diplomacy check to gather information about that target. Your Diplomacy check result is equal to your attack roll. In some cases, when battling especially famous or historically important figures (such as rulers, famous generals, or other major personages) the game master may rule that your attack roll represents a Knowledge (history, nobility, etc.) check result instead and provides information related to that check.

MARK OF PURPOSE

School abjuration **Level** cleric 1

Casting Time One hour

Components V, S, M (expensive tattoo inks and various powdered gemstones, worth 100 gp in total)

Range touch

Duration One year and one day

Saving Throw Will Save Negates (harmless) **Spell**

Resistance No

This spell inscribes a colorful, geometric marking on a willing recipient's face, like a tattoo inked with luminous powdered gemstones. While the spell is cast, the recipient concentrates on a single tangible and possible goal that can be completed within a year and a day: overthrow a specific ruler, commission a great warship, travel to a specific legendary site, etc.

ABSOLUTE MAGIC: CLERICS

When the recipient of the magic is carrying out actions that directly further the stated goal, the mystic tattoo glows softly (about equal to a candle's light) and warms to the touch. In addition, once per day, the tattoo's recipient can re-roll any single skill check directly related to this goal and take the better of the two die rolls. The recipient must declare the use of this ability before the results of the initial roll are revealed. The tattoo flakes away after a year and a day (or earlier, if the goal is completed sooner).

MASTERMASON'S KEYSTONE

School transmutation **Level** cleric 4, sor/wiz 3

Casting Time 1 minute

Component V, S, M (opals, volcanic obsidian and fire agate gems worth 250 gp)

Range one structure

Duration Instant

Saving Throw No **Spell Resistance** No (harmless)

One of the quintessential Dwarven spells, this spell is cast with great ceremony any time a new structure is built. Priests and mastercrafters are called to construction sites and great delves and the event is celebrated with music and ale. Then this spell is cast before an assembled crowd of workers and community leaders. If the keystone of the structure is laid within 24 hours of the spell's casting, the Hardness of all stonework within the structure is increased by +2, and the Hit Points of all stone work within the structure is increased by +5.

MASTERWORK SHELL

School transmutation **Level** cleric 3, sor/wiz 3

Casting Time One standard action

Components V, S

Range touch

Duration 1 minute/level

Saving Throw Will Save negates (harmless) **Spell Resistance** Yes

A spell commonly cast by clerics who follow deities of craftsmanship, artifice and wealth, when the *masterwork shell* is cast, a glistening purple and gold aura settles onto the recipient's possessions. All non-magical objects worn or carried by the spell's recipient become masterwork quality for the duration of the spell, providing a masterwork bonus on attack or armor class (for weapons or armor) or a masterwork bonus on skill checks (for skill gear). Temporary masterwork quality armor imposes a lowered armor check penalty. As this is only a temporary

condition, the objects cannot be enchanted, and they return to ordinary quality at the end of the spell's duration.

MIRACULOUS HARVEST

School conjuration (creation) **Level** cleric 5, druid 5

Casting Time One hour

Components V, S, DF, M (a Huge or larger wicker, bamboo or other wooden effigy of a harvest or plant deity)

Range 1 acre of cultivated land per caster level

Duration One day per level

Saving Throw None **Spell Resistance** No

This spell is an enormous boon to communities on the verge of starvation after a hard winter or those suffering from tragedies like a crop blight or warfare. The cleric leads the construction of a wooden effigy in one of the community's fields and fills it with divine energy. The effigy then becomes a beacon of brilliant, heat-less fire. This spell must be cast on cultivated land within a week of its normal harvest.

The spell then creates a second harvest across the area of the spell which is equal to the first, ordinary harvest. If this second flowering is not harvested by the end of the spell's duration, any unharvested crops simply wither on the plant. This spell may only be used on a particular region once per year.

MIRROR FOE

School conjuration (summoning) **Level** cleric 6

Casting Time one standard action

Components V, S, M (shards of a shattered mirror)

Range close (25 ft + 5 ft per 2 levels)

Duration 1 round per level, see text

Saving Throw None **Spell Resistance** No

You twist the fabric of reality to create a strange echo of an adversary and send it to fight against your enemy. When this spell is cast, you choose a single adversary in range, and produce a mirror duplicate of that creature. The Mirror Foe has a strange appearance; its colors are inverted, like a photographic negative, and it seems cool to the touch if the exemplar creature is warm. Its voice is garbled and distorted, like a person speaking backward, drunkenly.

The Mirror Foe is statistically identical to the exemplar enemy it is modeled on and duplicates any gear the exemplar enemy is wearing or carrying. The Mirror Foe is not controlled by you, *per se*. Instead, it performs whatever action its exemplar performed on its last turn; however, its target of any attack, or the center point of any area effect

abilities it unleashes will be its exemplar. If the exemplar takes an action to recover its own hit points or those of its allies (drinking a healing potion, casting a cure spell, etc.) or casts similar beneficial magic, the Mirror Foe pantomimes the action without any result, effectively losing its action that turn.

Note that clever foes might realize the Mirror Foe mimes their actions and may plan their own actions accordingly. They might, for instance, plan their casting of a damaging area effect spell so that you and your allies are caught in its area twice when the Mirror Foe imitates this action, especially if they themselves are shielded from energies of that type.

If the exemplar is slain before the spell's duration ends, the Mirror Foe winks out of existence as well.

MITIGATE THE WEAKNESS INSIDE

School enchantment **Level** cleric 8

Casting Time Ten minutes

Components V, S, DF, M (a golden and precious stone idol depicting one of the totem animals which govern ability score enhancing spell: bull for strength, owl for intelligence, etc., worth at least 20,000 gp)

Range touch

Duration Instantaneous

Saving Throw Fortitude Save Negates (harmless) **Spell Resistance** No

When this spell is cast, it provides a +1 inherent bonus per four caster levels (maximum +5 bonus) to one of the recipient's ability score. This spell always improves the recipient's lowest ability score. If the recipient has two equally low ability scores the spellcaster chooses which ability score to enhance at the time of casting. A single creature can only benefit from this spell once in his life.

NEAR DEATH EXPERIENCE

School conjuration (healing) **Level** cleric 2

Casting Time One minute

Components V, S, DF, M (anointing oil worth 5 gp)

Range touch

Duration 1 hour or until discharged

Saving Throw **Spell Resistance**

This spell is often cast over holy soldiers as they prepare for battle. If, during the spell's duration, the recipient is reduced to 0 HP or fewer but not killed outright, he may attempt a DC 25 Knowledge (religion) check. If this check



is successful, the spell's recipient returns to life with a single Hit Point.

NEW CONSTELLATION

School evocation (fire) **Level** cleric 9

Casting Time One night

Components V, S, DF, M (the body of the creature to become the new constellation and a funeral pyre soaked in ritual oils worth at least 5,000 gp)

Range not applicable

Duration Instantaneous

Saving Throw special (see text) **Spell Resistance** no

This grand spell transforms the light and soul of a fallen creature into a new constellation of stars (and worlds potentially filled with primitive new life of their own), visible in the night sky of the continent you are on when the spell is cast. The spellcaster must name the new constellation (which can consist of up to 8 stars) and decide its shape, usually a shape resembling the deceased or commemorating its greatest deeds.

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The spellcaster can designate up to one creature per caster level that is present at the casting ceremony. For the remainder of their existence, those creatures can call upon the light of the new constellation and its stored power when they are on the same continent as when the spell was cast. A character can use this ability once per night, and may draw upon the light of the star to receive the benefit of any Cleric spell of 3rd level or lower, as cast by the Cleric who created the new constellation. The recipient of this magic is bathed in the pulsing light of the new constellation.

Only a creature with at least 15 Hit Dice or character levels may become the focus of a New Constellation. As the ritual is worked, the fallen creature's body is consumed utterly; when the spell is complete, not even ashes remain. The soul of the creature used to create the New Constellation can not be returned from the dead by any means; not even the gods themselves can disturb the rest of a soul used to birth new stars.

The new worlds created by this great spell are capable of sustaining life but are impossibly far from the campaign world. These worlds might be host to simple lichens, mosses and algae when created by this spell, but if undisturbed for many millennia, might become host to more complex life forms.

NO DEATH BY...

School necromancy **Level** cleric 3

Casting Time One standard action

Components V, S, DF

Range touch

Duration 1 round per level (D)

Saving Throw None (harmless) **Spell Resistance** No

When this spell is cast, the cleric must speak a pronouncement that the recipient will not suffer death by a particular and extremely specific cause. For the duration of the spell, the specified effect causes no harm to the spell's recipient or to his gear. This cause of death must be extremely specific, specifying a specific weapon category, a specific hazard, or manner of death (*no death by swords*, *no death by lava*, *no death by hanging*, etc.).

In each case, the spell provides comprehensive protection against one specific form of death. In the case of *no death by sword* the spell provides protection from piercing and slashing damage from any weapon considered a sword, but would provide no protection against other edged weapons, like daggers or axes. *no death by lava* would protect from both the heat and vapors of a lava flow, or suffocation

ABSOLUTE MAGIC: CLERICS

from being fully submerged in lava, but not from other heat sources. *No death by hanging* would protect from both suffocation and cervical fractures caused by hanging, but not suffocation caused by other sources.

A character can only benefit from a single casting of this spell at any given time. The gamemaster has final authority concerning what kinds of death a specific spell would or wouldn't protect against.

OUTSHATTER

School evocation (sonic) **Level** cleric 7

Casting Time One standard action

Components V, S

Range 60 ft cone

Duration Instantaneous

Saving Throw Will Save partial **Spell Resistance** No

This spell takes advantage of vibrational differences between dimension; the piercing whine of the spell sets up damaging vibrations that can potentially shatter every bone in an outsider's body. All Outsiders caught within this spell's area of effect suffer 2d6 points of temporary Constitution and STR damage, and have all their movement rates halved as their bones shatter within their bodies. The creature's movement rates remained halved until all ability damage caused by this spell is healed. A successful Will Save halves the ability score damage and negates the speed reduction.

Outsiders with the native subtype receive a +2 bonus on their Will Save against this spell; their internal vibrations are closer to the norm of this plane.

OMNIVERSAL AWARENESS

School divination **Level** cleric 9

Casting Time one standard action

Components V, S, DF, M (a mirror or spyglass, shattered when the spell is cast)

Range personal

Duration one round per level

Saving Throw None **Spell Resistance** No

The most powerful of all divination spells, this nearly epic magic places the caster's mind in touch with that of his deity, giving him almost total knowledge of the universe and its creatures. The creature's skin is sheathed in a black starscape that moves and shifts, like a time lapse image of the night sky.

For the duration of the spell, the caster gains the ability to see invisible and ethereal creatures, to detect magical auras, and receives a +40 bonus on all Perception and Sense Motive checks.

Once per round of the spell, the caster can declare that they have rolled a result equal to the maximum result +2 on any die roll (thus 22 on d20, 8 on d6, and so on), as a result of their total knowledge of the universe and near future events. This can be used on attack rolls, saving throws, damage rolls or any other single die roll of choice.

PAINFUL CONFESSION

School enchantment (compulsion, language dependant)

Level cleric 7

Casting Time One standard action

Components V, S, DF

Range close (25 ft plus 5 ft per 2 levels)

Duration One round per level

Saving Throw Will Save Negates **Spell Resistance** Yes

The victim of this spell falls to his knees and begins screaming to the heavens in his native tongue, confessing every sin he has ever committed. For the duration of the spell, the recipient is considered Fascinated. In addition, he must truthfully confess any sin (as defined by the casting cleric's faith) he has committed. Each round, he can (on average) confess up to 3 sins. For each sin confessed, the target of the spell suffers Holy or Unholy damage, as determined by the alignment of the casting cleric. The amount of damage is determined by the weight of the sin.

Minor sins inflict 1d4 points of damage per sin.

Major sins inflict 1d6 points of damage per sin.

Truly heinous sins (rape, murder, blasphemy) inflict 2d4 points of damage per sin.

The gamemaster determines the severity of a given sin if there is a dispute.

PEACE BOND

School abjuration **Level** cleric 6

Casting Time One standard action

Components V, S

Range close (25 ft plus 5 ft per 2 levels)

Duration one minute per level

Saving Throw Fortitude Save Negates (object) **Spell Resistance** Yes

ABSOLUTE MAGIC: CLERICS

When the *peace bond* is cast, a single weapon in range is sheathed in a glistening corona of blue force. While a weapon is peace bound, it cannot inflict damage or status conditions on any creature; the weapon seems to phase out of reality the moment before it would strike.

PROCLAMATION OF SALT

School transmutation **Level** cleric 8

Casting Time One standard action

Components V, S, DF

Range 30 ft cone

Duration Instantaneous

Saving Throw Will Save Negates **Spell Resistance** Yes

You loudly shout a divine condemnation as a cone of pure white salt explodes from your lips. All creatures caught within the cone of divine hatred, along with all their gear, turn into an inert column of salt. If the crude salt statue resulting from the spell is damaged or destroyed, the victim suffers similar injuries if ever returned to its original form. The creature is not truly dead, but does not seem to be alive when viewed with spells such as *deathwatch*.

A Medium sized column of salt has Hardness 1 and 10 HP.

PROFANE TEARS

School necromancy **Level** cleric 3

Casting Time One standard action

Components V, S, DF

Range touch

Duration One round per level (D)

Saving Throw special, see text **Spell Resistance** Yes

If you successfully touch the target, her eyes fill with painful, acidic black tears which, over the course of the next several seconds, flow across her entire body. These black tear-tracks burn deep scars into the victim's flesh, forming blasphemous and heretical runes as they heal. For the duration of the spell, the victim is Blinded, and suffers 1d4 points of acid damage per round. If the victim suffers 4 points of acid damage (the maximum) on any two consecutive rounds of the spell, she must succeed at a Fortitude Save Save or be permanently Blinded as the black acid eats away her eyes.

The victim can end this spell by fully submerging herself in water or any other solvent.

RAISE THE BELOVED ANIMAL

School conjuration (healing) **Level** cleric 1

Casting Time One minute

Components V, S, DF, M (a pouch of agate or emerald dust worth 50 gp)

Range touch

Duration Instantaneous

Saving Throw None (see text) **Spell Resistance** Yes (harmless)

This minor spell allows a cleric to return the soul of a beloved pet or familiar to its body and is often the first experience most clerics have with the miracle of resurrection.

This spell functions identically to *Raise Dead* though it will only affect an animal or magical beast that is either a familiar, animal companion or some other kind of partner animal. The raised animal does not lose a level or Hit Die when returned to life in this manner.

Special: A cleric who has chosen the Healing domain or associated subdomain may cast this spell without an expensive material component, making these clerics especially beloved by the common folk.

RAISE THE ORDINARY DEAD

School conjuration (healing) **Level** cleric 3

Casting Time One minute

Components V, S, DF, M (a pouch of emerald or sapphire dust worth 500 gp)

Range touch

Duration Instantaneous

Saving Throw None (see text) **Spell Resistance** Yes (harmless)

Good aligned clerics of all faiths cast this spell when tragedy befalls those in their parishes or covens. *Raise the ordinary dead* functions identically to *raise dead*, except that this lesser spell will only affect characters with NPC levels. If the character has even one PC or prestige class level, this spell will not function, and *raise dead* or *greater magic* must be used instead.

Special: A cleric who has chosen the Healing domain or any associated sub-domain may cast this spell without an expensive material component, making these clerics especially beloved by the common folk.

RAISE DEAD, MASS

School conjuration (healing) **Level** cleric 9

Casting Time One minute

ABSOLUTE MAGIC: CLERICS

Components V, S, DF, M (a carved idol flecked with diamonds, worth at least 40,000 GP)

Range close (25 ft plus 5 ft per 2 caster levels)

Effect one corpse per caster level, none of which can be more than 10 ft from the others

Duration Instantaneous

Saving Throw None (see text) **Spell Resistance** Yes (harmless)

The most devout and experienced clerics can cast this spell to raise entire military units. As the words of the spell are cast, the gilded idol used as a material component bursts into white flames, sparks of which leap outward to resurrect the dead. This spell functions identically to *raise dead*, except it affects multiple targets.

RAVAGES OF TIME

School necromancy **Level** cleric 5

Casting Time one standard action

Components V, S, M (a vial of acid)

Range touch

Effect up to one 5 ft cube of inorganic, unliving matter per level

Duration instantaneous

Saving Throw Fortitude Save partial (object) **Spell Resistance** Yes

With a touch, the cleric does to a structure what age, weather and disuse would take decades to accomplish. Each 5 ft cube of material must succeed at a separate Fortitude Save save or have its Hardness reduced to 0 and suffer 1d6 HP worth of damage per caster level (maximum 10d6). If this is sufficient to destroy the cube of inorganic matter, it crumbles into random chunks of moss-covered, weathered stone or fades away to rotted wood. Structures damaged or destroyed by this spell look as if they'd been unattended for decades.

This spell has no affect on living creatures nor on unliving objects that are also characters, such as golems or animated objects. This spell can be used to quickly carve out a tunnel by disintegrating obstacles, but the tunnel created is dangerously unstable and caves in within 2d6 rounds unless somehow supported.

REGION OF COMPREHENSION

School divination **Level** bard 4, cleric 6, sor/wiz 5

Casting Time One minute

Components V, S, M/DF (a holy book or work of fine poetry that is read from)

Range 100 ft radius

Duration 10 minutes per level

Saving Throw Will Save Negates (harmless) **Spell**

Resistance No

This spell functions as *tongues*, but instead of enchanting a single creature, blesses a 100 ft radius with a divine energy field that spurs comprehension. Any creature entering this area is affected as if by the *tongues* spell for as long as it remains in the glowing, runic circle that marks the spell's boundary.

RESURRECTION FOR WAR

School conjuration (healing) **Level** cleric 7

Casting Time One minute

Components V, S, M (obsidian and onyx dust worth 5,000 gp), DF

Range touch

Duration Instantaneous

Saving Throw None, see text **Spell Resistance** Yes (harmless)

This spell is cast upon the bodies of fallen soldiers to give them a chance to fight for their nation and their faith again, in a monstrous and puissant new body. You can raise a creature that has been dead no more than one day per caster level. In addition, the subject's soul must be free and willing to return to its new form. If the soul is not willing to return, the spell does not work, therefore, a subject that wishes to return to life receives no saving throw.

Coming back from the dead via this spell is an ordeal that forever changes the subject. The subject gains a negative level when raised, as if hit by an energy draining creature. If the subject is first level, it instead takes 2 points of Dexterity drain instead. If this would reduce it to 0 DEX or less, it can't be raised. A spellcaster who died with prepared spells loses all uncast spells or spell slots when raised in this manner.

A creature resurrected for war receives a +2 inherent bonus to its STR and Constitution scores, but suffers a -3 penalty to both its Intelligence and CHA scores. The creature resurrected for war must exchange any two non-combat feats for two combat feats it qualifies for. The creature's appearance changes radically: its skin takes on a livid, blood-red coloration, and its face becomes animalistic. Most of the creature's hair falls out, replaced by short, boar-like bristles.

A creature resurrected for war returns to life with full Hit Points. Damaged ability scores previously reduced to 0 are raised to 2d4 or their normal total, whichever is lower.

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Normal poison and normal disease are cured in the process of raising the dead, but magical diseases and curses aren't. In all other respects, this spell functions as *raise dead*.

ROPE OF HOLY WATER

School transmutation **Level** cleric 0

Casting Time One standard action

Components V, S, M (a vial of holy water)

Range touch

Duration one minute per level

Saving Throw No **Spell Resistance** No

When this spell is cast, pure Holy Water flows from its container and joins with humidity in the air to create a rope of pure water 50 ft long. This strange rope has 4 Hit Points and can be burst with a DC 22 Strength check. If used to bind an undead or non-good outsider, the Strength check or Escape Artist check made to burst or slip the bonds is increased by +5. When the spell's duration ends, the holy water rope dissipates to steam.

SACRED BURIAL

School transmutation **Level** cleric 1

Casting Time One minute

Components V, S, DF

Range touch

Duration instantaneous

Saving Throw Fortitude Save negates (object) **Spell Resistance** No

With a short prayer for the deceased soul, and a reading from the cleric's funeral rites, this spell prepares a body for burial and inter it, using the rites of the cleric's religion or of a religion of the same alignment as the cleric. This spell arranges a single Large or smaller corpse in a ritual burial posture, and inter it 5-6 feet below ground, leaving only a small mound of recently turned earth to mark the grave. This spell will only function outdoors in areas with relatively soft soil, sand or mud. In rocky or extremely hard ground, this spell will only bury the corpse roughly 3 ft beneath the soil.

This spell has no effect when cast on a living creature, nor will it bury non-living objects, such as a treasure chest, however it will bury items the corpse is wearing.

SCULPT THE MOUNTAINS

School transmutation **Level** cleric 8

Casting Time One day

Components V, S, M (a 12-18" prototype of the sculpture, made from finest jade or sapphire, worth at least 15,000 gp)

Range Line of sight, up to 1 mile

Duration Instantaneous

Saving Throw Fortitude Save Negates (harmless) **Spell Resistance** Yes

A day spent in prayer and supplication to the spirits of earth and sky allows you to carve an architectural wonder that would take ordinary artisans a century to complete. This spell transforms a single mountaintop into a colossal bust, representing some subject important to you or your faith - a great hero, great dragon, famous king, legendary hero or messiah, or some other cultural icon. You must succeed at a DC 22 Craft (sculpture) check, and for each additional 1,000 GP of sacrificial offerings expended during the casting of this spell, you receive a cumulative +1 holy bonus on this check.

As the spell is cast and completed, the chosen mountain quakes and rumbles, and over the course of five to ten spectacular minutes, assumes the chosen shape. The chosen mountain must not have any permanent surface structures built upon it. If there are subsurface structures, such as a Dwarven keep, they might be jostled with minor seismic activity that rattles plates or shakes walls, but these structures are fundamentally undamaged by the spell. Some features of the structure might change to accommodate the mountain's new shape, but these changes are always minor.

Terrain on the mountain such as lakes or rivers are diverted. Trees are plowed hundreds of feet beneath the reshaped earth. Living creatures on the chosen mountain at the time of casting face threats similar to those caused by an earthquake or avalanche.

SEAL THE BODY

School necromancy **Level** cleric 9, druid 9

Casting Time One standard action

Components V, S

Range close (25 ft + 5 ft per 2 levels)

Duration Instantaneous

Saving Throw Fortitude Save Partial (see text) **Spell Resistance** No

You make a wiping gesture across your face as you cast this spell, and with a spray of blood and the stink of vaporized tissue, a single enemy within range has every bodily orifice sealed simultaneously. Flesh grows seamlessly over the body's openings, permanently sealing or removing the orifices. The victim of the spell makes a separate Fortitude



Save Save for each orifice sealed; a successful save means that particular orifice remains open and functional.

Note that permanently removing the victim's features causes various adverse effects:

- Removing the eyes inflicts the *blindness* condition.
- Removing the ears inflicts the *deafness* condition.
- Removing the victim's nose means he can no longer smell and loses the scent ability.
- Removing the victim's mouth means he can no longer eat, speak (no vocal component spells), and may eventually starve.
- Removing both the victim's nose and mouth means he can no longer breathe, and he becomes immediately subject to the drowning rules. The victim or someone else may cut a new breathing hole with a successful Heal check (DC 11 + your caster level) suffering 1d4 points of damage per attempt.
- Removing the excretory organs means the victim can no longer eliminate waste, and suffers 1d8 points of Constitution damage per day from toxic shock and blood poisoning.
- Removing the reproductive orifices means the creature can no longer engage in or enjoy sex, nor produce offspring.

- *Remove curse* does not affect this spell. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can all restore the afflicted creature to normal.

SHOPKEEPER'S CHARM

School enchantment (compulsion, mind affecting) **Level** bard 0, cleric 0, sor/wiz 0

Casting Time One minute

Components V, S, F (a small wood or stone idol and miniature altar, worth 25 gp in total)

Range one business

Duration One year and one day

Saving Throw Will Save Negates (harmless) **Spell**

Resistance Yes

Almost every prosperous merchant has his or her place of business enchanted with this spell, a protection against rudeness and the insatiable whims of the buying public. While this spell is active, any character who enters the establishment with the intention to conduct business receives a +1 luck bonus on Diplomacy checks and is generally happier and more polite. In addition, these customers will place their orders and conduct business in the way most convenient to the shopkeeper whenever possible.

SIGNIFY/SINS**School** divination **Level** cleric 1, inquisitor 1**Casting Time** One standard action**Components** V, S, DF**Range** touch**Duration** 1 day/level (D)**Saving Throw** Will Save **Negates Spell Resistance** Yes

This spell marks a creature with a strange, glowing rune, the color of clotted blood, which clearly describes his or her worst sin. If the touched creature fails its save, the rune appears on its forehead or above the heart. The rune describes the target's worst sin, as the moral code of the casting cleric defines such matters, and may not indicate the target's complete criminal history. The rune can be concealed by mundane means, but cannot be concealed through magic that changes appearance, such as *alter self* or *polymorph*, though *invisibility* does conceal it as long as the spell lasts.

SKY-RAKE**School** evocation (air, fire) **Level** cleric 4, sor/wiz 4**Casting Time** One standard action**Components** V, S**Range** Long (400 ft + 40 ft per level)**Effect** A mid-air cube 60 ft on each side**Duration** Instantaneous**Saving Throw** Reflex Save half **Spell Resistance** Yes

This spell creates a cube of orange and crimson flames, high in the air, forming a three dimensional flaming grid. All creatures caught within the grid take 1d8 points of fire damage per caster level (maximum 10d8), with a Reflex Save Save for half damage. Flying creatures take a penalty on their Reflex Save Save equal to their size penalty to Armor Class, if any. The Sky-rake can only be conjured at least 60 ft above the ground, and will not form if conjured lower.

SKYQUAKE**School** evocation (earth, air) **Level** cleric 9, druid 9**Casting Time** One standard action**Components** V, S**Range** Long (400 ft plus 40 ft per level)**Effect** a spherical area of sky with a 100 ft radius plus 10 ft per level**Duration** one round**Saving Throw** see text **Spell Resistance** no

This spell sends pulsing waves of discordant energy through the sky, creating tornado force winds and areas of warped gravity high in the air - an earthquake in the sky. Creatures in the area when this spell is cast cannot move or attack and begin to fall. Spellcasters in the sky must succeed at a Concentration check (DC 20 + the spell's level) or lose any spell he or she tries to cast.

All creatures of Huge size or smaller who are exposed to the effects of the *skyquake* suffer 20d6 points of bludgeoning damage as they are slammed by omni-directional, hurricane force winds, chunks of stone or other debris blown by the wind. Creatures larger than Huge take 10d6 points of bludgeoning damage instead. Creatures can attempt a Reflex Save Save to halve the damage inflicted by the wind storm.

Against airborne structures (such as a flying castle or enchanted airship), this spell functions identically to the *earthquake* spell and deals similar damage.

SOLUTION IN FAITH**School** enchantment **Level** cleric 0**Casting Time** One standard action**Components** V, S**Range** touch**Duration** 1 round per level or until discharged**Saving Throw** Will Save **Negates (harmless) Spell Resistance** No

This spell rewards those who know the tenets and scriptures of your faith with the ability to do the impossible and make it look easy. This spell can only be cast to benefit a member of your own faith or a fellow worshipper of your patron deity; if cast on anyone not of your faith, this spell has no effect.

While this spell is in effect, the recipient can substitute a Knowledge (religion) check for any other single skill check at the same DC. He makes the decision before making the skill check. If this benefit is not used before the spell's duration expires, it is lost without effect.

STAG'S CROWN**School** illusion (mind affecting) **Level** cleric 0, druid 0**Casting Time** one standard action**Components** V, S**Range** touch**Duration** One round**Saving Throw** None **Spell Resistance** No

When this spell is cast, an illusory crown of stylized iron and golden antlers appears over the recipient's brow, an ancient symbol of rulership and power. This provides the recipient with a +2 bonus on Diplomacy and Intimidate checks for one round. The bonus improves by +1 for every 5 points beyond 15 the recipient has as a total of character levels and ranks in Diplomacy. This spell provides an additional +2 bonus if the recipient has the Leadership feat.

STORM WHIP

School evocation (electricity) **Level** cleric 3, druid 2

Casting Time One standard action

Components V, S, M (a shard of wood taken from a lightning struck tree)

Range personal

Effect a whip of thunderous energy

Duration one round per level (D)

Saving Throw Fortitude Save Save **Spell Resistance** No

When this spell is cast, a bolt of lightning and a wash of cold rain coalesces in the caster's hand, taking the form of a whip of brilliant energy. Like an ordinary whip, this magic weapon has a 10 ft reach, and may be used to make disarm and trip attempts. If the attempt fails, the wielder can dismiss or drop the lightning whip (essentially the same thing) to avoid being tripped in return.

A target struck by the *storm whip* suffers 1d8 points of electrical damage plus +1 point per caster level (maximum 1d8+10) and must succeed at a Fortitude Save or be blinded and deafened for one round. In addition, anyone struck by the *storm whip* suffers double damage from future electrical attacks (including follow up strikes from the whip), as if the creature had Vulnerability to Electricity.

TALE OF THE MYTHIC QUEST

School divination **Level** bard 6, cleric 7

Casting Time Ten minutes

Components V, S

Range 60 ft burst centered on you

Effect all allies within range

Duration 1 day per level

Saving Throw Will Save Negates **Spell Resistance** Yes

You recite a beloved myth from your faith which provides inspiration for your fellow adventurers as they face today's quests and challenges. When this spell is cast, make a DC 15 Perform (oratory) check. If this check is successful, you may designate two positive situations encountered by the heroes of your myth, plus one additional positive situation

for every three points you beat the check DC by. Each time you or your allies encounter a situation during the spell's duration you receive a +3 luck bonus on all attack rolls, saving throws and checks made that would resolve the situation in a similar manner to the heroes of myth.

For example if your myth is a tale of a heroic journey to gather an army to overthrow an evil ruler, and your Perform check result is 19, you may designate three situations within the myth as positive. For example:

At one point in the myth, the hero befriends a giant. You and your allies would probably receive bonuses on Diplomacy and Bluff checks made to recruit monstrous and powerful allies.

At another point in the myth, the hero survives falling from a tower by landing in some soft bushes. You and your allies would likely receive a bonus on Acrobatics checks, or Reflex Save saves made to survive by the skin of your teeth.

Finally, during the myth's climactic battle, the hero's wizard ally casts a spell that slays a mighty enemy. You and your allies might receive a bonus on level checks to penetrate Spell Resistance.

The gamemaster makes the ultimate decision on how the bonuses are applied. There is one drawback to this spell. When this spell is cast, the caster must designate 1d4 negative elements in the myth. Whenever a similar situation to one of these negative events occurs, you and your allies suffer a -3 luck penalty on all checks, attack rolls and saving throws and checks that would result in resolving the situation in a similarly tragic manner to the heroes of the myth. The caster can also expend a positive situation bonus to 'buy off' a single negative event in the myth.

As an example, if the caster rolls 2 negative events, he might describe them as follows.

In the myth, the hero's lover is slain and rises as some kind of undead. The caster and his allies would suffer a luck penalty on saving throws against level drain or death effects.

In the myth, the hero's weapon is shattered by a mighty blow. The caster and his allies would probably suffer a penalty to their CMD when resisting sunder attempts.

Once cast, this spell functions for its entire duration. If the spell is cast again, it wipes away the effects of the previous casting, providing new bonuses and penalties.

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TOWERING MENWHIR

School conjuration (creation, earth) **Level** cleric 4, druid 3

Casting Time One standard action

Components V, S, M (a rune covered pebble or stone)

Range close (25 ft + 5 ft per 2 levels)

Effect creates a 5 ft square stone column that is 5 ft tall per caster level

Duration Instantaneous

Saving Throw Reflex Save negates (see text) **Spell**

Resistance No

This spell conjures a massive stone pillar inscribed with luminous runes that erupts from the earth. This pillar may be as tall as 5 ft per caster level, and is 5 ft square. Large and smaller targets may attempt a Reflex Save to avoid being lifted by a rising menwhir; if the save is successful, they land on an open square adjacent to the stone pillar. This stone pillar has Hardness 10 and 30 Hit Points per 5 ft section.

The menwhir is a powerful conduit for earth magic. If the caster is standing atop the menwhir as it rises, all spells with the descriptor have their base ranges doubled. This quality of the menwhir fades one hour after it is erected, as does the mystic glow lighting the stone's runes.

UNDEAD BECOME VULNERABLE

School necromancy **Level** cleric 2

Casting Time 1 standard action

Component V, S, M

Range touch

Duration 1 round/level (D)

Saving Throw Will Save Negates **Spell Resistance** Yes

An undead touched by a caster whose hands glow with this strange white magic loses all typical Undead immunities for 1 round per level. Undead affected by this magic become Vulnerable to critical hits, mind-influencing effects, and effects requiring a Fortitude Save, etc. Undead are treated as having a total +0 Fortitude Save modifier for the duration of this effect.

UNDEAD SLUMBER

School necromancy **Level** cleric 2

Casting Time One standard action

Components V, S, DF

Range close (25 ft plus 5 ft per 2 levels)

Effect 30 ft radius spread

Duration One round

Saving Throw Will Save negates **Spell Resistance** Yes

Brandishing her holy symbol, the cleric casts a spell that makes undead hesitate and to fall into a sleep-like state that reveals that, even though these creatures still walk, they no longer live or think. Any undead that fails its Will Save against this spell is considered Helpless until the creature's next turn.

UNRAVEL UNLIFE'S BEAUTY

School necromancy **Level** cleric 5

Casting Time One standard action

Components V, S, DF

Range medium (100 ft + 10 ft/level)

Duration 1 minute/level

Saving Throw Will Save negates **Spell Resistance** Yes

A wave of azure energy lances from your brandished holy symbol, ripping through the veneer of the predatory beauty most undead cultivate. If the undead fails its save against this spell, its CHA modifier is set to +0 (and its CHA score to 10) and, for the duration of the spell, cannot benefit from any Charisma-enhancing magic.

The undead suffers a cumulative -2 penalty to its CHA score while this spell is in effect for each of the following conditions it meets.

The spell inflicts an additional -2 penalty to CHA for each century of the undead's existence.

The undead has slain a living humanoid or monstrous humanoid within the past 24 hours.

The undead maintains a false identity as a living being.

The undead has created spawn in the past 24 hours.

The undead assumed an undead state by its own choice (such as a lich).

If these additional reductions lower the undead's CHA score to 0, the undead falls into an inert, dead state for the duration of the spell. This spell is one of the few ways to inflict anything resembling ability drain on undead.

VOYAGE TO THE AFTERLIFE

School necromancy **Level** cleric 9

Casting Time Ten minutes

Components V, S, DF, F (a single sea worthy vessel, ranging in size from a war canoe to a galleon), M (burial oils worth 5,000 gp)

Range sea vessel touched

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Duration One day per level

Saving Throw No **Spell Resistance** Not applicable

When this spell is cast, you imbue a single sea craft with the ability to voyage to your faith's afterlife (or a particular afterlife, if your faith includes multiple planes occupied by the dead). The chosen sea craft gains the ability to cross planar boundaries. Doing so requires the enchanted craft to be underway and requires a DC 18 Profession (sailor) check on the part of the vessel's captain. If the check is successful, the vessel fades from the living world and reappears at a random point in the realm of the dead.

If possible, the vessel appears in some kind of post-life sea, ocean or river. If the plane has no large bodies of water available, the enchanted vessel gains the ability to fly slowly at a speed of 60 ft per round. The captain makes Profession (sailor) checks to control the enchanted craft rather than Fly checks. The vessel and all aboard gain the ability to survive the conditions of the afterlife, including complete protection from such exotic hazards as flames, negative energy or other environmental conditions. However, neither the vessel nor its crew become immune to attack forms similar to these conditions. The vessel might be able to withstand the flames of some infernal realm, but would still suffer damage from a red dragon's breath weapon.

While this spell's duration lasts, the enchanted vessel can cross between the afterlife and the realm of the living as many times as desired, but not more than once per hour. The vessel's cargo and crew capacity are unchanged. It is possible to physically return a creature to life by making it a passenger on the enchanted vessel as it returns to the world of the living. In this case, the passengers are treated as being under the affects of a *true resurrection* spell. A dead soul who died of old age cannot be returned to life in this manner and fades from the vessel as it returns to the world of the living.

WARD AGAINST THE UNDEAD

School abjuration **Level** cleric 4

Casting Time One standard action

Components V, S, DF, M (a clove of garlic or similar plant)

Range touch

Effect one portal or window per caster level

Duration one hour per caster level

Saving Throw None **Spell Resistance** No

When this spell is cast, the cleric's hands and soul are charged with positive energy which she can discharge into

closed doors or windows with a mere touch, preventing undead from entering. For the duration of the spell, warded portals and windows are granted **Spell Resistance** 10 + the caster's level against spells and spell-like abilities wielded by undead (and living Sorcerers from the Undead blood-line). Such portals gain Hardness +10 against physical attacks launched by undead. Undead cannot pass through these portals astrally or ethereally for the duration of the spell.

WARRIOR OF GOLD

School transmutation **Level** cleric 6

Casting Time One standard action

Components V, S

Range touch

Duration one minute per level

Saving Throw Will Save Negates (harmless) **Spell Resistance** Yes

This spell wraps the recipient in shining golden armor, complete with a fully enclosed helmet carved in the shape of a golden bull, ram or other sacred animal. For every five points (or fraction thereof) of the recipient's Base Attack Bonus, this armor provides the wearer with Damage Reduction 1/- (maximum Damage Reduction 4/-). In addition, the spell provides the recipient with an equal bonus to his CMB and CMD.

The mystic armor provided by the *warrior of gold* will negate a single critical hit suffered by the wearer. The recipient suffers zero damage from the critical hit, and special effects triggered by a confirmed critical hit do not occur. However in doing so, the spell is negated and immediately ends.

WELCOME EMBRACE

School conjuration (healing) **Level** cleric 0

Casting Time One standard action

Components V, S

Range touch

Duration one day or until discharged

Saving Throw No **Spell Resistance** No

When this spell is cast upon the recipient, the cleric designates a number of subjects equal to the recipient's CHA modifier (minimum 1 subject). Whenever the spell's recipient warmly embraces (hugs, shakes hands with, etc.) one of these subjects, he recovers 1 HP. Embracing a subject is a full round action if both parties are willing, or requires a successful combat maneuver if not. Once the spell's

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recipient has embraced all applicable subjects, the spell ends. Note that unless the casting cleric tells the recipient who the subjects of the spell are, the recipient has no way of identifying the subjects. There is no limit as to who the cleric designates as a subject of this spell, but all subjects must be living creatures on the same plane and world as the recipient.

WIDENING GYRE

School necromancy (chaos) **Level** cleric 4

Casting Time One standard action

Components V, S

Range touch

Duration 1 round per level

Saving Throw Will Save Negates (see text) **Spell**

Resistance Yes

This spell increases the entropy in a system, causing chaos to leak in, turning even the most skilled warriors into buffoons. Each round the spell is active, the victim suffers an increasing chance of critically failing when making an attack roll. On the first round this spell is active, the victim suffers a critical failure anytime he rolls a 1 on a d20 attack roll. This increases by +1 each round the spell is active; for example, by the fifth round, the victim botches on a roll of 1-5.

When the victim botches, use this simple chart to determine what happens, if you do not already have some kind of critical failure rule in your campaign. Each round, the spell's victim receives a new Will Save to end the effect.

D6 roll Critical Failure Effect

1	The attacker drops his weapon in an adjacent square.
2	The attacker strikes an adjacent ally instead of the intended target.
3	The attacker inflicts half damage upon himself from a botched swing.
4	The attacker's clumsy swing leaves him stunned for 1 round.
5	The attacker drops prone in his square.
6	The attacker is considered flatfooted until he takes his next action.

WILLING POSSESSION

School conjuration (teleportation) **Level** cleric 6

Casting Time One standard action

Components V, S

Range creatures touched

Duration one hour per level (D)

Saving Throw Will Save Negates (harmless) **Spell**

Resistance Yes

When this spell is cast, the cleric touches two willing, living creatures, designating one as possessor and the other as host. Alternatively, the casting cleric can designate herself either host or possessor. As the spell is cast, the possessor's body disincorporates into a pale silver mist and flows into the host's body.

While possessing the host, the possessor cannot be detected and cannot be targeted by spells or special abilities. The possessor cannot take any actions and can only observe the host's actions, though host and possessor can communicate silently. The possessor can attempt Aid Another actions to assist its host with purely mental actions or those actions that could be assisted by verbal advice or directions.

If the host becomes unconscious or succumbs to a mind-influencing effect, the host can choose to either leave the possessor's body and regain physical form or take full control over the host's body, breaking the mind-influencing effect. While controlling the host, the possessor effectively acts as if using *magic jar*. Either the host or possessor can dismiss this spell and end the effect any time as a free action.

YOUTHFUL VIGOR

School transmutation (mind affecting) **Level** cleric 3

Casting Time One standard action

Components V, S, M (dried umbilical cord from a child that has grown up healthy)

Range touch

Duration one minute per level (D)

Saving Throw Fortitude Save Negates **Spell Resistance** Yes

This spell fills the recipient's muscles with the renewed vigor and fire of youth. While this spell is in effect, all physical ability score penalties associated with age vanish and the recipient returns to the appearance she had during her adolescence. More than just returning the subject to childhood, this spell also increases reflexes and physical strength, providing the subject with a +2 holy bonus to her STR score and a +1 holy bonus on Reflex Saves.

However, the rush of hormones and energy this spell brings on means that for the duration of the spell the recipient suffers a -4 penalty on all Intelligence and Wisdom based skill checks.

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