

Laori Vaus (Vindicator), Cleric 8 – Spells

Bleed Cleric 0

School: Necromancy; **Components:** V, S; **Casting Time:** 1 action; **Range:** Close; **Target:** One living creature; **Duration:** Instantaneous; **Save:** DC 13 Will negates; **Resistance:** Yes
Cause a stabilized creature to resume dying.

Create Water Cleric 0

School: Conjuration (Creation) [Water]; **Components:** V, S; **Casting Time:** 1 action; **Range:** Close; **Effect:** Up to 2 gallons of water/level; **Duration:** Instantaneous; **Save:** None; **Resistance:** No
Creates 2 gallons/level of pure water.

Detect Magic Cleric 0

School: Divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** 60 ft.; **Area:** Cone-shaped emanation; **Duration:** Concentration, up to 1 min./level (D); **Save:** None; **Resistance:** No
Detects all spells and magic items within 60 ft.

Light Cleric 0

School: Evocation / Wood Elemental [Light]; **Components:** V, M/DF (a firefly); **Casting Time:** 1 action; **Range:** Touch; **Target:** Object touched; **Duration:** 10 min./level; **Save:** None; **Resistance:** No
Object shines like a torch.

Command Cleric 1

School: Enchantment (Compulsion) [Mind-Affecting, language-dependent]; **Components:** V; **Casting Time:** 1 action; **Range:** Close; **Target:** One living creature; **Duration:** 1 round; **Save:** DC 14 Will negates; **Resistance:** Yes
One subject obeys selected command for 1 round.

Cure Light Wounds Cleric 1

School: Conjuration (Healing); **Components:** V, S; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Save:** DC 14 Will half (harmless); see text; **Resistance:** Yes (harmless); see text
Cures 1d8 damage + 1/level (max +5).

Divine Favor Cleric 1

School: Evocation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Save:** DC 14
You gain +1 per three levels on attack and damage rolls.

Obscuring Mist Cleric 1

School: Conjuration / Water Elemental (Creation); **Components:** V, S; **Casting Time:** 1 action; **Range:** 20 ft.; **Effect:** Cloud spreads in 20-ft. radius from you, 20 ft. high; **Duration:** 1 min./level (D); **Save:** None; **Resistance:** No
Fog surrounds you.

Shield of Faith Cleric 1

School: Abjuration; **Components:** V, S, M (parchment with a holy text written on it); **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 min./level; **Save:** DC 14 Will negates (harmless); **Resistance:** Yes (harmless)
Aura grants +2 or higher deflection bonus.

True Strike Cleric 1

School: Divination / Void Elemental; **Components:** V, F (small wooden replica of an archery target); **Casting Time:** 1 action; **Range:** Personal; **Target:** You; **Duration:** See text; **Save:** DC 14
+20 on your next attack roll.

Bear's Endurance Cleric 2

School: Transmutation; **Components:** V, S, M/DF (a few hairs, or a pinch of dung, from a bear); **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 min./level; **Save:** DC 15 Will negates (harmless); **Resistance:** Yes
Subject gains +4 to Con for 1 min./level.

Blindness/Deafness Cleric 2

School: Necromancy; **Components:** V; **Casting Time:** 1 action; **Range:** Medium; **Target:** One living creature; **Duration:** Permanent (D); **Save:** DC 15 Fortitude negates; **Resistance:** Yes
Makes subject blinded or deafened.

Bull's Strength Cleric 2

School: Transmutation; **Components:** V, S, M/DF (a few hairs, or a pinch of dung, from a bull); **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 min./level; **Save:** DC 15 Will negates (harmless); **Resistance:** Yes (harmless)
Subject gains +4 to Str for 1 min./level.

Resist Energy Cleric 2

School: Abjuration / All Elements; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 min./level; **Save:** DC 15 Fortitude negates (harmless); **Resistance:** Yes (harmless)
Ignores first 10 (or more) points of damage per attack from specified energy type.

Restoration, Lesser Cleric 2

School: Conjuration (Healing); **Components:** V, S; **Casting Time:** 3 rounds; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Save:** DC 15 Will negates (harmless); **Resistance:** Yes (harmless)
Dispels magical ability penalty or repairs 1d4 ability damage.

Silence Cleric 2

School: Illusion (Glamer); **Components:** V, S; **Casting Time:** 1 round; **Range:** Long; **Area:** 20-ft.-radius emanation centered on a creature, object, or point in space; **Duration:** 1 round/level (D); **Save:** DC 15 Will negates; see text or none (object); **Resistance:** Yes; see text or no (object)
Negates sound in 20-ft. radius.

Cure Serious Wounds Cleric 3

School: Conjuration (Healing); **Components:** V, S; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Save:** DC 16 Will half (harmless); see text; **Resistance:** Yes (harmless); see text
Cures 3d8 damage + 1/level (max +15).

Deeper Darkness Cleric 3

School: Evocation [Darkness]; **Components:** V, M/DF (bat fur and a piece of coal); **Casting Time:** 1 action; **Range:** Touch; **Target:** Object touched; **Duration:** 10 min./level (D); **Save:** None; **Resistance:** No
Object sheds supernatural shadow in 60-ft. radius.

Dispel Magic Cleric 3

School: Abjuration / Void Elemental; **Components:** V, S; **Casting Time:** 1 action; **Range:** Medium; **Target:** One spellcaster, creature, or object; **Duration:** Instantaneous; **Save:** None; **Resistance:** No
Cancels one magical spell or effect.

Magic Vestment Cleric 3

School: Transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** Touch; **Target:** Armor or shield touched; **Duration:** 1 hour/level; **Save:** DC 16 Will negates (harmless, object); **Resistance:** Yes (harmless, object)
Armor or shield gains +1 enhancement per four levels.

Remove Disease Cleric 3

School: Conjuration (Healing); **Components:** V, S; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Save:** DC 16 Fortitude negates (harmless); **Resistance:** Yes (harmless)
Cures all diseases affecting subject.

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Air Walk Cleric 4

School: Transmutation [Air]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature (Gargantuan or smaller) touched; **Duration:** 10 min./level; **Save:** None; **Resistance:** Yes (harmless)
Subject treads on air as if solid (climb or descend at 45-degree angle).

Inflict Critical Wounds Cleric 4

School: Necromancy; **Components:** V, S; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Save:** DC 17 Will half; **Resistance:** Yes
This spell functions like inflict light wounds, except that you deal 4d8 points of damage + 1 point per caster level (maximum +20).

Magic Weapon, Greater Cleric 4

School: Transmutation / Metal Elemental; **Components:** V, S, M/DF (powdered lime and carbon); **Casting Time:** 1 action; **Range:** Close; **Target:** One weapon or 50 projectiles (all of which must be together at the time of casting); **Duration:** 1 hour/level; **Save:** DC 17 Will negates (harmless, object); **Resistance:** Yes (harmless, object)
Weapon gains +1 bonus/four levels (max +5).

Sending Cleric 4

School: Evocation / Wood Elemental; **Components:** V, S, M/DF (fine copper wire); **Casting Time:** 10 minutes; **Range:** See text; **Target:** One creature; **Duration:** 1 round; see text; **Save:** None; **Resistance:** No
Delivers short message anywhere, instantly.

Breath of Life Cleric 5

School: Conjunction (Healing); **Components:** V, S; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Save:** DC 18 Will negates (harmless) or Will half, see text; **Resistance:** Yes (harmless) or yes, see text
Cures 5d8 damage + 1/level and restores life to recently slain creatures.

Flame Strike Cleric 5

School: Evocation [Fire]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** Medium; **Area:** Cylinder (10-ft. radius, 40-ft. high); **Duration:** Instantaneous; **Save:** DC 18 Reflex half; **Resistance:** Yes
Smites foes with divine fire (1d6/level damage).

Summon Monster V Cleric 5

School: Conjunction / All Elements (Summoning); **Components:** V, S, F/DF (a tiny bag and a small candle); **Casting Time:** 1 round; **Range:** Close; **Effect:** One summoned creature; **Duration:** 1 round/level (D); **Save:** None; **Resistance:** No
Summons extraplanar creature to fight for you.