

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

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

Create Water **Cleric 0**

School: Conjunction (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

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

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

Detect Magic **Cleric 0**

School: Divination
Components: V, S
Casting Time: 1 action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Save: None
Resistance: No

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

1st Round: Presence or absence of magical auras.

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

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

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

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

Original Strength - Duration of Lingering Aura
 Faint - 1d6 rounds
 Moderate - 1d6 minutes
 Strong - 1d6 x 10 minutes
 Overwhelming - 1d6 days

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

Detect magic can be made permanent with a permanency spell.

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

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

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

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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

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

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

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

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

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

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

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

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

Divine Favor Cleric 1

School: Evocation
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute
Save: DC 14

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

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

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater.

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)

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

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

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

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

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

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<p>Blindness/Deafness Cleric 2</p> <p>School: Necromancy Components: V Casting Time: 1 action Range: Medium Target: One living creature Duration: Permanent (D) Save: DC 15 Fortitude negates Resistance: Yes</p> <p>You call upon the powers of unlife to render the subject blinded or deafened, as you choose.</p>	<p>Silence Cleric 2</p> <p>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)</p> <p>Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a silence spell are immune to sonic or language-based attacks, spells, and effects.</p>
<p>Bull's Strength Cleric 2</p> <p>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)</p> <p>The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.</p>	<p>Cure Serious Wounds Cleric 3</p> <p>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</p> <p>This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +15).</p>
<p>Resist Energy Cleric 2</p> <p>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)</p> <p>This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.</p> <p>Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.</p> <p>Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.</p>	<p>Deeper Darkness Cleric 3</p> <p>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</p> <p>This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like darkness, but even creatures with darkvision cannot see within the spell's confines. This spell does not stack with itself. Deeper darkness can be used to counter or dispel any light spell of equal or lower spell level.</p>
<p>Restoration, Lesser Cleric 2</p> <p>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)</p> <p>Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.</p>	

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

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonework (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stonework (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stonework would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

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)

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level). An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

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)

Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others. Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

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)

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

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)

This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5). This bonus does not allow a weapon to bypass damage reduction aside from magic. Alternatively, you can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation after they are used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.

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

You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence. Even if the sending is received, the subject is not obligated to act upon it in any manner. If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)

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

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

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

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

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

This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.