

Shadowcount Sial (Holy Vindicator), Cleric 7 – Spells

<p>Bleed Cleric 0 School: Necromancy; Components: V, S; Casting Time: 1 action; Range: Close; Target: One living creature; Duration: Instantaneous; Save: DC 14 Will negates; Resistance: Yes Cause a stabilized creature to resume dying.</p>	<p>Calm Emotions Cleric 2 School: Enchantment (Compulsion) [Mind-Affecting]; Components: V, S, DF; Casting Time: 1 action; Range: Medium; Area: Creatures in a 20-ft.-radius spread; Duration: Concentration, up to 1 round/level (D); Save: DC 16 Will negates; Resistance: Yes Calms creatures, negating emotion effects.</p>
<p>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.</p>	<p>Cure Moderate Wounds Cleric 2 School: Conjuration (Healing); Components: V, S; Casting Time: 1 action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Save: DC 17 Will half (harmless); see text; Resistance: Yes (harmless); see text Cures 2d8 damage +1/level (max. +10).</p>
<p>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.</p>	<p>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 16 Fortitude negates (harmless); Resistance: Yes (harmless) Ignores first 10 (or more) points of damage per attack from specified energy type.</p>
<p>Mending Cleric 0 School: Transmutation / Metal Elemental; Components: V, S; Casting Time: 10 minutes; Range: 10 ft.; Target: One object of up to 1 lb./level; Duration: Instantaneous; Save: DC 14 Will negates (harmless, object); Resistance: Yes (harmless, object) Makes minor repairs on an object.</p>	<p>Restoration, Lesser Cleric 2 School: Conjuration (Healing); Components: V, S; Casting Time: 3 rounds; Range: Touch; Target: Creature touched; Duration: Instantaneous; Save: DC 17 Will negates (harmless); Resistance: Yes (harmless) Dispels magical ability penalty or repairs 1d4 ability damage.</p>
<p>Cause Fear Cleric 1 School: Necromancy [Fear, Mind-Affecting]; Components: V, S; Casting Time: 1 action; Range: Close; Target: One living creature with 5 or fewer HD; Duration: 1d4 rounds or 1 round; see text; Save: DC 15 Will partial; Resistance: Yes One creature of 5 HD or less flees for 1d4 rounds.</p>	<p>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 16 Will negates; see text or none (object); Resistance: Yes; see text or no (object) Negates sound in 20-ft. radius.</p>
<p>Comprehend Languages Cleric 1 School: Divination; Components: V, S, M/DF (pinch of soot and salt); Casting Time: 1 action; Range: Personal; Target: You; Duration: 10 min./level; Save: DC 15 You understand all spoken and written languages.</p>	<p>Cure Serious Wounds Cleric 3 School: Conjuration (Healing); Components: V, S; Casting Time: 1 action; Range: Touch; Target: Creature touched; Duration: Instantaneous; Save: DC 18 Will half (harmless); see text; Resistance: Yes (harmless); see text Cures 3d8 damage + 1/level (max +15).</p>
<p>Cure Light Wounds Cleric 1 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 1d8 damage + 1/level (max +5).</p>	<p>Death Knell, Extend Cleric 3 School: Necromancy [Death, Evil]; Components: V, S; Casting Time: 1 action; Range: Touch; Target: Living creature touched; Duration: Instantaneous/10 minutes per HD of subject; see text; Save: DC 16 Will negates; Resistance: Yes Add this spell to customize a normal spell with metamagic feats.</p>
<p>Cure Light Wounds Cleric 1 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 1d8 damage + 1/level (max +5).</p>	<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 Cancels one magical spell or effect.</p>
<p>Divine Favor Cleric 1 School: Evocation; Components: V, S, DF; Casting Time: 1 action; Range: Personal; Target: You; Duration: 1 minute; Save: DC 15 You gain +1 per three levels on attack and damage rolls.</p>	<p>Hold Person, Extend Cleric 3 School: Enchantment (Compulsion) [Mind-Affecting]; Components: V, S, F/DF; Casting Time: 1 action; Range: Medium; Target: One humanoid creature; Duration: 1 round/level (D); see text; Save: DC 16 Will negates; see text; Resistance: Yes Add this spell to customize a normal spell with metamagic feats.</p>
<p>Endure Elements Cleric 1 School: Abjuration; Components: V, S; Casting Time: 1 action; Range: Touch; Target: Creature touched; Duration: 24 hours; Save: DC 15 Will negates (harmless); Resistance: Yes (harmless) Exist comfortably in hot or cold regions.</p>	<p>Summon Monster III Cleric 3 School: Conjuration (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.</p>
<p>Align Weapon Cleric 2 School: Transmutation; Components: V, S, DF; Casting Time: 1 action; Range: Touch; Target: Weapon touched or 50 projectiles (all of which must be together at the time of casting); Duration: 1 min./level; Save: DC 16 Will negates (harmless, object); Resistance: Yes (harmless, object) Weapon becomes good, evil, lawful, or chaotic.</p>	

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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).

Magic Vestment, Extend Cleric 4

School: Transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** Touch; **Target:** Armor or shield touched; **Duration:** 1 hour/level; **Save:** DC 17 Will negates (harmless, object); **Resistance:** Yes (harmless, object)
Add this spell to customize a normal spell with metamagic feats.

Order's Wrath Cleric 4

School: Evocation [Lawful]; **Components:** V, S; **Casting Time:** 1 action; **Range:** Medium; **Area:** Nonlawful creatures within a burst that fills a 30-ft. cube; **Duration:** Instantaneous (1 round); see text; **Save:** DC 18 Will partial; see text; **Resistance:** Yes
Harms and dazes chaotic creatures (1d8 damage/2 levels).

Spell Immunity Cleric 4

School: Abjuration; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 min./level; **Save:** DC 18 Will negates (harmless); **Resistance:** Yes (harmless)
Subject is immune to one spell per 4 levels.

Summon Monster IV Cleric 4

School: Conjuration / 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.

Magic Weapon, Greater, Extend Cleric 5

School: Transmutation / Metal Elemental; **Components:** V, S, M/DF; **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 18 Will negates (harmless, object); **Resistance:** Yes (harmless, object)
Add this spell to customize a normal spell with metamagic feats.

Scrying Cleric 5

School: Divination (Scrying); **Components:** V, S, F, M/DF (a pool of water, a silver mirror worth 1000 gp); **Casting Time:** 1 hour; **Range:** See text; **Effect:** Magical sensor; **Duration:** 1 min./level; **Save:** DC 19 Will negates; **Resistance:** Yes
Spies on subject from a distance.

Slay Living Cleric 5

School: Necromancy [Death]; **Components:** V, S; **Casting Time:** 1 action; **Range:** Touch; **Target:** Living creature touched; **Duration:** Instantaneous; **Save:** DC 19 Fortitude partial; **Resistance:** Yes
Touch attack deals 12d6 + 1 per level.