

Cleric Second Level Spells

Aid (Necromancy, Conjuration)

Sphere: Necromantic

Level: 2

Range: Touch

Components: V, S, M

Duration: 1 minute + 1 minute/level

Casting Time: 1 Action

Area of Effect: 1 creature

Saving Throw: None

Spell Resistance: Yes

The recipient of this spell gains the benefit of a *bleed* spell (+1 to attack rolls and saving throws) and a special bonus of 1d8 additional hit points for the duration of the spell. The *aid* spell enables the recipient to actually have more hit points than his full normal total. The bonus hit points are lost first when the recipient takes damage; they cannot be regained by curative magic.

For example, a 1st-level fighter has 8 hit points, suffers 2 points of damage (8-2 = 6), and then receives an *aid* spell that gives 5 additional hit points. The fighter now has 11 hit points, 5 of which are temporary. If he is then hit for 7 points of damage, 2 normal hit points and all 5 temporary hit points are lost. He then receives a *cure light wounds* spell that heals 4 points of damage, restoring him to his original 8 hit points.

Note that the operation of the spell is unaffected by permanent hit point losses due to energy drain, Hit Die losses, or the operation of certain artifacts; the temporary hit point gain is figured from the new, lower total.

The material component is the the priest's holy symbol.

Augury (Divination)

Sphere: Divination

Level: 2

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 2 minutes

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

The priest casting an *augury* spell seeks to divine whether an action in the immediate future (within one-half hour) will benefit or harm the party. For example, if a party is considering the destruction of a weird seal that closes a portal, an *augury* spell can be used to find if weal or woe will be the immediate result. If the spell is successful, the DM yields some indication of the probable outcome: "weal," "woe," or possibly a cryptic puzzle or rhyme. The base chance for receiving a meaningful reply is 70%, plus 1% for each level of the priest casting the spell; for example, 71% at 1st level, 72% at 2nd, etc. Your DM determines any adjustments for the particular conditions of each augury.

For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 sp and a **shield +1** lurks near the entrance to the level (which the DM estimates the party could beat after a hard fight), the augury might be: "Great risk brings great reward." If the troll is too strong for the party, the augury might be: "Woe and destruction await!" Likewise, a party casting several auguries about the same action in quick succession might receive identical answers, regardless of the dice rolls.

The view of the answering power must also be considered in the augury. If the power considers the outcome worth the risks a cleric might be directed with a favorable augury when the odds are very poor. It is also possible that a power may choose to speak of an entirely different matter in an augury. Something the power considers more important than the question asked by the priest. A cleric must be aware of omens given when the answer to an *augury* spell has little or no relation to the question at hand.

The material component for an *augury* spell is a set of gem-laid sticks, dragon bones, or similar tokens of at least 1,000 gp value (which are not expended in casting).

Barkskin (Alteration)

Sphere: Protection, Plant

Level: 2

Range: Touch

Components: V, S, M

Duration: 4 rds. + 1 rd./level

Casting Time: 1 Action

Area of Effect: 1 creature

Saving Throw: None

Spell Resistance: Yes

When a priest casts the *barkskin* spell upon a creature, its skin becomes as tough as bark, increasing its base Armor Class by +4, +1 for every four levels of the priest: Armor Class +5 at 4th level, +6 at 8th, and so on. This spell does not function in combination with normal armor or any magical protection. In addition, saving throw rolls vs. all attack forms except magic gain a +1 bonus. This spell can be placed on the caster or on any other creature he touches.

In addition to his holy symbol, the caster must have a handful of bark from an oak as the material component for the spell.

Bear's Endurance (Transmutation)

Sphere: Combat

Level: 2

Range: Touch

Components: V, S

Duration: 1 minute/level

Casting Time: 1 action

Area of Effect: Creature touched

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth.

Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.



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Bull's Strength (Transmutation)

Sphere: Combat
Level: 2
Range: Touch
Components: V, S
Duration: 1 minute/level
Casting Time: 1 action
Area of Effect: Creature touched
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

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.

Chant (Conjuration/Summoning)

Sphere: Combat
Level: 2
Range: 0
Components: V, S
Duration: Time of chanting
Casting Time: 1 Action
Area of Effect: 30-ft. radius
Saving Throw: None
Spell Resistance: Yes

The *chant* spell brings special favor upon the priest and his party, and causes harm to his enemies. When the *chant* spell is completed, all attack rolls, damage rolls and saving throws made by those in the area of effect who are friendly to the priest gain +1 bonuses, while those of the priest's enemies suffer -1 penalties.

This bonus/penalty continues as long as the caster continues to chant the mystic syllables and is stationary. However, an interruption (such as an attack that succeeds and causes damage, grappling with the chanter, or a *silence* spell) breaks the spell. Multiple chants are not cumulative; however, if the 3rd-level *prayer* spell is spoken before or while, a priest of the same religion is chanting, the effect is increased to +2 and -2.

Charm Person or Mammal (Enchantment/Charm)

Sphere: Animal
Level: 2
Range: 240'
Components: V, S
Duration: Special
Casting Time: 1 Action
Area of Effect: 1 person or mammal
Saving Throw: Will Neg.
Spell Resistance: Yes

This spell affects any single person or mammal it is cast upon. The creature then regards the caster as a trusted friend and ally to be heeded and protected. The term *person* includes any sentient creature that could be considered a player character race, or possible NPC. Of humanoids only true Giants and Giant Kin are excepted. Likewise all monsters of Intelligence such as Dragons, Gorgons, and the like cannot be charmed with this spell.

The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way. Thus, a charmed

creature would not obey a suicide command, but might believe the caster if assured that the only chance to save the caster's life is for the creature to hold back an onrushing red dragon for "just a minute or two" and if the charmed creature's view of the situation suggests that this course of action still allows a reasonable chance of survival.

The subject's attitudes and priorities are changed with respect to the caster, but basic personality and former allegiances are not. The caster is treated as a trusted friend, but old loyalties and friends are not forgotten. A request that a victim make itself defenseless, give up a valued item, or even use a charge from a valued item (especially against former associates or allies) might allow an immediate saving throw to see if the charm is thrown off. In the case of the caster and allies fighting the charmed creature's friends or allies the charmed creature will attempt to foster a peace between the two groups. Likewise, a charmed creature does not necessarily reveal everything it knows or draw maps of entire areas. Any request may be refused, if such refusal is in character and does not directly harm the caster. The victim's regard for the caster does not necessarily extend to the caster's friends or allies. The victim does not react well to the charmer's allies making suggestions such as, "Ask him this question. . .," nor does the charmed creature put up with verbal or physical abuse from the charmer's associates, if this is out of character.

Note also that the spell does not empower the caster with linguistic capabilities beyond those he normally has. The duration of the spell is a function of the charmed creature's Intelligence, and it is tied to the saving throw. A successful saving throw breaks the spell. This saving throw is checked on a periodic basis according to the creature's Intelligence, even if the caster has not overly strained the relationship.

Intelligence Score	Period Between Checks
3 or less	3 months
4-6	2 months
7-9	1 month
10-12	3 weeks
13-14	2 weeks
15-16	1 week
17	3 days
18	2 days
19 or more	1 day

If the caster harms, or attempts to harm, the charmed creature by some overt action, or if a *dispel magic* spell is successfully cast upon the charmed creature, the charm is broken automatically.

If the subject of the *charm person/charm mammal* spell successfully rolls its Will saving throw vs. the spell, the effect is negated.

However, if the caster treats the charmed creature as a trusted friend. If they display a willingness to defend and protect the charmed creature, expend resources, especially magic to the benefit of the charmed creature. The spell could wane without it being noticed. True friendship and trust will have replaced the magical compulsion.

This spell, if used in conjunction with the *animal friendship* spell, can keep the animal near the caster's home base, if the caster must leave for an extended period.



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Chill Metal (Alteration)
Sphere: Elemental (Cold)
Level: 2
Range: 120'
Components: V, S, M
Duration: 7 rds.
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: Special

Chill metal makes metal extremely cold. It affects the metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lbs. of metal/level, none of which can be more than 30 ft. away from any of the rest

It has the following effects: Unattended, non-magical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession (not an "unattended") uses the creature's saving throw bonus unless its own is higher.

A creature takes cold damage if its equipment is chilled. It takes full damage if its armor, shield, or weapon is affected. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing or wielding such an item.

On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, and causes more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Cold	None
2	Icy	1d4 points
3-5	Freezing	2d4 points
6	Icy	1d4 points
7	Cold	None

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. Underwater, chill metal deals no damage, but ice immediately forms around the affected metal, making it float if unattended.

Chill metal counters and dispels heat metal.

Consecrate (Evocation)
Sphere: Combat
Level: 2
Range: Close (25 ft. + 5 ft./2 levels)
Components: V, S, M
Duration: 2 hours/level
Casting Time: 1 round
Area of Effect: 30-ft. radius
Saving Throw: None
Spell Resistance: No

This spell blesses an area with positive energy. Each Charisma check made to turn undead within this area gains a +3 sacred bonus. Every undead creature entering a consecrated area suffers minor disruption, giving it a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a consecrated area.

If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred

bonus on turning checks, -2 penalties for undead in the area). You cannot consecrate an area with a similar fixture of a deity other than your own patron.

If the area does contain an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the consecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Consecrate will dispel a different consecrate if cast in the same area.

The material component is a vial of holy water which must be sprinkled around the area.

Cure Moderate Wounds (Necromancy)
Sphere: Healing
Level: 2
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: Creature touched
Saving Throw: None
Spell Resistance: Yes

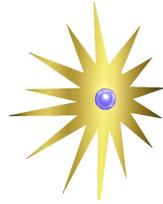
When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage +1 point per caster level (maximum +10). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply Spell Resistance, and can attempt a Will save to take half damage.

Death Knell (Necromancy)
Sphere: Death
Level: 2
Range: Touch
Components: V, S
Duration: Instantaneous/10 minutes per HD of subject; see text
Casting Time: 1 Action
Area of Effect: Creature touched
Saving Throw: Will negates
Spell Resistance: Yes

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant you access to more spells.) These effects last for 10 minutes per HD of the subject creature.



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Detect Charm (Divination)

Sphere: Divination
Level: 2
Range: 30 yds.
Components: V, S
Duration: 1 turn
Casting Time: 1 round
Area of Effect: 1 creature/rd.
Saving Throw: Will Neg.
Spell Resistance: No

You immediately detect the strength and location of each charm, compulsion, and possession aura on all creatures in the area. You can attempt to identify the properties of each aura (see Spellcraft).

In addition to noticing the targets of these effects, you can recognize when creatures in the area are using these effects on others by making a Sense Motive check as a standard action (DC 20 + caster level). If you succeed, you may make a Spellcraft check to identify what magic it is using (even if the target is not in the area).

Dust Devil (Conjuration/Summoning)

Sphere: Elemental (Air)
Level: 2
Range: 90'
Components: V, S
Duration: 2 rds./level
Casting Time: 1 Action
Area of Effect: 5 x 4 ft. cone
Saving Throw: None
Spell Resistance: No

This spell enables a priest to conjure up a weak air elemental, a dust devil of AC 16, 2 HD, MV 180 feet per round, one attack for 1d4 points of damage, which can be hit by normal weapons. The dust devil appears as a small whirlwind 1 foot in diameter at its base, 5 feet tall, and 3 to 4 feet across at the top. It moves as directed by the priest, but dissipates if it is ever separated from the caster by more than 30 yards. Its winds are sufficient to put out torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin. The dust devil can hold a gas cloud or a creature in gaseous form at bay or push it away from the caster (though it cannot damage or disperse such a cloud). If skimming along the ground in an area of loose dust, sand, or ash, the dust devil picks up those particles and disperses them in a 10-foot-diameter cloud centered on itself. The cloud obscures normal vision, and creatures caught within are blinded while inside and for one round after they emerge. A spellcaster caught in the dust devil or its cloud while casting must make a concentration check to keep his concentration, or the spell is ruined. Any creature native to the Elemental Plane of Air, even another dust devil, can disperse a dust devil with a single hit.

Eagle's Splendor (Transmutation)

Sphere: Combat
Level: 2
Range: Touch
Components: V, S
Duration: 1 minute/level
Casting Time: 1 action
Area of Effect: Creature touched
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Sorcerers and bards (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

Enthrall (Enchantment/Charm)

Sphere: Charm
Level: 2
Range: 0
Components: V, S
Duration: Special
Casting Time: 1 minute
Area of Effect: 90-ft. radius
Saving Throw: Will Neg.
Spell Resistance: Yes

A priest using this spell can enthrall an audience that can understand his language. Those in the area of effect must successfully make a Will save or give the caster their undivided attention, totally ignoring their surroundings. Those of a race or religion unfriendly to the caster's have a +4 bonus to the roll. Creatures with 4 or more levels or Hit Dice, or with a Wisdom of 16 or better, are unaffected.

To cast the spell, the caster must speak without interruption for a full minute. Thereafter, the enchantment lasts as long as the priest speaks, to a maximum of one hour. Those enthralled take no action while the priest speaks, and for 1d3 minutes thereafter while they discuss the matter. Those entering the area of effect must also successfully save vs. Will or become enthralled. Those not enthralled are 50% likely every turn to hoot and jeer in unison. If there is excessive jeering, the rest are allowed a new saving throw. The speech ends (but the 1d3 minutes delay still applies) if the priest is successfully attacked or performs any action other than speaking.

If the audience is attacked, the spell ends and the audience reacts immediately, rolling a reaction check with respect to the source of the interruption, at a penalty of -10.

Note: When handling a large number of saving throws for similar creatures, the DM can assume an average to save time.



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Find Traps (Divination)

Sphere: Divination
Level: 2
Range: 0
Components: V, S
Duration: 3 turns
Casting Time: 1 Action
Area of Effect: 10 ft. x 90'
Saving Throw: None
Spell Resistance: No

The priest finds all traps, whether concealed normally or magically, of magical or mechanical nature. Note that this spell is directional, and the caster must face the desired direction in order to determine if a trap is laid in that particular direction.

A trap is any device or magical ward that meets three criteria: it can inflict a sudden or unexpected result, the spellcaster would view the result as undesirable or harmful, and the harmful or undesirable result was specifically intended as such by the creator. Thus, traps include alarms, glyphs, and similar spells or devices.

The caster learns the general nature of the trap (magical or mechanical) but not its exact effect, nor how to disarm it. Close examination will, however, enable the caster to sense what intended actions might trigger it. Note that the caster's divination is limited to his knowledge of what might be unexpected and harmful. The spell cannot predict actions of creatures (hence, a concealed murder hole or ambush is not a trap), nor are natural hazards considered traps (a cavern that floods during a rain, a wall weakened by age, a naturally poisonous plant, etc.). If the DM is using specific glyphs or sigils to identify magical wards (see the 3rd-level spell *glyph of warding*), this spell shows the form of the glyph or mark. The spell does not detect traps that have been disarmed or are otherwise inactive.

Fire Trap (Abjuration, Evocation)

Sphere: Elemental (Fire)
Level: 2
Range: Touch
Components: V, S, M
Duration: Permanent until discharged
Casting Time: 1 turn
Area of Effect: Object touched
Saving Throw: Reflex ½
Spell Resistance: No

Any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) can be warded by a *fire trap* spell. The spell is centered on a point selected by the spellcaster. The item so trapped cannot have a second closure or warding spell placed upon it. A *knock* spell will not affect a fire trap in any way. As soon as the offending party opens the item, the trap discharges. Failure to remove it successfully detonates it immediately. An unsuccessful *dispel magic* spell will not detonate the spell. When the trap is discharged, there will be an explosion of 5-foot radius from the spell's center. All creatures within this area must roll saving throws vs. Reflex. Damage is 1d4 points plus 1 point per level of the caster, and half that total amount for creatures successfully saving. (Under water, this ward inflicts half damage and creates a large cloud of steam.) The item trapped is not harmed by this explosion.

The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast (the method usually involves a key word).

To place this spell, the caster must trace the outline of the closure with a stick of charcoal and touch the center of the effect. Attunement to another individual requires a hair or similar object from the individual.

Flame Blade (Evocation)

Sphere: Elemental (Fire)
Level: 2
Range: 0
Components: V, S, M
Duration: 4 rds. + 1 rd./2 levels
Casting Time: 1 Action
Area of Effect: 3-ft. long blade
Saving Throw: None
Spell Resistance: No

With this spell, the caster causes a blazing ray of red hot fire to spring forth from his hand. This blade-like ray is wielded as if it were a scimitar. If the caster successfully hits with the flame blade in melee combat, the creature struck suffers 1d4+4 points of damage. If the creature is undead or is especially vulnerable to fire there is a +2 bonus to damage.. If the creature is protected from fire, the damage inflicted is reduced by -2. Fire dwellers and those using fire as an innate attack form suffer no damage from the spell. The flame blade can ignite combustible materials such as parchment, straw, dry sticks, cloth, etc. However, it is not a magical weapon in the normal sense of the term, so creatures (other than undead) struck only by magical weapons are not harmed by it. This spell does not function under water.

Gentle Repose (Necromancy)

Sphere: Death
Level: 2
Range: Touch
Components: V, S
Duration: One day/level
Casting Time: 1 Action
Area of Effect: Corpse touched
Saving Throw: Will negates (object)
Spell Resistance: No

This spell preserves the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see *raise dead*). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant.

The spell also works on severed body parts and the like.



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Goodberry (Alteration, Evocation)

Sphere: Plant
Level: 2
Range: Touch
Components: V, S, M
Duration: 1 day + 1 day/level
Casting Time: 1 rd.
Area of Effect: 2d4 fresh berries
Saving Throw: None
Spell Resistance: No

Casting a *goodberry* spell upon a handful of freshly picked berries makes 2d4 of them magical. The caster (as well as any other cleric of the same faith and 3rd or higher level) can immediately discern which berries are affected. A *detect magic* spell discovers this also. Berries with the magic either enable a hungry creature of approximately man size to eat one and be as well-nourished as if a full normal meal were eaten, or else cure 1 point of physical damage from wounds or other similar causes, subject to a maximum of 8 points of such curing in any 24-hour period.

The material component of the spell is the caster's holy symbol passed over the freshly picked, edible berries to be enspelled (blueberries, blackberries, raspberries, currants, gooseberries, etc.).

Heat Metal (Alteration)

Sphere: Elemental (Fire)
Level: 2
Range: 40 yds.
Components: V, S, M
Duration: 7 rds.
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: Special
Spell Resistance: No

Heat metal causes metal objects to become red-hot. It affects the metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lbs. of metal/level, all of which must be within a 30-ft. circle

Unattended, non-magical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes fire damage if its equipment is heated. It takes full damage if its armor, shield, or weapon is affected. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing or wielding such an item.

On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, and causes more damage, as shown on the table.

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3-5	Searing	2d4 points
6	Hot	1d4 points
7	Warm	None

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, heat metal deals half damage and boils the surrounding water.

Heat metal counters and dispels chill metal.

Hold Person (Enchantment/Charm)

Sphere: Charm
Level: 2
Range: 120 yds.
Components: V, S
Duration: 2 rds./level
Casting Time: 1 Action
Area of Effect: 1d4 persons in 20-ft. cube
Saving Throw: Will Neg.
Spell Resistance: Yes

This spell holds 1d4 creatures rigidly immobile and in place for a minimum of six rounds (the spell lasts 2 rounds per caster level).

The *hold person* spell affects any sentient creature that could be considered a player character race, or possible NPC. Of humanoids only true Giants and Giant Kin are excepted. Likewise all monsters of Intelligence such as Dragons, Gorgons, and the like cannot be held with this spell.

The effect is centered on a point selected by the caster, and it affects persons selected by the caster within the area of effect. If the spell is cast at three persons, each gets a normal saving throw; if only two persons are being enspelled, each rolls his saving throw with a -1 penalty; if the spell is cast at only one person, the saving throw die roll suffers a -2 penalty. Those who succeed on their saving throws are totally unaffected by the spell. Undead creatures cannot be held.

Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison. The priest casting the *hold person* spell can end the spell with a single utterance at any time; otherwise, the duration is six rounds at 3rd level, eight rounds at 4th level, etc.

Holy Symbol (Invocation)

Sphere: All
Level: 2
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: One object
Saving Throw: Special
Spell Resistance: No

This spell is used to prepare a cleric's holy symbol, or to create a new symbol to replace a lost or damaged one. The new symbol-to-be must be of the appropriate materials and design. Any old object cannot be used to create a holy symbol. Once cast the symbol will radiate the proper aura of consecration and can be used in ceremony, turning undead, and spells.

A cleric can create only symbols for his own religion. Attempts to even try to create a holy symbol to another deity will result in divine notice and unpleasant results.

A cleric totally without a Holy Symbol, and in great need can cast this spell on his empty hand. If the need is indeed great a holy symbol will be created. The cleric must save vs. a Fort check on DC 18 and a Will check on DC 15. Should the Fort check fail the Cleric will lose 1-4 Constitution ability points temporarily. Should the Will check fail, no symbol will be created. Constitution will be recovered, 1 point for each day spent in rest and meditation. In such cases where the god does grant the cleric an instant Holy Symbol, the effect of that symbol on any who witness the creation will be as if the cleric was 5 times his normal level. The witness must have the wit to understand what has happened. Skeletons, alters, and other unthinking things will not be impressed by the piety of the priest. The effect is only good for the duration of the encounter.



Messenger (Enchantment/Charm)

Sphere: Animal
 Level: 2
 Range: 60'/level
 Components: V, S
 Duration: 1 day/level
 Casting Time: 1 round
 Area of Effect: 1 creature
 Saving Throw: Will Neg.
 Spell Resistance: Yes

This spell enables the priest to call upon a tiny (size T) creature of at least animal intelligence to act as his messenger. The spell does not affect giant animals and it does not work on creatures of low (i.e., 5) Intelligence or higher. If the creature is within range, the priest, using some type of food desirable to the animal as a lure, can call the animal to come. The animal is allowed a saving throw vs. will. If the saving throw is failed, the animal advances toward the priest and awaits his bidding. The priest can communicate with the animal in a crude fashion, telling it to go to a certain place, but directions must be simple. The spellcaster can attach some small item or note to the animal. If so instructed, the animal will then wait at that location until the duration of the spell expires. (Note that unless the intended recipient of a message is expecting a messenger in the form of a small animal or bird, the carrier may be ignored.) When the spell's duration expires, the animal or bird returns to its normal activities. The intended recipient of a message gains no communication ability.

Inflict Moderate Wounds (Necromancy)

Sphere: Healing
 Level: 2
 Range: Touch
 Components: V, S
 Duration: Permanent
 Casting Time: 1 Action
 Area of Effect: Creature touched
 Saving Throw: None
 Spell Resistance: Yes

When laying your hand upon a creature, you channel negative energy that deals 2d8 points of damage + 1 point per caster level (maximum +10).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Make Whole (Transmutation)

Sphere: Creation
 Level: 2
 Range: close (25 ft. + 5 ft./2 levels)
 Components: V, S
 Duration: instantaneous
 Casting Time: 10 minutes
 Area of Effect: one object of up to 10 cu. ft./level or one construct creature of any size
 Saving Throw: Will negates (harmless, object)
 Spell Resistance: Yes (harmless, object)

This spell functions as mending, except that it repairs 1d6 points of damage per level when cast on an object or construct creature (maximum 5d6).

Make whole can fix destroyed magic items (at 0 hit points or less), and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way. When make whole is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.



Obscurement (Alteration)

Sphere: Weather
 Level: 2
 Range: 0
 Components: V, S
 Duration: 4 minutes/level
 Casting Time: 1 action
 Area of Effect: (level x 10)-ft.-sq.
 Saving Throw: None
 Spell Resistance: No

This spell causes a misty vapor to arise around the caster. It persists in this locale for four rounds per the caster level and reduces the visibility ranges of all types of vision (including darkvision) to 2d4 feet. The ground area affected by the spell is a square progression based on the caster's level: a 10-foot x 10-foot area at 1st level, a 20-foot x 20-foot area at 2nd level, a 30-foot x 30-foot area at 3rd level, and so on. The height of the vapor is restricted to 10 feet, although the cloud will otherwise expand to fill confined spaces. A strong wind (such as from the 3rd-level wizard spell *gust of wind*) can cut the duration of an *obscurement* spell by 75%. This spell does not function under water.

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Owl's Wisdom (Transmutation)

Sphere: Combat
Level: 2
Range: Touch
Components: V, S
Duration: 1 minute/level
Casting Time: 1 action
Area of Effect: Creature touched
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, paladins, and rangers (and other Wisdom-based spellcasters) who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

Produce Flame (Alteration)

Sphere: Elemental (Fire)
Range: 0
Components: V, S
Duration: 1 minute/level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

A bright flame, equal in brightness to a torch, springs forth from the caster's palm. The flame does not harm the caster, but it is hot and it causes the combustion of flammable materials (paper, cloth, dry wood, oil, etc.). The caster is capable of hurling the magical flame as a missile, with a range of 120' (considered short range). The flame flashes on impact, igniting combustibles within a 3-foot diameter of its center of impact, and then it goes out. A creature struck by the flame suffers 1d4+1 points of damage and, if combustion occurs, must spend a round extinguishing the fire or suffer additional damage assigned by the DM until the fire is extinguished. A miss is resolved as a grenade-like missile. If any duration remains to the spell, another flame immediately appears in the caster's hand. The caster can hurl a maximum of one flame per level, but no more than one flame per round.

The caster can snuff out magical flame any time he desires, but fire caused by the flame cannot be so extinguished. This spell does not function under water.

Remove Paralysis (Abjuration)

Sphere: Protection
Level: 2
Range: 30'/level
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: 1d4 creatures in 20-ft. cube
Saving Throw: None
Spell Resistance: Yes

By the use of this spell, the priest can free one or more creatures from the effects of any paralyzing effect or from related magic (such as a ghoulish touch, or a *hold* or *slow* spell). If the spell is cast on one creature, the paralyzing effect is negated. If cast on two creatures, each receives another saving throw vs. the effect

that afflicts it, with a +4 bonus. If cast on three or four creatures, each receives another saving throw with a +2 bonus. There must be no physical or magical barrier between the caster and the creatures to be affected, or the spell fails and is wasted.

Resist Energy (Abjuration)

Sphere: Protection
Level: 2
Range: Touch
Components: V, S, M
Duration: 1 minute/level
Casting Time: 1 Action
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: Yes

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 energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

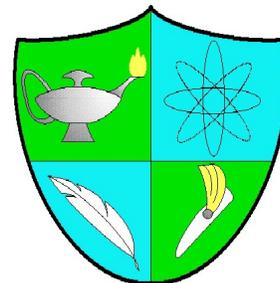
Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Note: Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Restoration, Lesser (Conjuration)

Sphere: Healing
Level: 2
Range: Touch
Components: V, S
Duration: Instantaneous
Casting Time: 3 rounds
Area of Effect: creature touched
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

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.



Shatter (Evocation)

Sphere: Combat
 Level: 2
 Range: Close (25 ft. + 5 ft./2 levels)
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1 Action
 Area of Effect: 5-ft.-radius spread; or one solid object or one crystalline creature
 Saving Throw: Will negates (object) or Fortitude half; see text
 Spell Resistance: Yes

Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target shatter against a single solid object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), shatter deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Shield Other (Abjuration)

Sphere: Protection
 Level: 2
 Range: Close (25 ft. + 5 ft./2 levels)
 Components: V, S
 Duration: 1 hour/level
 Casting Time: 1 Action
 Area of Effect: One Creature
 Saving Throw: Will negates (harmless)
 Spell Resistance: Yes

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If the caster and the subject of the spell move out of range of each other, the spell ends.



Silence (Alteration)

Sphere: Guardian
 Level: 2
 Range: 120 yds.
 Components: V, S
 Duration: 2 minutes/level
 Casting Time: 1 Action
 Area of Effect: 15-ft.-radius
 Saving Throw: None
 Spell Resistance: No

Upon casting this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells cannot be cast (or at least not those with verbal components), and no noise whatsoever issues from or enters the area. The spell can be cast into the air or upon an object, but the effect is stationary unless cast on a mobile object or creature. The spell lasts two minutes for each level of experience of the priest. The spell can be centered upon a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature receives a Will saving throw against the spell. If the saving throw is successful, the spell effect is centered about 1 foot behind the position of the subject creature at the instant of casting. This spell provides a defense against sound-based attacks, such as harpy singing, **horn of blasting**, etc.

Slow Poison (Necromancy)

Sphere: Healing
 Level: 2
 Range: Touch
 Components: V, S, M
 Duration: 1 hr./level
 Casting Time: 1 action
 Area of Effect: 1 creature
 Saving Throw: None
 Spell Resistance: Yes

When this spell is placed upon a poisoned individual, it greatly slows the effects of venom, if cast upon the victim before the poison takes full effect. (This period, known as the onset time, is known to the DM.) While this spell does not neutralize the venom, it does prevent it from substantially harming the individual for the duration of its magic in the hope that, during that spell period, the poison can be fully cured.

The material components of the *slow poison* spell are the priest's holy symbol and a bud of garlic that must be crushed and smeared on the wound (or eaten if poison was ingested).

Snake Charm (Enchantment/Charm)

Sphere: Animal
 Level: 2
 Range: 30 yds.
 Components: V, S
 Duration: Special
 Casting Time: 1 Action
 Area of Effect: 30-ft. cube
 Saving Throw: None
 Spell Resistance: Yes

When this spell is cast, a hypnotic pattern is set up that causes one or more snakes to cease all activity except a semierect,

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swaying movement. If the snakes are charmed while in a torpor, the duration of the spell is 1d4+2 turns; if the snakes are not torpid, but are not aroused and angry, the charm lasts 1d3 turns; if the snakes are angry or attacking, the spell lasts 1d4+4 rounds. The priest casting the spell can charm snakes whose total hit points are less than or equal to those of the priest. On the average, a 1st-level priest could charm snakes with a total of 4 or 5 hit points; a 2nd-level priest could charm 9 hit points, etc. The hit points can be those of a single snake or those of several of the reptiles, but the total hit points cannot exceed those of the priest casting the spell. A 23-hit point caster charming a dozen 2-hit point snakes would charm 11 of them. This spell is also effective against any ophidian or ophidianoid monster, such as naga, couatl, etc., subject to magic resistance, hit points, and so forth.

Variations of this spell may exist, allowing other creatures significant to a particular mythos to be affected. Your DM will inform you if such spells exist.

Sound Burst (Evocation)

Sphere: Combat

Level: 2

Range: Close (25 ft. + 5 ft./2 levels)

Components: V, S

Duration: Instantaneous

Casting Time: 1 Action

Area of Effect: 10 foot radius spread

Saving Throw: Fortitude partial

Spell Resistance: Yes

The caster blasts an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round.

Creatures that cannot hear are not stunned but are still damaged.

Speak With Animals (Alteration)

Sphere: Animal, Divination

Level: 2

Range: 0

Components: V, S

Duration: 2 minutes/level

Casting Time: 1 Action

Area of Effect: 1 animal within 30 ft.

Saving Throw: None

The priest can comprehend and communicate with any normal or giant animal that is not mindless. The priest is able to ask questions of and receive answers from the creature, although friendliness and cooperation are by no means assured. Furthermore, terseness and evasiveness are likely in basically wary and cunning creatures (the more stupid ones will instead make inane comments). If the animal is friendly it may do some favor or service for the priest (as determined by the DM). Note that this spell differs from the *Speak With Monsters* spell, for this spell allows conversation only with normal or giant nonfantastic creatures such as apes, bears, cats, dogs, and so on.

Spiritual Weapon (Invocation)

Sphere: Combat

Level: 2

Range: 30'/level

Components: V, S

Duration: 3 rds. + 1 rd./level

Casting Time: 1 Action

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

By calling upon his deity, the caster of a *spiritual weapon* spell brings into existence a field of force shaped vaguely like the melee weapon favored or required by that cleric's religion. As long as the caster concentrates upon the weapon, it strikes at any opponent within its range, as desired. Each round the caster can choose to attack the same target as the previous round or switch to a new target that he can see anywhere within his maximum range. The spiritual weapon's chance to successfully hit is equal to that of the caster, without any Strength bonuses. In addition, it strikes as a magical weapon with a bonus of +1 for every six experience levels (or fraction) of the spellcaster, up to a total of +3 to the attack roll and +3 to the damage roll for a 13th-level caster. The base damage inflicted when it scores a hit is 1d4+1. The weapon strikes in the same direction as the caster is facing, so if he is behind the target, all bonuses for rear attack are gained along with the loss of any modifications to the target's AC for shield and Dexterity.

As soon as the caster ceases concentration, the *spiritual weapon* spell ends. A *dispel magic* spell that includes either the caster or the force in its area of effect has a chance to dispel the spiritual weapon. If an attacked creature has magic resistance, the resistance is checked the first time the spiritual weapon strikes. If the weapon is successfully resisted, the spell is lost. If not, the weapon has its normal full effect for the duration of the spell.

Status (Divination)

Sphere: Divination

Level: 2

Range: Touch

Components: V, S

Duration: 1 hour/level

Casting Time: 1 Action

Area of Effect: One living creature touched per three levels

Saving Throw: Will negates (harmless)

Spell Resistance: No

When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

Summon Monster 2 (Conjuration/Summoning)

Sphere: Summoning
 Level: 2
 Range: Close (25 ft. + 5 ft./2 levels)
 Components: V, S
 Duration: 4 rounds +1 round per level
 Casting Time: 1 Action
 Area of Effect: One summoned creature
 Saving Throw: None
 Spell Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

Trip (Enchantment/Charm)

Sphere: Plant
 Level: 2
 Range: Touch
 Components: V, S
 Duration: 1 turn/level
 Casting Time: 1 Action
 Area of Effect: 1 object up to 10 ft. long
 Saving Throw: Reflex Neg.
 Spell Resistance: No

This magic must be cast upon a normal object, a length of vine, a stick, a pole, a rope, or a similar object. The spell causes the object to rise slightly off the ground or floor it is resting on to trip most creatures crossing it, if they fail their Reflex saving throws. Note that only as many creatures can be tripped as are actually stepping across the enchanted object. Thus, a 3-foot-long piece of rope could trip only one man-sized creature. Creatures moving at a very rapid pace (running) when tripped suffer 1 point of damage and are stunned for 1d4+1 rounds if the surface they fall upon is very hard (if it is turf or other soft material, they are merely stunned for the rest of that round). Very large creatures, such as elephants, are not affected at all by a *trip* spell. The object continues to trip all creatures passing over it, including the spellcaster, for as long as the spell duration lasts. A creature aware of the object and its potential adds a +4 bonus to its saving throw roll when crossing the object. The enchanted object is 80% undetectable unless a means that detects magical traps is employed or the spell is observed. This spell does not function under water.

Warp Wood (Alteration)

Sphere: Plant
 Level: 2
 Range: close (25 ft. + 5 ft./2 levels)
 Components: V, S
 Duration: Permanent
 Casting Time: 1 Action
 Area of Effect: Special
 Saving Throw: Special
 Spell Resistance: Yes

You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a -4 penalty on attack rolls. You may warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32.

Alternatively, you can unwarped wood (effectively warping it back to normal) with this spell. Make whole, on the other hand, does no good in repairing a warped item.

You can combine multiple consecutive warp wood spells to warp (or unwarped) an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects.

Withdraw (Alteration)

Sphere: Protection
 Level: 2
 Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1 Action
 Area of Effect: The caster
 Saving Throw: None
 Spell Resistance: No

By means of a *withdraw* spell, the priest in effect alters the flow of time with regard to himself. While but one round of time passes for those not affected by the spell, the priest is able to spend two rounds, plus one round per level, in contemplation. Thus, a 5th-level priest can withdraw for seven rounds to cogitate on some matter while one round passes for all others. (The DM should allow the player six seconds of real time per round withdrawn to ponder some problem or question. No discussion with other players is permitted.) Note that while affected by the *withdraw* spell, the caster can use only the following spells: any divination spell or any curing or healing spell, the latter on himself only. The casting of any of these spells in different fashion (for example, a *cure light wounds* spell bestowed upon a companion) negates the *withdraw* spell. Similarly, the withdrawn caster cannot walk or run, become invisible, or engage in actions other than thinking, reading, and the like. He can be affected by the actions of others, losing any Dexterity or shield bonus. Any successful attack upon the caster breaks the spell.

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Wyvern Watch (Evocation)

Sphere: Guardian
Level: 2
Range: 90'
Components: V, S, M
Duration: up to 8 hrs.
Casting Time: 5
Area of Effect: 10-ft. radius
Saving Throw: Fort Neg.
Spell Resistance: Yes

This spell is known as *wyvern watch* because of the insubstantial haze brought forth by its casting, which vaguely resembles a wyvern. It is typically used to guard some area against intrusion. Any creature approaching within 10 feet of the guarded area may be affected by the "wyvern." Any creature entering the guarded area must roll a successful Fort saving throw or stand paralyzed for one round per level of the caster, until freed by the spellcaster, by a *dispel magic* spell, or by a *remove paralysis* spell. A successful saving throw indicates that the subject creature was missed by the attack of the wyvern-form, and the spell remains in place. As soon as a subject creature is successfully struck by the wyvern-form, the paralysis takes effect and the force of the spell dissipates. The spell force likewise dissipates if no intruder is struck by the wyvern-form for eight hours after the spell is cast. Any creature approaching the space being guarded by the wyvern-form may be able to detect its presence before coming close enough to be attacked; this chance of detection is 90% in bright light, 30% in twilight conditions, and 0% in darkness.

The animal form of this spell can vary from religion to religion. Those with strong connections to a given animal will have "watches" appropriate to their holy animal.

The material component is the priest's holy symbol.

Zone of Truth (Enchantment Compulsion)

Sphere: Divination
Level: 2
Range: Close (25 ft. + 5 ft./2 levels)
Components: V, S
Duration: 1 minute/level
Casting Time: 1 Action
Area of Effect: 20-ft.-radius emanation
Saving Throw: Will negates
Spell Resistance: Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

