

Detect Magic

Level: 1 **Range: 30 or more** **Duration: 2 turns** **Casting Time: 2 actions** **Save: Will vs. spell check DC (sometimes)**

The cleric knows if there has been an enchantment laid upon a person, place or thing within range. The range is a cone, 30 long and 30 wide at its end, emanating from the cleric's holy symbol.

Spell Results

1-11: Failure.

12-13: The cleric is aware of magical enchantment on any object or creature within range. This includes weapons or armor worn by a creature, as well as spells. The cleric cannot distinguish which portions of the targets are magical. For example, a creature enchanted by a spell or carrying a magical weapon or item registers simply as magical, so the true extent and nature of the magic is not always evident. The cleric does not receive any information on the nature of the magical enchantment, only its existence. Intelligent magic creatures and creations that wish to hide their magical nature can do so with a Will save. Objects behind 3 of wood, 1 of solid metal, or 1 of stone are not detected.

14-17: The cleric is aware of magical enchantment on any object or creature within range. This includes weapons or armor worn by a creature, as well as spells. The cleric cannot distinguish which portions of the targets are magical. For example, a creature enchanted by a spell or carrying a magical weapon or item registers simply as magical, so the true extent and nature of the magic is not always evident. The cleric does not receive any information on the nature of the magical enchantment, only its existence. Objects behind 3 of wood, 1 of solid metal, or 1 of stone are not detected.

18-19: The cleric can determine exactly which objects or creatures are magically enchanted within range. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a rough gauge of the magic's strength, revealed as the approximate level of a spell, the general range of bonus (or plus) for weapons or armor, and so on. Objects behind 3 of wood, 1 of solid metal, or 1 of stone are not detected.

20-23: The cleric can determine exactly which objects or creatures are magically enchanted within range. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a rough gauge of the magic's strength, revealed as the approximate level of a spell, the general range of bonus (or plus) for weapons or armor, and so on. Objects behind 3 of wood, 1 of solid metal, or 1 of stone are not detected.

24-27: The cleric can determine exactly which objects or creatures are magically enchanted within range. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a very precise understanding of the magic's strength and nature: he knows an item is a +2 sword or that a door is guarded by a level 3 ward portal spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

28-29: To an extended range of 120, the cleric can determine exactly which objects or creatures are magically enchanted. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a very precise understanding of the magic's strength and nature: he knows an item is a +2 sword or that a door is guarded by a level 3 ward portal spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

30-31: To an extended range of 120 and for an extended duration of 4 turns, the cleric can determine exactly which objects or creatures are magically enchanted. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a very precise understanding of the magic's strength and nature: he knows an item is a +2 sword or that a door is guarded by a level 3 ward portal spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

32+: To an extended range of line-of-sight and for an extended duration of a full hour, the cleric can determine exactly which objects or creatures are magically enchanted. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as magical overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a very precise understanding of the magic's strength and nature: he knows an item is a +2 sword or that a door is guarded by a level 3 ward portal spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

Holy Sanctuary

Level: 1 **Range: Self or more** **Duration: 1 round or more** **Casting Time: 1 action** **Save: Will save vs. spell check**

The cleric invokes a place of sanctuary where he and his allies are safe from harm.

Spell Results

1-11: Failure.

12-13: Enemies find it difficult to focus on attacking the cleric. They are distracted, and the cleric is more easily able to dodge their attacks. All attacks against the cleric for the next round suffer a -2 penalty.

14-17: Enemies are compelled to focus their attacks against other targets. As long as an attacker can reasonably attack some other target instead of the cleric, it must choose to do so. In order to resist this compulsion and attack the cleric, an enemy must make a Will save vs. spell check DC. If the cleric is the only reasonable target, the creature need not make a save to attack the cleric. This effect lasts for 1 turn. It is immediately dispelled if the cleric attacks or takes aggressive action in any way.

18-19: Enemies are compelled to focus their attacks against other targets. As long as an attacker can reasonably attack some other target instead of the cleric, it must choose to do so. In order to resist this compulsion and attack the cleric, an enemy must make a Will save vs. spell check DC. This Will save is required even if the cleric is the only reasonable target. This effect lasts for 1 turn. It is immediately dispelled if the cleric attacks or takes aggressive action in any way.

20-23: Enemies are compelled to focus their attacks against other targets. As long as an attacker can reasonably attack some other target instead of the cleric, it must choose to do so. Creatures of 3 HD or less cannot attack the cleric in any manner. Creatures of 4 HD or more may attempt a Will save to resist the compulsion and attack the cleric. This Will save is required even if the cleric is the only reasonable target. This effect lasts for 1 turn. It is immediately dispelled if the cleric attacks or takes aggressive action in any way.

24-27: The cleric can create a holy sanctuary that includes himself and up to two allies within 5. The other protected allies must remain within 5 or the effect ends. Enemies are compelled to focus their attacks against other targets. As long as an attacker can reasonably attack some other target instead of the cleric and his protected allies, it must choose to do so. Creatures of 3 HD or less cannot attack in any manner; creatures of 4 HD or more may attempt a Will save to resist the compulsion. This effect lasts for 1 turn. It is immediately dispelled if the cleric or any of his protected allies attack or take aggressive action in any way.

28-29: The cleric may designate a place as a holy sanctuary. This must be a single building or self-contained location up to 5,000 square feet in area; e.g., a church, forest grove, or cave. This effect lasts for 1d7 days. Creatures within this place share the benefits of a holy sanctuary as follows, provided they are in the service of the cleric's deity: enemies of less than 6 HD cannot attack unless they use magical weapons, and enemies of 7+ HD or those using magical weapons must make a Will save vs. spell check DC to attack. The effect on any one individual is dispelled if that creature makes an aggressive action. Note that enemies can still enter the place and converse with its residents; they simply cannot attack or make other aggressive actions.

30-31: The cleric may designate a place as a holy sanctuary. This must be a single building or self-contained location up to 5,000 square feet in area; e.g., a church, forest grove, or cave. This effect lasts for 1d7+3 weeks. Creatures within this place share the benefits of a holy sanctuary as follows, provided they are in the service of the cleric's deity: enemies of less than 6 HD cannot attack unless they use magical weapons, and enemies of 7+ HD or those using magical weapons must make a Will save vs. spell check DC to attack. The effect on any one individual is dispelled if that creature makes an aggressive action. Note that enemies can still enter the place and converse with its residents; they simply cannot attack or make other aggressive actions.

32+: The cleric may designate a place as a holy sanctuary. This must be a single building or self-contained location up to 10,000 square feet in area; e.g., a church, forest grove, or cave. The place designated as a holy sanctuary becomes sanctified forever, as long as the cleric's deity retains respect for the cleric's work and actions. Creatures within this place share the benefits of a holy sanctuary as follows, provided they are in the service of the cleric's deity: enemies of less than 6 HD cannot attack unless they use magical weapons, and enemies of 7+ HD or those using magical weapons must make a Will save vs. spell check DC to attack. The effect on any one individual is dispelled if that creature makes an aggressive action. Note that enemies can still enter the place and converse with its residents; they simply cannot attack or make other aggressive actions.

Paralysis

Level: 1 **Range: Touch or more** **Duration: 1 round or more** **Casting Time: 1 action** **Save: Will save vs. spell check**

The light of the cleric's deity prevents his enemies from raising a hand to perform baleful deeds.

Spell Results

1-11: Failure.

12-13: The cleric's hands and melee weapons are charged with the energy of paralysis. The cleric must make a normal attack on his next round. If it succeeds, he causes normal damage and his enemy must make a Will save or be paralyzed. The paralyzed creature is unable to move or take any physical action for 1d6+CL rounds.

14-17: The cleric's hands and melee weapons are charged with the energy of paralysis. The charge remains for 1d4+CL rounds. Any attack by the cleric during this period delivers normal damage plus paralysis if the target fails a Will save. The paralyzed creature is unable to move or take any physical action for 1d6+CL rounds.

18-19: The cleric's melee weapons and missile fire weapons are charged with paralysis. The charge remains for 1d4+CL rounds. Any attack by the cleric during this period delivers normal damage plus paralysis if the target fails a Will save. The paralyzed creature is unable to move or take any physical action for 1d6+CL rounds.

20-23: The cleric designates one creature within 30 and paralyzes it with a word. If the creature is 2 HD or less, it is automatically paralyzed. If 3 HD or more, it receives a Will save to resist. Paralysis lasts for 1d8+CL rounds.

24-27: The cleric designates up to three targets within 100 and paralyzes all of them. Any creature of 4 HD or less is automatically paralyzed. Creatures of 5 HD or more receive a Will save. Paralysis lasts for 2d6+CL rounds.

28-29: The cleric imbues his touch with the power to paralyze an enemy. The cleric retains the latent paralysis touch for up to 24 hours. At any point during that time, he may discharge the paralysis with a spoken word. A melee attack may be necessary to touch a resisting target. The creature touched is automatically paralyzed if 6 HD or less. Creatures of 7+ HD receive a Will save. The paralysis lasts 4d6+CL hours.

30-31: Choose any one of the effects above, and the duration of the paralysis is doubled.

32+: Choose any one of the effects above, and the duration of the paralysis is permanent. The paralysis can only be cured via magical means, such as a cleric's ability to lay on hands or the spell cure paralysis.

Second Sight

Level: 1 **Range: Self** **Duration: 1 round or more** **Casting Time: 1 turn** **Save: N/A**

Using sortilege, haruspicy, or some other method appropriate to the cleric, he augurs the future. In doing so, the cleric gains insight about the consequences his actions will bring.

Spell Results

1-11: Failure.

12-13: For one round, the cleric glimpses the future. In doing so, he gains great insight into the most effective manner to complete any action. The cleric receive a +4 bonus to a single roll of his choosing on his next round, whether its an attack roll, damage roll, skill check, or something else.

14-17: The cleric has a hint of possible outcomes. He must spend the following round concentrating on a choice that must be made in the next 30 minutes. For example, he may be deciding which direction to turn in a dungeon or whether to enter a room. The cleric gets a sense of whether the action will be to his benefit or harm. There is a 75% chance that the sense the cleric receives is accurate.

18-19: The cleric has a hint of possible outcomes. He must spend the following round concentrating on a choice that must be made in the next 30 minutes. For example, he may be deciding which direction to turn in a dungeon or whether to enter a room. The cleric gets a sense of whether the action will be to his benefit or harm. There is an 80% chance that the sense the cleric receives is accurate.

20-23: The cleric has a hint of possible outcomes. He must spend the following round concentrating on a choice that must be made in the next 30 minutes. For example, he may be deciding which direction to turn in a dungeon or whether to enter a room. The cleric gets a sense of whether the action will be to his benefit or harm. There is an 85% chance that the sense the cleric receives is accurate.

24-27: For the next hour, the cleric receives an ongoing sense of possible outcomes. At every significant decision or juncture, he receives a premonition regarding the decision he must make a sense of foreboding or certitude depending on whether the action bodes well for him (or not). For any given action, there is an 85% chance that the sense is accurate. By concentrating, the cleric can receive a sense of whether a future action (one to be taken within in the next hour) will be a bane or boon.

28-29: For the next hour, the cleric receives an ongoing sense of possible outcomes. At every significant decision or juncture, he receives a premonition regarding the decision he must make a sense of foreboding or certitude depending on whether the action bodes well for him (or not). For any given action, there is a 90% chance that the sense is accurate. By concentrating, the cleric can receive a sense of whether a future action (one to be taken within in the next hour) will be a bane or boon.

30-31: For the next day, the cleric receives an ongoing sense of possible outcomes. At every significant decision or juncture, he receives a premonition regarding the decision he must make a sense of foreboding or certitude depending on whether the action bodes well for him (or not). For any given action, there is a 95% chance that the sense is accurate. By concentrating, the cleric can receive a sense of whether a future action (one to be taken within in the next day) will be a bane or boon. For example, a cleric could divine the results of a great battle to be fought on the morrow and gain a sense that although he will emerge unharmed from the battle, it will be harmful to his church.

32+: The cleric has read the tablets of time. For the next month, he receives an ongoing sense of possible outcomes. At every significant decision or juncture, he receives a premonition regarding the decision he must make a sense of foreboding or certitude depending on whether the action bodes well for him (or not). For any given action, there is a 99% chance that the sense is accurate. By concentrating, the cleric can receive a sense of whether a future action (one to be taken within in the next day) will be a bane or boon. For example, a cleric could divine the results of a great battle to be fought on the morrow and gain a sense that although he will emerge unharmed from the battle, it will be harmful to his church. In addition, the cleric receive a +1 bonus to all rolls while the second sight is active, reflecting his general insight into the consequences of all actions.