

use their magic to entertain or swindle others. The only unifying feature of the followers of Nethys is an absolute love of magic. Some love the act of using magic, just as a master blacksmith loves shaping steel or a hedonist loves the act of sex. Others appreciate it as a tool of the highest quality, or even merely for the raw power it affords.

Depending on its focus, a particular temple might look like a fortress, sanctuary, wizard's tower, or even a small palace, but it is always staffed by knowledgeable people unfazed by loud noises and strange appearances.

Often temples are decorated in the same colors as their ceremonial raiment, though they may just as easily be whitewashed, painted black, or left unmodified. Any significant temple has at least one chamber set aside for the specific magic its inhabitants favor, such as a summoning circle for a temple of conjuration, an infirmary for a temple of healing, and so on.

Ranking in the church is based on magical knowledge and power, with the former more important in benign temples and the latter in malevolent. As masters of magic, priests are fully aware of the natural ranking of spell levels and caster levels and use this knowledge to quickly assess where someone fits in the pecking order.

Individuals of a certain rank usually have one or more apprentices who have no status in the church until the priest declares them sufficiently trained.

Formal ceremonies in the church require an elaborate robe, skullcap, mozzetta, and hood, all in similar colors (such as red, maroon, and burgundy), the color range chosen depending on the temple.

Worship services vary from temple to temple, but usually include a weekly ceremony requiring chanting and spellcasting demonstrations. Once a year, the church demands a tithe of a minor magic item—such as a scroll or potion—which the temple can use or sell (low-level priests

CHANNEL THE GIFT

School evocation; **Level** Brd 3, Clr 3, Drd 3, Rgr 3, Sor/Wiz 3 (Nethys)

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Target ally spellcaster touched

Duration 1 round or see text

Saving Throw Will negates (harmless) or none;

Spell Resistance yes (harmless) or no

DESCRIPTION

You channel magical power into the target to fuel their spellcasting. The next spell they cast of 3rd-level or less does not expend a spell slot; in effect, you are using your spell slot to power their spell. They must start casting this spell before your next turn, and the spell cannot have a casting time longer than 1 full round. Your alignment, prohibited wizard school, and other restrictions on your own spellcasting do not affect the target, nor do you suffer any backlash from the target's choice of spell.

If you target yourself with this spell, you may spontaneously cast any prepared spell of 3rd-level or lower without expending its spell slot on your next turn (this aspect of the spell has no effect if you are a spontaneous caster). The spell cast after *channel the gift* cannot have a casting time longer than 1 full round.

of Nethys may purchase these items at the normal price, even at 1st-level). The official bible is *The Book of Magic*, a comprehensive guide for channeling magic and the moral ramifications of its use and misuse (often taking opposing positions in the space of a few paragraphs). The holy words are always written on the temple's interior walls, but most priests also carry it as a book or scroll bundle.

Followers are forbidden from using *imbue with spell ability* (or similar spells that grant spellcasting abilities) on targets who cannot normally cast spells or use spell-like abilities; it is considered an unworthy sharing of blessed magic.