

## Dilemmachine, Cleric 2 – Spells

Detect Magic	Cleric 0	Mending	Cleric 0
<b>School</b> divination <b>Casting Time</b> 1 action <b>Components</b> V, S <b>Range</b> 60 ft. <b>Area</b> cone-shaped emanation <b>Duration</b> concentration, up to 1 min./level (D) <b>Saving Throw</b> none; <b>Spell Resistance</b> no		<b>School</b> transmutation / metal elemental <b>Casting Time</b> 10 minutes <b>Components</b> V, S <b>Range</b> 10 ft. <b>Target</b> one object of up to 1 lb./level <b>Duration</b> instantaneous <b>Saving Throw</b> Will negates (harmless, object); <b>Spell Resistance</b> yes (harmless, object)	
<p>You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.</p> <p><i>1st Round:</i> Presence or absence of magical auras.  <i>2nd Round:</i> Number of different magical auras and the power of the most potent aura.  <i>3rd Round:</i> 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).</p> <p>Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.</p> <p><i>Aura Strength:</i> 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, <i>detect magic</i> indicates the stronger of the two.</p> <p><i>Lingering Aura:</i> 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 <i>detect magic</i> 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:</p> <p><b>Original Strength - Duration of Lingering Aura</b>            Faint - 1d6 rounds            Moderate - 1d6 minutes            Strong - 1d6 x 10 minutes            Overwhelming - 1d6 days</p> <p>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.</p> <p><i>Detect magic</i> can be made permanent with a <i>permanency</i> spell.</p>		<p>This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.</p>	
Guidance	Cleric 0	Resistance	Cleric 0
<b>School</b> divination / void elemental <b>Casting Time</b> 1 action <b>Components</b> V, S <b>Range</b> touch <b>Target</b> creature touched <b>Duration</b> 1 minute or until discharged <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes		<b>School</b> abjuration <b>Casting Time</b> 1 action <b>Components</b> V, S, M/DF (a miniature cloak) <b>Range</b> touch <b>Target</b> creature touched <b>Duration</b> 1 minute <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)	
<p>This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.</p>		<p>You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.</p> <p>Resistance can be made permanent with a <i>permanency</i> spell.</p>	
		Cure Light Wounds	Cleric 1
		<b>School</b> conjuration (healing) <b>Casting Time</b> 1 action <b>Components</b> V, S <b>Range</b> touch <b>Target</b> creature touched <b>Duration</b> instantaneous <b>Saving Throw</b> Will half (harmless); see text; <b>Spell Resistance</b> yes (harmless); see text	
		<p>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.</p>	

Enlarge Person	Cleric 1	Magic Weapon	Cleric 1
<b>School</b> transmutation <b>Casting Time</b> 1 round <b>Components</b> V, S, M (powdered iron) <b>Range</b> close (25 + 5 ft./2 levels) <b>Target</b> one humanoid creature <b>Duration</b> 1 min./level (D) <b>Saving Throw</b> DC 12 Fortitude negates; <b>Spell Resistance</b> yes		<b>School</b> transmutation / metal elemental <b>Casting Time</b> 1 action <b>Components</b> V, S, DF <b>Range</b> touch <b>Target</b> weapon touched <b>Duration</b> 1 min./level <b>Saving Throw</b> Will negates (harmless, object); <b>Spell Resistance</b> yes (harmless, object)	

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

Gorum's Armor	Cleric 1
<b>School</b> transmutation <b>Casting Time</b> 1 action <b>Components</b> V, S, M <b>Range</b> touch <b>Duration</b> 10 minutes/level <b>Saving Throw</b> Fortitude negates (harmless); <b>Spell Resistance</b> yes	

The targeted suit of armor or shield sprouts thousands of tiny iron spikes like porcupine quills. These do not harm the armor's wearer (though donning or removing armor under the effects of this spell takes twice as long), but they act as armor spikes or shield spikes (as appropriate). Any creature attacking the wearer with natural weapons takes 1 point of piercing damage for each attack that hits. At 5th level, the spikes gain a +1 enhancement bonus on attack and damage rolls; this bonus increases to +2 at 10th level. At 15th level, the spikes also gain the *anarchic* weapon quality.

**Material:** 1 iron spike.

**Appears in:** Gods & Magic, Inner Sea World Guide