# Alchemist: Level 10, Caster Level 10, Highest Spell Cast = 4

## Bonus Cleric Spells – Favored Class Feat

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| **LEVEL 0** | | | | |
| **Read Magic** | Divination | 1 Std Action | 10 min/lvl (100 min) | Personal |
|  | **[V,S,F (a clear crystal or mineral prism)] TARGET**: You;  You can decipher magical inscriptions on objects – books, scrolls, weapons, and the like – that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).  Read magic can be made permanent with a permanency spell. | | | |
| **Detect Magic** | Divination | 1 Std Action | 1 min/lvl (10 min) |  |
|  | **[V,S]** **AREA:** 60 ft cone-shape emanation  You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.  1st Round: Presence or absence of magical auras.  2nd Round: Number of different magical auras and the power of the most potent aura.  3rd Round: 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).  Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.  *Aura Strength*: 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, detect magic indicates the stronger of the two.    *Lingering Aura*: 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 detect magic 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:    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.  Detect magic can be made permanent with a permanency spell. [**SR**: no; none] | | | |
| **LEVEL 1** | | | | |
| **Disguise Self** | Illusion | 1 Std Action | 10 min/lvl (100 min) | Personal |
|  | **[V, S] TARGET**: You;; You make yourself – including clothing, armor, weapons, and equipment – look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender.  The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion. | | | |
| **Mage Armor** | Conjuration | 1 Std Action | 1 hr/lvl (10 hours) | Touch |
|  | **[V,S,F (a piece of cured leather) TARGET**: Creature touched; An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.  Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can’t bypass it the way they do normal armor. [**SR**: no; Will negates (harmless)] | | | |
| **Protection from Evil** | Abjuration | 1 Std Action | 1 min/lvl (10 min) | Touch |
|  | [V,S,M/DF] TARGET: Creature touched; This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.  First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.  Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as charm person, command, and dominate person). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.  Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell Resistance can allow a creature to overcome this protection and touch the warded creature. [**SR**: no, see text; Will negates (harmless)] | | | |
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## Possible Cleric Spells

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