# 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.  Spell or Object Aura Power  Faint Moderate Strong Overwhelming  Functioning spell (spell level) 3rd or lower 4th-6th 7th-9th 10th+ (deity-level)  Magic item (caster level) 5th or lower 6th-11th 12th-20th 21st+ (artifact)  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:  Original Strength Duration of Lingering Aura  Faint 1d6 rounds  Moderate 1d6 minutes  Strong 1d6x10 minutes  Overwhelming 1d6 days  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] | | | |
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## Possible Cleric Spells

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