

## Divine Blessing

### Cleric Level I

Target (who must have the same Faith Mark as the Cleric) receives a divine bonus to one Save of the Cleric's choice.

*[Good]*

**Casting Time:** 2

**Effect:** Buff: Increase Save (+5%)

**Range:** Touch

**AoE:** 1 target; target must share Cleric's Faith Mark.

**Duration:** Encounter

**Save:** Att vs. Res(M): negates

**Method:** 1: Say "(Deity name) grant (target) your blessing"  
2: Touch Focus to target's head, then heart

## Divine Curse

### Cleric Level I

Target receives a penalty to one Save of the Cleric's choice. This penalty applies vs. all Cleric spell or skill effects generated by targets that share the Cleric's Faith Mark.

*[Evil]*

**Casting Time:** 2

**Effect:** Buff: Decrease Save (-5%)

**Range:** Touch

**AoE:** 1 target

**Duration:** Encounter

**Save:** Att vs. Res(M): negates

**Method:** 1: Say "(Deity name) fill (target) with your anger", brandish Focus  
2: Say: "May your spirit be burdened."

## Cure I

### Cleric Level I

Target heals 2 HP.

*[Life]*

**Casting Time:** 1

**Effect:** Heal: 2 HP

**Range:** Short

**AoE:** 1 target

**Duration:** Instant

**Save:** Acc vs. Res(T): negates

**Method:** 1: Say "May the healing spirit of (Deity) sooth your wounds", indicate target with Focus.

## Discern Faith Mark

### Cleric Level I

The Cleric discerns if the target bears a Faith Mark and, if so, which Faith Mark is borne.

*[Knowledge]*

**Casting Time:** 2

**Effect:** Information: Detect and Identify Faith Mark

**Range:** Short

**AoE:** 1 target

**Duration:** Instant

**Save:** Acc vs. Res(M): negates

**Method:** 1: Say, "(Deity) show me the allegiance of this heathen."  
2: Point Focus at target; say, "To whom does this soul belong?"

## Obscure Alignment

### Cleric Level II

The Cleric conceals the target's alignment from any Information: Detect Alignment effects of up to Level 6 (or Tier 1, if a Tiered ability)  
*[Obfuscation]*

**Casting Time:** 2

**Effect:** Negate Specific: Information (Detect Alignment, Level 6)

**Range:** Touch

**AoE:** 1 target

**Duration:** Encounter

**Save:** Att vs. Res(M): negates

**Method:** 1: Place hand over target's face, touch Focus to target  
2: Say, "(Deity) hide this being's soul as easy as I hide the face." Remove hand.

## Detect Good/Evil

### Cleric Level I

The cleric gains knowledge if the target is generally good (Alignment 1 or 2) or evil (Alignment 4 or 5). The Cleric must specify which is being detected (good or evil) at the time of casting.

*[Knowledge]*

**Casting Time:** 2

**Effect:** Information: Detect Alignment (Good 1-2) or (Evil 4-5)

**Range:** Medium

**AoE:** 1 target

**Duration:** Instant

**Save:** Acc vs. Res(M): negates

**Method:** 1: Say, "(Deity), show me the true nature of this creature."  
2: Point Focus at target, say "Where lies your heart?"

## Bless Holy Water

### Cleric Level I

The cleric creates one vial of Holy Water. Anointing a target with the Holy Water (which uses its charge) temporarily bestows the Cleric's Faith Mark on 1 target. This fails if the target gains another Faith Mark.  
*[Fate]*

**Casting Time:** 2

**Effect:** Create: Item per Charge (1); Mark Target: Bestow Cleric's Faith Mark

**Range:** Touch

**AoE:** 1 target

**Duration:** Encounter; other Faith Marks discharge this effect

**Save:** Att vs. Res(M): negates

**Method:** 1: say, "(Deity) bless this water."  
2: Touch water with Focus.

## Blessed Weapon

### Cleric Level II

The cleric enchants a weapon with magical energy and a bonus to its Attack and Accuracy.  
*[War]*

**Casting Time:** 1

**Effect:** Buff: Increase Attack/Accuracy (+5%)

**Range:** Touch

**AoE:** 1 target

**Duration:** Encounter

**Save:** Att vs. Res(T): negates

**Method:** 1: Say "(Deity) lend your awesome splendor to this weapon." Touch weapon with Focus.

### **Detect Magic**

#### **Cleric Level II**

The cleric is granted a flash of divine wisdom to detect and identify all Magic Effects active in an area.

*[Knowledge]*

**Casting Time:** 2

**Effect:** Information: Detect and Identify Magic

**Range:** Medium

**AoE:** Radius (2)

**Duration:** Instant

**Save:** Acc+M vs. Res(M): negates

**Method:** 1: Indicate target area with Focus  
2: Close eyes, say "Grant me the wisdom to feel the magic here, O (Deity)."

### **Instill Peace**

#### **Cleric Level III**

The cleric may bestow a feeling of calm and ease hostile intentions in a target.

*[Peace]*

**Casting Time:** 1

**Effect:** Mental Effect: Cause Emotion (Serenity)

**Range:** Touch

**AoE:** 1 target

**Duration:** Encounter

**Save:** Att+M vs. Res(M): negates

**Method:** 1: Touch target with Focus, say "Be at peace"

### **Holy Aura (Minor)**

#### **Cleric Level III**

The cleric imbues 1 target (who must share the Cleric's Faith Mark) with an Aura that weakens all who do not share the Cleric's Faith Mark. This effect stacks with other Auras.

*[War]*

**Casting Time:** 2

**Effect:** Buff: Decrease Attack/Accuracy (-5%)

**Range:** Touch

**AoE:** Radius (1); only targets who don't share Faith Mark

**Duration:** Encounter

**Save:** Aura bearer's Acc+M vs. Res(M): negates

**Method:** 1: Touch target with Focus  
2. Say "(Deity) grant your protection from those evil things that would seek to do harm"

### **Adjust Magic Descriptor**

#### **Cleric Level IV**

The cleric causes the next spell cast by the target to gain one of their deity's descriptors (Cleric's choice). If cleric does not currently bear a Faith Mark, the spell gains the *[Order]* descriptor.

*[Order]*

**Casting Time:** 1

**Effect:** Support: Add Descriptor (Cleric's choice, must match their deity, or *[Order]*).

**Range:** Short

**AoE:** 1 Target

**Duration:** Encounter; affects the target's next spell.

**Save:** Acc vs. Res(M): negates

**Method:** 1: Indicate target with Focus, say "feel (Deity)'s touch on your magic."

## **Divine Protection**

### **Cleric Level II**

The cleric bestows a boost to all saving throws vs. Cleric Magic that does not share the Cleric's Faith Mark.

*[Good]*

**Casting Time:** 2

**Effect:** Buff: Increase Save vs. Cleric Magic (+10%)

**Range:** Touch

**AoE:** 1 target

**Duration:** Encounter

**Save:** Att vs. Res(M): negates

**Method:** 1: Touch target, Say "May (Deity) lend your body strength"  
2: Make holy gesture with Focus

## **Aura of Holy Radiance**

### **Cleric Level III**

The cleric glows with a light bright as day, that damages undead close to the cleric. This effect stacks with other Auras.

*[Life]*

**Casting Time:** 2

**Effect:** Create (Light), Inflict Damage (2 vs. undead), Support (bypass armor)

**Range:** Self

**AoE:** Radius (2)

**Duration:** Encounter

**Save:** Acc vs. Res(T): negates damage

**Method:** 1: Present Focus  
2: Say, "(Deity) let your face shine upon me"

## **Detect Undead**

### **Cleric Level III**

The cleric knows what beings in area of effect are undead.

*[Knowledge]*

**Casting Time:** 2

**Effect:** Information: Detect and Identify Undead

**Range:** Self

**AoE:** Cone (5)

**Duration:** Concentration

**Save:** Acc+M vs. Res(M): negates

**Method:** 1: Say "(Deity), show me all abominations in your sight."  
2: Outstretch Focus and concentrate on area of effect.

## **Draining Touch**

### **Cleric Level II**

The cleric's touch drains 1 target of their EP.

*[Evil]*

**Casting Time:** 1

**Effect:** Damage: EP (2)

**Range:** Touch

**AoE:** 1 target

**Duration:** Instant

**Save:** Att vs. Res(M): negates

**Method:** 1: Touch target with Focus, say "Wither and die."

### **Invoke Name**

#### **Cleric Level III**

The cleric causes damage by merely speaking the Deity's name

*[War]*

**Casting Time:** 1

**Effect:** Damage (3 HP), Support: Bypass Armor

**Range:** Short

**AoE:** 1 target

**Duration:** Instant

**Save:** Acc vs. Res(M): 2 damage

**Method:** 1: Say "(Deity)"

### **Befuddlement Circle**

#### **Cleric Level IV**

The cleric concentrates on an area, befuddling all within. While befuddled, targets are incapable of targeting actions by any means.

*[Chaos]*

**Casting Time:** 3

**Effect:** Non-Damage Attack: Target Negation (may not target)

**Range:** Short

**AoE:** Radius (2)

**Duration:** Encounter

**Save:** Acc vs. Res(M): negates

**Method:** 1: Say, "(Deity) shroud their minds."  
2: Put one hand on forehead, indicate area with Focus.

### **Holy Arrest**

#### **Cleric Level V**

This spell allows the cleric to bind one creature completely with divine might.

*[Order]*

**Casting Time:** 2

**Effect:** Non Damage Attack: Status (Held)

**Range:** Touch

**AoE:** 1 target

**Duration:** Concentration

**Save:** Att vs. Res(Q): negates

**Method:** 1: Say "In the name of (Deity), you are under arrest."  
2: Touch target with Focus

### **Sense Danger**

#### **Cleric Level III**

The Cleric gains divine insight, knowing whether anything within 4 steps is targeting her or the area she is in with harmful effects. The Cleric also know what the source of the danger is.

*[Peace]*

**Casting Time:** 2

**Effect:** Information: Detect and Identify Danger

**Range:** Self

**AoE:** Radius (4)

**Duration:** Encounter

**Save:** Acc vs. Res(M): negates

**Method:** Say, "(Deity) show me my perils."

## Signs and Portents

### Cleric Level I

The cleric may discern whether a considered outcome/action meets the approval of her deity by speaking with a messenger (yes/no).

*[Knowledge]*

**Casting Time:** 2

**Effect:** Information (Know yes/no outcome)

**Range:** Self

**AoE:** Self

**Duration:** Instant

**Save:** Acc vs. Res(M): Negates

**Method:** 1: Ask the question.  
2: Say "Come, (deity's) servant, and grant me insight."

## Peaceful Passing

### Cleric Level I

The cleric may not be targeted by others as long as she does not target others.

*[Peace]*

**Casting Time:** 2

**Effect:** Support (Priest may not be targeted)

**Range:** Self

**AoE:** Self

**Duration:** Encounter; targeting other than "Self" discharges this effect.

**Save:** Acc vs. Res(M): negates

**Method:** 1: Say "Do unto others..."  
2: Make holy gesture with Focus

## Command Word

### Cleric Level III

The cleric channels a Holy voice to issue a command to the target, which will be followed...for a moment.

*[Order]*

**Casting Time:** 1

**Effect:** Mental Effect (Command)

**Range:** Short

**AoE:** 1 target

**Duration:** Instant

**Save:** Acc vs. Res(M): negates

**Method:** 1: Brandish Focus, speak the Command.

## Sacred Ground

### Cleric Level I

The cleric sanctifies a circle of ground. The area and all targets within gain the Cleric's Faith Mark. An Altar must be present for this effect.

*[Luck]*

**Casting Time:** Ritual

**Effect:** Non Damage Attack: Mark Target (Cleric's Faith Mark)

**Range:** Touch

**AoE:** Radius (5)

**Duration:** 1 day; removing the Altar discharges this effect.

**Save:** Acc vs. Res(M): negates

**Method:** Walk the circle to be sanctified, sprinkle holy water throughout the circle, pray, sing, chant, etc. to deity. Draw deity's holy symbol on Altar to be placed in the middle of sanctified area.

## Cure II

### Cleric Level V

The cleric heals 9 HP.

*[Life]*

**Casting Time:** 1

**Effect:** Healing (9)

**Range:** Touch

**AoE:** 1 target

**Duration:** Instant

**Save:** Att vs. Res(T): negates

**Method:** 1: Touch target with Focus, say "May (Deity) sooth your wounds"

## Blessed Armor

### Cleric Level IV

The cleric imbues one piece of armor worn by the target with a greater ability to protect against magic attack.

*[Good]*

**Casting Time:** 2

**Effect:** Defense: Improve AC (Resistance +5%(1) )

**Range:** Short

**AoE:** 1 target

**Duration:** Encounter

**Save:** Acc vs. Res(T): negates

**Method:** 1: Indicate target, Say "May the power of (Deity) flow through your armor"  
2: Say "(Deity), grant this armor your might!"

## Festering Wound

### Cleric Level V

The cleric causes 1 target's wound to fester. While this spell is in effect, healing magic of 5th level or lower will not function on the target.

*[Death]*

**Casting Time:** 1

**Effect:** Negate specific: Heal HP (Level 5)

**Range:** Short

**AoE:** 1 target

**Duration:** Encounter

**Save:** Acc+M vs. Res(T): negates

**Method:** 1: Indicate target with Focus.  
2. Say, "(Deity) curse you with festering sores that will not heal!"