

Cleric Zero Level Spells

Cleanse (Alteration/Invocation)

Sphere: All
Level: 0
Range: Touch
Components: V, S
Duration: Instantaneous
Casting Time: 1 action
Area of Effect: person touched
Saving Throw: None
Spell Resistance: Yes

This spell removes the common "unclean influences" that gather upon a person in daily life. The stink of anger, the sour funk of resentment, the bitter tang of envy, etc. While it is not uncommon to use the spell to *cleanse* a worshiper that is to undergo an important ceremony, the primary use of the spell is in vesting. That is the cleansing of the Priest himself before performing the rites of his god. A secondary function is to freshen the appearance of the Priest and his vestments. Dirt and stains will be cleaned from his vestments, and small tears or wear spots will be mended. The priest himself will be free of odor or soil. So renewed in spirit and body he is fit to serve the god. Worshipers do not receive the physical benefits of the *cleanse* spell, only the spiritual benefits.

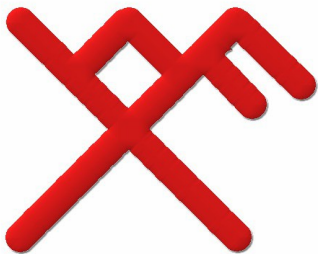
While the effects of the spell are Instantaneous, and they do not wear off, the spell does not prevent further spiritual or physical "contamination".

Create Water (Alteration)

Sphere: Elemental (Water)
Level: 0
Range: 30 yds.
Components: V, S, M
Duration: Permanent
Casting Time: 1 action
Area of Effect: target
Saving Throw: None
Spell Resistance: No

Create water creates up to four gallons of water for every experience level of the caster (for example, a 2nd-level priest creates up to 8 gallons of water, a 3rd-level priest up to 12 gallons, etc.). The water is clean and drinkable (it is just like rain water). The created water can be dispelled within a round of its creation; otherwise, its magic fades, leaving normal water that can be used, spilled, evaporated, etc.

Note that water cannot be created within a creature. For reference purposes, water weighs 8 pounds per gallon, and a cubic foot of water weighs approximately 64 pounds.



Cure Minor Wounds (Necromancy)

Sphere: Healing
Level: 0
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: Creature touched
Saving Throw: None
Spell Resistance: Yes

When casting this spell and laying his hand upon a creature, the priest causes 1 hit point of wound or other injury damage to the creature's body to be healed. This healing cannot affect creatures without corporeal bodies, nor can it cure the wounds of things that are animated, or undead.

Curing is permanent only insofar as the creature does not sustain further damage.

Detect Magic (Divination)

Sphere: Divination
Level: 0
Range: 0
Components: V, S, M
Duration: 1 turn
Casting Time: 1 action
Area of Effect: 10 ft. x 30 yds.
Saving Throw: None
Spell Resistance: No

With *detect magic* the priest detects magical radiations in a path 10 feet wide and up to 30 yards long, in the direction he is facing. The intensity of the magic can be detected (dim, faint, moderate, strong, or overwhelming). The caster has a 10% chance per level to determine the sphere of the magic, but unlike the wizard version of the spell, the type of magic (alteration, conjuration, etc.) cannot be divined. The caster can turn, scanning a 60 arc per round. The spell is blocked by solid stone at least 1 foot thick, solid metal at least 1 inch thick, or solid wood at least 1 yard thick.

The spell requires the use of the priest's holy symbol.

Detect Poison (Divination)

Sphere: Divination
Level: 0
Range: 0
Components: V, S
Duration: 1 turn + 1 m/level
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

This spell enables the priest to determine if an object or creature has been poisoned or is poisonous. One object, or one 5-foot cubic mass, can be checked per round. The priest has a 5% chance per level of determining the exact type of poison. The spell will not reveal if a creature is poisonous or venomous, only that a toxin is present.

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Guidance (Divination)

Sphere: Divination
Level: 0
Range: Touch
Components: V, S
Duration: 1 minute or until discharged
Casting Time: 1 Action
Area of Effect: Person touched
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

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.

Inflct Minor Wounds (Necromancy)

Sphere: Combat
Level: 0
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: Creature touched
Saving Throw: None
Spell Resistance: Yes

Laying his hand upon a creature, the priest causes 1 hit point of damage to the creature. This harm cannot affect creatures without corporeal bodies.

If a creature is avoiding this touch, a touch AC attack roll is needed.

Caused wounds will heal, or can be cured, just as any normal injury.

Mending (Transmutation)

Sphere: All
Level: 0
Range: 10 foot
Components: V, S
Duration: Instantaneous
Casting Time: 1 action
Area of Effect: One object of up to 1 lb.
Saving Throw: Will negates (harmless, object)
Spell Resistance: No

Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a warp wood spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by mending. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staves, or wands, nor does it affect creatures (including constructs).



Minor Darkness (Alteration)

Sphere: Sun
Level: 0
Range: 10 yds.
Components: V, S
Duration: 10 minutes /level
Casting Time: 1 Action
Area of Effect: 20-ft.-radius globe
Saving Throw: None
Spell Resistance: No

This spell causes a area of dark shadow within 20 feet of the spell's center. The area of darkness thus caused is equal to an ambient lack of light. Dark vision does work in the area. The spell is centered on a point selected by the caster, and he must have a line of sight or unobstructed path to that point when the spell is cast. Dark can spring from air, rock, metal, wood, or almost any similar substance. The effect is immobile unless it is specifically centered on a movable object or mobile creature.

The caster can extinguish the dark at any time by uttering a single word. Dark spells are not cumulative, multiple castings do not provide a darker darkness.

Minor Light (Alteration)

Sphere: Sun
Level: 0
Range: 10 yds.
Components: V, S
Duration: 10 minutes /level
Casting Time: 1 Action
Area of Effect: 20-ft.-radius globe
Saving Throw: None

This spell causes a luminous glow within 20 feet of the spell's center. The area of light thus caused is equal in brightness to torchlight. Objects in darkness beyond this sphere can be seen, at best, as vague and shadowy shapes. The spell is centered on a point selected by the caster, and he must have a line of sight or unobstructed path to that point when the spell is cast. Light can spring from air, rock, metal, wood, or almost any similar substance. The effect is immobile unless it is specifically centered on a movable object or mobile creature.

The caster can extinguish the light at any time by uttering a single word. *Light* spells are not cumulative, multiple castings do not provide a brighter light.

Purify Food & Drink (Alteration)

Sphere: All
Level: 1
Range: 30 yds.
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 cu. ft./level,
Saving Throw: None in 10 sq. ft.

When cast, this spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. Up to 1 cubic foot of food and drink per level of the caster can be thus made suitable for consumption. This spell does not prevent subsequent natural decay or spoilage.

Read Magic (Divination)

Sphere: All
 Level: 0
 Range: Personal
 Components: V, S
 Duration: 10 minutes / level
 Casting Time: 1 Action
 Area of Effect: caster
 Saving Throw: none
 Spell Resistance: No

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 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.

Resistance (Abjuration)

Sphere: Protection
 Level: 0
 Range: Touch
 Components: V, S
 Duration: 1 minute
 Casting Time: 1 action
 Area of Effect: Person touched
 Saving Throw: Will negates (harmless)
 Spell Resistance: Yes

The caster imbues the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a *permanency* spell.

Virtue (Transmutation)

Sphere: All
 Level: 0
 Range: Touch
 Components: V, S
 Duration: 1 minute
 Casting Time: 1 Action
 Area of Effect: Creature touched
 Saving Throw: Fortitude negates (harmless)
 Spell Resistance: Yes

The subject gains 1 temporary hit point.



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