WIL SCRETTUNGSWURF Stufe Sonstiges Stufe Sonstiges Stufe Sonstiges Stufe	Paladin- stufe 3 = Zauber- stufe Stufe Paladin- stufe 3 = Zauber- stufe Stufe Paladin- stufe 3 = Zauber- stufe Paladin- stufe 3 Paladin- stufe 3 Paladin- stufe 4 to saves against spells and effects from aberrations. Allies within 10ft get +1 to these saves. Paladin- stufe AURA OF PURITY AURA OF RESOLVE Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects. Paladin- stufe Gain damage reduction 5/evil. Paladin- stufe Positive Energie fokussieren verbraucht zwei 4 Anwendungen des Handauflegens Paladin- stufe Sonstiges Paladin- stufe Sonstiges Paladin- stufe GN CHANNEL POSITIVE ENERGY Stufe Positive Energie fokussieren verbraucht zwei 4 Anwendungen des Handauflegens Paladin- stufe Sonstiges Paladin- stufe GN CODE OF Hunt a Destroy ANCRIFF BONUS Ein erfolgreici umgeht jedwe umgeht jedwe SCHADEN SCHADEN Stufe Positive Energie fokussieren verbraucht zwei 4 Anwendungen des Handauflegens Paladin- stufe GN CODE OF Hunt a Destroy ANCRIFF BONUS Ein erfolgreici umgeht jedwe Umgeht je	
Palding Service of the concentration of them within soft to a sort action, detected on inconcentration of them within soft to come address any pathwer all accessors that are actions of them within soft to come and detect any pathwer all accessors that are actions and allow them to roum freely or harm others. Destroy them if you cannot: CODE OF CONDUCT	Paladin- stufe - 3 = Zauber- stufe BÖSES ENTDECKEN As a move action, detect evil in one creature or item within 60ft. Does not detect any other evil auras nearby. DIVINE GRACE Stufe CH Bonus auf alle 2 CH Bonus auf alle 2 CH Rettungswire Stufe AURA OF PURITY 3 43 to saves against spells and effects from aberrations. Allies within 10ft get +1 to these saves. Stufe AURA OF RESOLVE 8 Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects. Stufe AURA OF RICHTEOUSNESS Stufe Gain damage reduction 5/evil. 17 Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects. DIVINE HEALTH Stufe Aura OF RICHTEOUSNESS Stufe CHANNEL POSITIVE ENERGY Stufe Positive Energie fokussieren verbraucht zwei Anwendungen des Handauflegens Stufe Paladin- stufe Sonstiges W6 = (Dath against Corruption
BUSS ENTIFICENCE BUSS DATE CHANNEL POSITIVE EXPENSIVE State and sample action of the viril and activation of the	Paladin- Stufe 3 = Zauber BÖSES ENTDECKEN As a move action, detect evil in one creature or item within 60ft. Does not detect any other evil auras nearby. DIVINE GRACE Stufe 2 CH Bonus auf alle Rettungswurfe AURA OF PURITY 4 to saves against spells and effects from aberrations. Allies within 10ft get +1 to these saves. Stufe AURA OF RESOLVE Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects. Stufe AURA OF RICHTEOUSNESS Stufe Gain damage reduction 5/evil. Thimmune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects. DIVINE HEALTH Stufe 3 Immune to all diseases including magic. CHANNEL POSITIVE ENERGY Stufe Aura OF RICHTEOUSNESS Stufe Positive Energie fokussieren verbraucht zwei Anwendungen des Handauflegens ENERGIE Paladin- Stufe	Source Correspond
Na an over action, derict will not exciture or item within 60ft. DIVING GRACE	As a move action, detect evil in one creature or item within 60ft. Does not detect any other evil auras nearby. DIVINE GRACE Stufe 2	
CORO DE CONDUCT Source of an an enably CORO DE CONDUCT Thurst aberrations and do not allow them to roam freely or harm others.	DIVINE GRACE Stufe 2 CH Bonus auf alle Rettungswirfe 2 CH Bonus auf alle Rettungswirfe 3 AURA OF PURITY 4 to saves against spells and effects from aberrations. Allies within 10ft get +1 to these saves. Stufe AURA OF RESOLVE Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects. Stufe AURA OF FAITH 14 Weapons considered Good aligned for overcoming DR. AURA OF RIGHTEOUSNESS Stufe Gain damage reduction 5/evil. Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects. DIVINE HEALTH Stufe Divine HEALTH Stufe Positive Energie fokussieren verbraucht zwei 4 Anwendungen des Handauflegens ENERGIE Paladinstufe Sonstiges W6 = (÷ 2) + CH (abrunden) SGRETTUNGSWURF Paladinstufe ENERGIE Paladinstufe SUME OR REITTIER WAFFE 5 4 Art Heute beschworen Weitere Verbesserungen CLEANSING FLAME Stufe Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft a +2 to saving throws against aberrations. ZAUBER RW gegen Zauber Grund- Bonuszauber 2 auber Pro Tag Grund- Pon Tag Spuber CH RETTIER Sponscrauber CH Stufe Spend two uses of Smite Evil to ignite your weapon with a +2 to saving throws against aberrations. AURA OF FURITY Huth a Destroy Hunt a Destroy Hunt a Destroy AURA OF FLAME Sund Pro Tag Scure Pro Tag Heute beschworen CLEANSING FLAME Stufe Spend two uses of Smite Evil to ignite your weapon with a +2 to saving throws against aberrations. AURA OF FLAME AURA OF FLAME Sund Pro Tag Sund Pro Ta	
DVINE GRACE Stude CFM Source and alle retempsyonic	Stufe 2 CH Bonus auf alle Rettungswürfe AURA Stufe 3 Allies within 10ft get +1 to these saves. Stufe 4 AURA OF PURITY 44 to saves against spells and effects from aberrations. Allies within 10ft get +1 to these saves. Stufe AURA OF RESOLVE Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects. Stufe AURA OF RIGHTEOUSNESS Stufe Gain damage reduction 5/evil. 17 Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects. DIVINE HEALTH Stufe Positive Energie fokussieren verbraucht zwei 4 Anwendungen des Handauflegens ENERGIE Paladinstufe Sonstiges ENERGIE Paladinstufe S	
AURA AURA OF PURITY Boile within 10ft get 1 to base avee. Allies within 10ft get 4 to base avee. Allies within 10ft get 4 to base against public and effects from aberrations. Allies within 10ft get 4 to base against public and effects from aberrations. Allies within 10ft get 4 to base against public and effects. Allies within 10ft get 4 to base against charm effects. AURA OF RICHTEROUNESS Sometiques BONUS Sometiques Bounds AURA OF RICHTEROUNESS AURA OF RICHTEROUNESS AURA OF RICHTEROUNESS AURA OF RICHTEROUNESS Sometiques BONUS Sometiques Bounds AURA OF RICHTEROUNESS AURA OF RICHTEROUNESS AURA OF RICHTEROUNESS Sometiques BONUS Sometiques BONUS Sometiques BONUS Sometiques BONUS Sometiques BONUS SOMETIQUE Sometiques AURA OF RICHTEROUNESS AURA OF RICHTERO	Stufe 2 CH Bonus auf alle Rettungswürfe AURA Stufe 4 AURA OF PURITY	CONDUCT
AURA OF PURITY 4 to avera against spelia and effects from aberrations. Stude AURA OF FUND 4 to to avera against spelia and effects from aberrations. Stude AURA OF RESOLVE 8 Immune to charm effects including magic. Allies within 10tg et 4 to avera against charm effects. Allies within 10tg et 4 to avera against charm effects. AURA OF RATH 4 Weapons considered Good aligned for overcoming DI. AURA OF RICHTEOUNNESS Stude AURA OF RATH 17 Immune to compution effects including magic. Allies within 10tg et 4 to avera against charm effects. Allies within 10tg et 4 to avera against charm effects. AURA OF RICHTEOUNNESS Stude AURA OF RATH 17 Immune to compution effects including magic. Allies within 10tg et 4 to avera against charm effects. Allies within 10tg et 4 to avera against charm effects. AURA OF RATH 17 Immune to compution effects including magic. Allies within 10tg et 4 to avera against charm effects. AURA OF RATH 18 Wester Verhasen against charm effects. CHADEN Bonstiges Sonstiges SONUS SONSTIGES SONSTIGES SONUS SONSTIGES SONUS SONSTIGES SONSTIGES SONSTIGES SONSTIGES SONUS SONSTIGES SONST	AURA Stufe AURA OF PURITY 4 to saves against spells and effects from aberrations. Allies within 10ft get +1 to these saves. Stufe AURA OF RESOLVE Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects. Stufe AURA OF FAITH 14. Weapons considered Good aligned for overcoming DR. AURA OF RIGHTEOUSNESS Stufe Gain damage reduction 5/evil. Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects. DIVINE HEALTH Stufe Jerustive Energie fokussieren verbraucht zwei Anwendungen des Handauflegens ENERGIE Paladinstufe Sonstiges ENERGIE Paladinstuf	berrations and do not allow them to roam freely or harm others.
AURA OF PUNITY ROSES NIEDERSTRECKEN	Stufe AURA OF PURITY 4 to saves against spells and effects from aberrations. Allies within 10ft get +1 to these saves. Stufe MIMIN 10ft get +4 to saves against charm effects. Stufe AURA OF FAITH 14 Weapons considered Good aligned for overcoming DR. AURA OF RIGHTEOUSNESS Stufe Gain damage reduction 5/evil. 17 Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects. DIVINE HEALTH Stufe 3 Immune to all diseases including magic. CHANNEL POSITIVE ENERGY Stufe Positive Energie fokussieren verbraucht zwei 4 Anwendungen des Handauflegens ENERGIE Paladinstufe Sonstiges WG = (÷ 2) + CH WIL POSITIVE ENERGY Stufe 10 + (÷ 2) + CH GÖTTLICHER BUND Stufe REITTIER WAFFE 5 Art Heute beschworen Weitere Verbesserungen CLEANSING FLAME Suffer Grund- Bonuszauber CH Stufe CLEANSING FLAME Suffer CLEANSING FLAME Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 11 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. ZAUBER RW gegen Zauber Grund- Bonuszauber CH CLEANSING FLAME Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft a +2 to saving throws against aberrations.	y them if you can, or banish them if you cannot:
Allies within 10th get +1 to these zerves. Struke AURA OF RESOLVE Immune to contain effects including magic. Allies within 10th get +4 to saves against charm effects. Struke AURA OF RECOLVE Willies within 10th get +4 to saves against charm effects. Struke AURA OF RECOLVE Willies within 10th get +4 to saves against charm effects. Struke AURA OF RECOLVE Willies within 10th get +4 to saves against charm effects. Struke AURA OF RECOLVE Willies within 10th get +4 to saves against charm effects. Struke AURA OF RECOLVE Willies within 10th get +4 to saves against charm effects. AURA OF RECOLVE Willies within 10th get +4 to saves against charm effects. Struke AURA OF RECOLVE Willies within 10th get +4 to saves against charm effects. AURA OF RECOLVE Willies within 10th get +4 to saves against charm effects. Struke AURA OF RECOLVE Willies within 10th get +4 to saves against charm effects. Struke AURA OF RECOLVE Willies within 10th get +4 to saves against charm effects. Struke AURA OF RECOLVE Willies within 10th get +4 to saves against charm effects. Struke AURA OF RECOLVE Willies Paladini Struke AURA OF RECOLVE Willies Paladini Struke AURA OF RECOLVE Willies Paladini Struke AURA OF RECOLVE Struke AURA OF RECOLVE Struke AURA OF RECOLVE Struke Struke CHANNEL POSITIVE ENGRY Willies Paladini Struke AURA OF RECOLVE Struke AURA OF RECOLVE Struke AURA OF RECOLVE SCHADEN Gest adaptive struke Willies Schadenseduriserum	AURA OF RESOLVE Immune to charm effects including magic. Allies within 10ft get +1 to these saves. Stufe AURA OF RESOLVE Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects. Stufe AURA OF FAITH 1.4 Weapons considered Good aligned for overcoming DR. AURA OF RIGHTEOUSNESS Stufe Gain damage reduction 5/evil. 17 Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects. DIVINE HEALTH Stufe 3 Immune to all diseases including magic. CHANNEL POSITIVE ENERGY Stufe Positive Energie fokussieren verbraucht zwei 4 Anwendungen des Handauflegens ENERGIE WURF Paladinstufe STUFE BONUS SCHADEN SOCHADEN SOUNS CHANNEL POSITIVE ENERGY Stufe ANZ PRO ANZ PRO ANZ Stufe SORETTUNGSWURF Stufe SORETTUNGSWURF Stufe CHANNEL POSITIVE ENERGY Stufe SORETTUNGSWURF Stufe CHANNEL POSITIVE ENERGY ANZ CHANNEL POSITIVE ENERGY Stufe CHANNEL POSITIVE ENERGY ANZ CHANNEL POSITIVE ENERGY Stufe CHANNEL POSITIVE ENERGY ANZ CHANNEL POSITIVE ENERGY Stufe CHANNEL POSITIVE ENERGY ANZ CHANNEL POSITIVE ENERGY ANZ CHANNEL POSITIVE ENERGY CHANNEL POSITIVE ENERGY CHANNEL POSITIVE ENERGY ANZ CHANNEL POSITIVE ENERGY CHANNEL PO	BÖGEG NIEDEDGTDECKEN
Stude AURA OF RESOLVE Immune to charm effects including magic. Allies within 10t get 4-to aceas against charm effects. ANORIFE 10th 10th 10th 10th 10th 10th 10th 10th	Stufe AURA OF RESOLVE Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects. Stufe AURA OF FAITH 14 Weapons considered Good aligned for overcoming DR. AURA OF RIGHTEOUSNESS Stufe Gain damage reduction 5/evil. 17 Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects. DIVINE HEALTH Stufe DIVINE HEALTH Stufe Positive Energie fokussieren verbraucht zwei 4 Anwendungen des Handauflegens ENERGIE Paladin- Stufe WIL SGRETTUNGSWURF Stufe Paladin- Stufe TRE WIL SGRETTUNGSWURF Stufe GÖTTLICHER BUND Stufe REITTIER WAFFE Meitere Verbesserungen CLEANSING FLAME Stufe Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 11 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. ZAUBER RW gegen Zauber Zauber RW gegen Zauber Zauber Frund- Bonuszauber CH Spen	Paladin- Gegner
Suffer AURA OF FAITH 14. Weapons concludes dood aligned for overcoming DR. AURA OF FAITH 15. Weapons conclides dood aligned for overcoming DR. AURA OF FAITH 16. Weapons conclides dood aligned for overcoming DR. AURA OF FAITH 17. Immune to computation effects including magic. Allies within 10t get 4 to saves against charm effects. Suffer Sunit Suffer Sunity Suffer Sonstiges Suffer Sunity S	Stufe ANGRIFF BONUS ANGRIFF BONUS AURA OF FAITH 14 Weapons considered Good aligned for overcoming DR. AURA OF FAITH 14 Weapons considered Good aligned for overcoming DR. AURA OF RIGHTEOUSNES Stufe Gain damage reduction 5/evil. Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects. DIVINE HEALTH Stufe Immune to all diseases including magic. Allies within 10ft get +4 to saves against charm effects. SCHADEN BONUS +	stufe Sonstiges Heute
AURA OF EATH AURA OF RICHTEOUSNESS Sunt Gain damage reduction fixed. AURA OF RICHTEOUSNESS Sunt Some damage reduction fixed. AURA OF RICHTEOUSNESS Sunt Some damage reduction fixed. AURA OF RICHTEOUSNESS Sunt Sunt Immune to all disease including magic. CHANNEL POSITIVE ENERGY Surf Surf Surf Surf Surf CHANNEL POSITIVE ENERGY Surf Surf Surf Surf Surf Surf Surf WORF Faladin- Surf Sur	Stufe AURA OF FAITH 14 Weapons considered Good aligned for overcoming DR. AURA OF RIGHTEOUSNESS Stufe Gain damage reduction 5/evil. 17 Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects. DIVINE HEALTH Stufe 3 Immune to all diseases including magic. CHANNEL POSITIVE ENERGY Stufe Positive Energie fokussieren verbraucht zwei 4 Anvendungen des Handauflegens ENERGIE Paladinstufe WURF Stufe Sonstiges ENERGIE Paladinstufe WIL SGRETTUNGSWURF Stufe 1 10 + (÷ 2) + CH (abrunden) Stufe REITTIER WAFFE 5 Art Heute beschworen Weitere Verbesserungen CLEANSING FLAME Suffe Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 11 20ft to take -4 to a tack, and granting allies within 20ft a +2 to saving throws against aberrations. ZAUBER RW gegen Zauber Grund- Bonuszauber Zauber pro Tag Zauber CH 1 2 2 Spend was a grander CH Stufe CLEANSING FLAME Suffe GN 3 3 CLEANSING FLAME CLEANSING FLAME CLEANSING FLAME Suffe GN 3 3 CLEANSING FLAME CLEANSING FLAME CLEANSING FLAME Suffe GN CLEANSING FLAME CLEANSING FLAME CLEANSING FLAME Suffe GN CLEANSING FLAME CLEANSING FLAME CLEANSING FLAME CLEANSING FLAME Suffe GN CLEANSING FLAME CLEANSING FLAME CLEANSING FLAME Suffe GN CLEANSING FLAME	(autrunden)
AUXA OF RIGHTPOUNSESS Stufe Gain damage reduction Syeri. In Immune to compulsion effects including magic. Allies within 10th get 41 to saves against charm effects. DIVINE HEALTH Stufe DIVINE HEALTH Stufe CHANNEL POSITIVE ENERGY Stufe Answerdungen des Handsuffigens NENERGIE Paladin- Stufe Answerdungen des Handsuffigens NENERGIE Paladin- Stufe SCHADEN Paladin- Stufe Answerdungen des Handsuffigens SUBJUSTAGE AUXA OF RICHTEROUNCES Stufe ANZAHL Paladin- Subfus ANZAHL Paladin- Subfus SONSTIGES SONSTIGES SONSTIGES SONSTIGES SONSTIGES SONSTIGES SONSTIGES SUBJUSTAGE ANZAHL PALADEN Paladin- Subfus SONSTIGES SONSTIGES SONSTIGES SONSTIGES SUBJUSTAGE ANZAHL PALADEN Paladin- Subfus SONSTIGES SONSTIGES SONSTIGES SONSTIGES SONSTIGES SUBJUSTAGE ANZAHL PALADEN SUBJUSTAGE ANZAHL PALADEN SUBJUSTAGE SUBJUSTAGE ANZAHL PALADEN SUBJUSTAGE ANZAHL PALADEN SUBJUSTAGE ANZAHL PALADEN SUBJUSTAGE ANZAHL PALADEN SUBJUSTAGE SUBJUSTAGE ANZAHL PALADEN SONSTIGES SONSTIGES SONSTIGES SONSTIGES SUBJUSTAGE ANZAHL PALADEN SUBJUSTAGE ANZAHL PALADEN SUBJUSTAGE ANZAHL PALADEN SUBJUSTAGE ANZAHL PALADEN SUBJUSTAGE SONSTIGES MELIT TIEREFERRUNKTE Stufe SONSTIGES WG = († 2) + CH + TIEREFERRUNKTE Stufe SONSTIGES WG = († 2) + CH + TIEREFERRUNKTE STUFE SONSTIGES ANZAHL PALADEN SONSTIGES ANZAHL PROTAGE SUBJUSTAGE ANZAHL PALADEN SONSTIGES SON	### AURA OF RIGHTEOUSNESS Stufe Gain damage reduction 5/evil. 17 Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects. DIVINE HEALTH Stufe Positive Energie fokussieren verbraucht zwei 4 Anwendungen des Handauflegens ENERGIE Paladinstufe Sonstiges WIL Stufe WAFFE = 10 + (÷ 2) + CH Stufe GN (abrunden) Stufe REITTIER WAFFE 5 Art Heute beschworen Weitere Verbesserungen CLEANSING FLAME Stufe Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 11 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. RW gegen Zauber Grund- Bonuszauber Zauber Zauber Pro Tag Zauber CH RW gegen Zauber Grund- Bonuszauber CH Spend Waffe GN CLEANSING FLAME Suffe GN Stufe GN	
Stufe DIVINE HEALTH Sometimes compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects. DIVINE HEALTH Stufe Sonstiges Sonstiges Stufe Sonstiges	Stufe Gain damage reduction 5/evil. 17 Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects. DIVINE HEALTH Stufe Immune to all diseases including magic. CHANNEL POSITIVE ENERGY Stufe Positive Energie fokussieren verbraucht zwei Anwendungen des Handauflegens ENERGIE Paladinstufe WIL SG RETTUNGSWURF Stufe = 10 + (÷ 2) + CH (abrunden) Stufe REITTIER WAFFE 5 Art Heute beschworen Weitere Verbesserungen CLEANSING FLAME Stufe Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft a +2 to saving throws against aberrations. RW gegen Zauber Grund- Bonuszauber Zauber Spend School CHANNE School CHANNE Spend Spe	= CH + + FK = CH +
Miles within 10th get 44 to saves against charm effects. DIVINE HEALTH	In minume to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects. DIVINE HEALTH SCHADEN BONUS Stufe 3 Immune to all diseases including magic. CHANNEL POSITIVE ENERGY Stufe 4 Anwendungen des Handauflegens ENERGIE WURF Sonstiges ENERGIE Paladin- stufe Sonstiges ENERGIE WIL SGRETTUNGSWURF Stufe = 10 + (÷ 2) + CH (aufrunden) Stufe REITTIER WAFFE Sonstiges Stufe 3 Stufe CLEANSING FLAME Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. CLEANSING FLAME Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. EMERCITE ANZ ANZ ANZ ANZ ANZ ANZ ANZ AN	ber Appriff mit Diese vierleuten Diese vertreiten der
SCHADEN Paladins stude The positive Energie fokussieren verbraucht zwei stufe CHANNEL POSITIVE ENERGY Suffe Positive Energie fokussieren verbraucht zwei Anwendungen des Handauflegens ENERGIE Paladins SCHADEN Paladins Sonstiges HANDAUFLEGEN ANZAHL PRo TAG ANZAHL PRo TAG ANZAHL PRo TAG Sonstiges HAUDAUFLEGEN Sonstiges HAUDAUFLEGEN Sonstiges Heute verwendet stufe (abrunden) Stufe (abrunden) Stufe GOTTLICHER BUND Stufe REITTIER WAFFE 5 10 CLEANSING FLAME Weitere Verbesserungen CLEANSING FLAME Weitere Verbesserungen Neitere Verbesserungen Aut Suffe Cleaning flame for I minute, forcing aberrations within 20th at 2 to saving throws against aberrations TAUBER RW gegen Tauber Grand- RW gegen Tauber Grand- RW gegen Tauber Grand- RW gegen Tauber Grand- Tauber Grand- Bonuszauber CH CAST INTO THE VOID	Stufe 3	ede Schadensreduzierung bösen Drachen oder Untoten
Stufe Positive Energie folussieren verbraucht zwei Anwendungen des Handauflegens ENERGIE Paladin- STRETTUNGSWURF Paladin- STRETTUNGSWURF Paladin- STRETTUNGSWURF Stufe STRETTUNGSWURF Stufe GÖTTLICHER BUND Stufe REITTIER WAFE 5 ART Heute Beschworen Weitere Verbesserungen CLEANSING FLAME Stufe Spend two uses of Smite Evil to ignite your weapon with 2011 at 210 saving throws against aberrations. ACUBER RWY gegen Zauber Pro 19g Zauber CH Stufe Spell immunity CAST INTO THE VOID CAST INTO THE VOID	Stufe 3 Immune to all diseases including magic. CHANNEL POSITIVE ENERGY Stufe 4 Anwendungen des Handauflegens ENERGIE WURF Stufe Paladin- stufe Paladin- stufe Sonstiges Stufe 2 HEII TRE WIL SG RETTUNGSWURF Stufe Falor GÖTTLICHER BUND Stufe REITTIER WAFFE Sonstiges ANZ PRO Stufe ANZ PRO Stufe ANZ PRO Stufe Cultrunden Stufe Stufe ANZ PRO Stufe ANZ PRO Stufe ANZ PRO Stufe Cultrunden Stufe Stufe ANZ PRO Stufe ANZ PRO Stufe Cultrunden Stufe Stufe ANZ PRO Stufe Cultrunden Stufe Stufe CELANSING FLAME Stufe Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. ACU CAUBER RW gegen Zauber Tauber ANZ ANZ ANZ ANZ ANZ ANZ ANZ ANZ ANZ AN	Paladin- SCHADEN GEGEN BÖSES-
Stufe Positive Energie fokussieren verbraucht zwei Anwendungen des Handauflegens WURE Paladin- Stufe Stufe Stufe Stufe Stufe Sonstiges WIL GÖTTLICHER BUND Stufe REITTIER WAFFE 5 GÖTTLICHER BUND Stufe REITTIER WAFFE 5 ART CLEANSING FLAME Weitere Verbesserungen CLEANSING FLAME Stufe Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft at 2 to 42 to 5 saving throw against aberrations. AZUBER RW gegen Zauber Jauber Grund- Jauber Gr	Stufe Positive Energie fokussieren verbraucht zwei 4 Anwendungen des Handauflegens ENERGIE WURF Stufe Sonstiges ENERGIE Paladinstufe Sonstiges W6 = (÷ 2) + CH (aufrunden) SGRETTUNGSWURF Stufe = 10 + (÷ 2) + CH (abrunden) Stufe REITTIER WAFFE 5 Art Heute beschworen Weitere Verbesserungen CLEANSING FLAME Stufe Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. ZAUBER RW gegen Zauber Grund- Bonuszauber Zauber Pro Tag Zauber CH 2 HEIT ANZ ANZ ANZ ANZ ANZ ANZ ANZ AN	
Stufe Anvendungen des Handauflegens WURE Paladin- SUURE Sonstiges WILL Paladin- SUURE Sonstiges WILL Paladin- SUURE SUURE Sonstiges WILL Paladin- SUURE SONUUR SUURE SUURE SUURE SUURE SUURE SUURE SUURE SUURE SONUUR SUURE SONUUR SUURE SUUR SUUR	Stufe 4 Anwendungen des Handauflegens ENERGIE	<u> </u>
A Annendrungen der Handurfegens ENERGIE WULF WIL WIL SG RETTUNGSWURF = 10 + (÷ 2) + CH (abrunden) Stufe REITT REFERPUNKTE Stufe Sonstiges HELLT Paladin- Stufe Suff REITT REFERPUNKTE Stufe Sonstiges W6 = (÷ 2) + CH + (abrunden) Stufe REITT REFERPUNKTE Stufe Sonstiges W6 = (÷ 2) + CH + (abrunden) Stufe REITT REFERPUNKTE Stufe Sonstiges W6 = (÷ 2) + CH + (abrunden) Stufe REITT REFERPUNKTE Stufe Sonstiges W6 = (÷ 2) + CH + (abrunden) Stufe RONADEN 3 12 Stufe Sonstiges W6 = (÷ 2) + CH + (abrunden) Stufe RONADEN 3 12 VORBEREITETE ZAUBER VORBEREITETE ZAUBER Acute sense CLEANSING FLAME Spend two uses of Smite Evil to ignite your weapon with a cleaning flame for I minute, forcing abertainos within 20ft a + 2 to saving throws against abertaitons. XAUBER RW ogen Zauber Za	4 Anwendungen des Handauflegens ENERGIE WURF Stufe Paladin- stufe Paladin- stufe Paladin- stufe = 10 + (÷ 2) + CH (abrunden) Stufe REITTIER BUND Stufe REITTIER Weitere Verbesserungen CLEANSING FLAME Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 11 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. CAUBER RW gegen Zauber For Tag ZAUBER RW gegen Zauber For Tag PRO Stufe Gunfrunden) Stufe GN Stufe GN Stufe GN Stufe GN CLEANSING FLAME Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft a +2 to saving throws against aberrations.	ZAHL Paladin-
WILL SORBETUNGSWURF Paladin-stufe (aufrunden) STATEMETER DUND Stufe REITTIER WAFFE Surfe REITTIER WAFFE Stufe REITTIER WAFFE Sent two uses of Smite Evil to ignite your weapon with a 21 to saving throws against aberrations. CLEANSING FLAME Syend two uses of Smite Evil to signife your weapon with a 21 to saving throws against aberrations. RW gegen Zauber Caben For Tag Sund- Bonuszauber Zauber pro Tag Sauber Dor Tag Sund- Bonuszauber Zauber pro Tag Sauber Sauber Dor Tag Spell immunity CAST INTO THE VOID	WIL Paladin-stufe = 10 + (÷ 2) + CH GÖTTLICHER BUND Stufe REITTIER WAFFE 5 Art Heute beschworen CLEANSING FLAME Cleansing flame for 1 minute, forcing aberrations within 20ft a +2 to saving throws against aberrations. CLEANSING FLAME CLEANSING FLAME CH CH CH CH CH CH CH C	TAG stufe Sonstiges Heute verwendet
WIL SCRETTUNGSWURF Paladin stufe Was Cabrunden Stufe Sonstiges Sonst	WIL SG RETTUNGSWURF Paladin-stufe = 10 + (÷ 2) + CH GÖTTLICHER BUND Stufe REITTIER WAFFE 5 Art Heute beschworen Weitere Verbesserungen CLEANSING FLAME Suffe Cleansing flame for 1 minute, forcing aberrations within a cleansing flame for 1 minute, forcing aberrations within a 120ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. ZAUBER RW gegen Zauber pro Tag = Grund- CH CH HEITTRE Stufe GN 3 6 9 1 1 CLEANSING FLAME CLEANSING	
WIL GAPTUNGSWURF Stufe Sonstiges CONTILCHER BUND Stufe REITTIER WAFFE WAFFE Waffer Waffer Stufe Sonstiges W6 = (WIL SGRETTUNGSWURF Stufe = 10 + (
SGRETTUNGSWURF stufe Contain Co	Stufe Stufe Stufe Stufe GN GÖTTLICHER BUND GÖTTLICHER BUND GOTTLICHER	
CLEANSING FLAME Spend two uses of Sinite Evil to ignite your weapon with 11 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. RW gegen Zauber Pro Tag Substitute Pro Tag	GÖTTLICHER BUND Stufe REITTIER WAFFE 5 Art Heute beschworen Weitere Verbesserungen CLEANSING FLAME Suffe cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. ZAUBER RW gegen Zauber Grund- Bonuszauber CH 2 Specific CH 1 Specific CH Suffe CLEANSING FLAME CLEANSING	W6 = (÷ 2) + (abrunden)
Stufe REITTIER WAFFE 5 Art Heute beschworen Weitere Verbesserungen CLEANSING FLAME Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft a +2 to saving throws against aberrations. RW gegen Zauber pro Tag Grund-Bonuszauber Zauber pro Tag Spell immunity 1	GÖTTLICHER BUND Stufe REITTIER WAFFE 5 Art Heute beschworen Weitere Verbesserungen CLEANSING FLAME Stufe cleansing flame for 1 minute, forcing aberrations within a cleansing flame for 1 minute, forcing alberrations within a +2 to saving throws against aberrations. ZAUBER RW gegen Zauber For Tag Grund- Bonuszauber CH 2 Specific CH S	
Stufe REITTIER WAFFE S	Stufe REITTIER	12
Seed two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft a +2 to saving throw against aberrations. RW gegen Zauber pro Tag 2 Zauber CH CH CH CH CAST INTO THE VOID 9 18 VORBEREITETE ZAUBER	Art Heute beschworen Weitere Verbesserungen CLEANSING FLAME Stufe cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. ZAUBER RW gegen Zauber pro Tag = Grund- to the company of th	15
Weitere Verbesserungen Weitere Verbesserungen CLEANSING FLAME	Weitere Verbesserungen CLEANSING FLAME Stufe Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. ZAUBER RW gegen Zauber Grund- Bonuszauber CH 2 Spend CH Sp	18
Weitere Verbesserungen CLEANSING FLAME	Weitere Verbesserungen CLEANSING FLAME Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. ZAUBER RW gegen Zauber Pro Tag Grund- Pro Tag Ponuszauber CH Spend Spend CH Spend	VORBEREITETE ZAUBER
CLEANSING FLAME Surfe cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. TAUBER RW gegen Zauber Pro Tag = Grund - Bonuszauber CH 2	CLEANSING FLAME Stufe Stufe cleansing flame for 1 minute, forcing aberrations within a cleansing flame for 1 minute, forcing aberrations within 20ft a +2 to saving throws against aberrations. ZAUBER RW gegen Zauber = Grund- + Bonuszauber CH 2 Specific	
CLEANSING FLAME Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft a +2 to saving throws against aberrations. RW gegen Zauber pro Tag = Grund- Bonuszauber Zauber pro Tag = Jauber CH CH CH CH CH CH CAST INTO THE VOID	CLEANSING FLAME Stufe Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. ZAUBER RW gegen Zauber Grund- Bonuszauber CH 2 Spend CH 1 Spend CH Spen	^
CLEANSING FLAME Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. TAUBER RW gegen Zauber pro Tag = Grund- CH	Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations.	
Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. RW gegen Zauber Zauber Grund- Bonuszauber CH CH CH CH CAST INTO THE VOID	Stufe cleansing flame for 1 minute, forcing aberrations within a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. ZAUBER	
Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. CAUBER	Stufe cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. ZAUBER	
2	20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations. ZAUBER RW gegen Zauber pro Tag = Grund-pro Tag = CH	
RW gegen Zauber pro Tag = Grund- acuber CH	RW gegen Zauber Pro Tag = Grund- Bonuszauber CH	
RW gegen Zauber pro Tag = Grund-pro Tag = Grund-pro Tag = Grund-pro Tag = Spell immunity	RW gegen Zauber pro Tag = Grund- Bonuszauber CH	
1	1 0000	
3 CAST INTO THE VOID		
	3	<u> </u>
		CAST INTO THE VOID
Stufe aberrations may be banished to a remote WIL Paladin-	4 UUUU sharr	ations may be panished to a remote
RW gegen Zauber (SG) = 10 + CH + Zaubergrad place for at least a century.	RW gegen Zauber (SG) = 10 + CH + Zaubergrad place	e for at least a century. SG RETTUNGSWURF stufe
		ands, heal the maximum possible.