

[illegible]

EQUIPMENT					
ITEM		LOCATION	QTY	WT / COST	
Claw		Equipped	1	0 / 0	
Bite		Equipped	1	0 / 0	
Gore		Equipped	1	0 / 0	
Full Plate (Large/Adamantine)		Equipped	1	100 / 18,000	
This armor is made of shaped and fitted metal plates, must be made to measure or adjusted for cost., 40hp/inch and 20 hardness					
TOTAL WEIGHT CARRIED/VALUE			100 lbs.	18,000gp	
WEIGHT ALLOWANCE					
Light	466	Medium	933	Heavy	1400
Lift over head	1400	Lift off ground	2800	Push / Drag	7000
MONEY					
					Total= 0 gp
MAGIC					
Languages					
Common, Draconic, Undercommon, Yip-yak					
Other Companions					
Special Abilities					
Giant Blood (Ex) - Half-Ogres count as giants for qualifying for classes, using magic items, etc.					
Magical Knack (Ex) - Use all spelllike abilities at +1 caster level (NOT IMPLEMENTED)					
Minotaurs get a +2 Racial Bonus to Search, Spot, and Listen					
SPell Like Abilities					
You may roll Spellcraft and Knowledge (Arcana) untrained.					
Special Attacks					
Turn Undead					[ PH ]
13/day (turn level 9) (turn damage 2d6+19)					
Special Qualities					
Aura of Good (Ex)					[ PH ]
The power of a paladin's aura of good (see the detect good spell) is equal to her paladin level, just like the aura of a cleric of a good deity.					
Aura of Resolve (Su)					[ UA ]
Immune to Compulsion effects. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against compulsion effects.					
Autumn Harvest (Su)					[ My ]
A number of times a day equal to your Charisma bonus (minimum 1) you can touch a creature with a special dispelling touch, which functions as a targeted Dispel Magic with caster level equal to your total HD.					
Curse Breaker					[ CM ]
At 6th level, you can produce a remove curse effect, as the spell, once per week. You can use this ability one additional time per week for every three levels beyond 6th (twice per week at 9th, three times at 12th, and so forth). Beginning at 12th level, you can spend two of your weekly uses to produce a break enchantment effect, as the spell. These are spell-like abilities.					
Darkvision (Ex)					[ PH ]
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.					
Detect Evil (Sp)					[ PH ]
At will, a paladin can use detect evil, as the spell. 60' cone. 1st Round - Presence of evil, 2nd round - Number of Evil auras, and the power of the most potent, 3rd Round - Power and location of each aura, with direction but not location if out of line of sight.					
Divine Grace (Su)					[ PH ]
At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.					
Divine Health (Ex)					[ PH ]
At 3rd level, a paladin gains immunity to all diseases, including supernatural and magical diseases (such as mummy rot and lycanthropy).					
Draconic Rite of Passage					[ RDr ]
The Draconic Rite of Passage awakens the sorcerous power within the blood of kobolds.					
Dragonlike (Ex)					[ My ]
Your wings resemble dragon wings					
Dragon Type					[ MM ]
Dragons eat/sleep/breathe. Dragons are Immune to magic sleep effects and paralysis effects.					
Meager Fortitude					[ UA ]
You are sickly and weak of stomach.					
Shaky					[ UA ]
You are relatively poor at ranged combat.					
Iron Vulnerability (Ex)					[ My ]

Iron and steel cause 1 point of damage to a mere touch. Iron or steel weapons deal +1d6 damage against you. If you have DR that would protect against this damage, it does apply (for instance, the damage from steel would be prevented by DR/Cold Iron)	
Unseen Servant (Sp)	[ RDr ]
Lay on Hands (Su)	[ PH ]
Beginning at 2nd level, a paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin level * her Charisma bonus. For example, a 7th-level paladin with a 16 Charisma (+3 bonus) can heal 21 points of damage per day. A paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action. Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.	
Light Sensitivity (Ex)	[ MM ]
Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.	
Low-Light Vision (Ex)	[ PH ]
You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
Minotaur Cunning (Ex)	[ My ]
+4 to escape Maze spells. Always know what direction north is.	
Reptilian Subtype	[ MM ]
These creatures are scaly and usually coldblooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are truly reptiles.	
Scent (Ex)	[ MM ]
30 ft. range This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. 30' range.	
Skills	[ UA ]
Kobolds have a +2 racial bonus on Craft (trapmaking), and Search checks.	
Skills	[ MM ]
Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.	
Swift Concentration	[ CS ]
You can maintain concentration on a spell or similar effect as a swift action.	
Dismount Attack	[ CS ]
If your mount has moved at least 10 feet in this round and you succeed on a fast dismount (Ride, PH 80), you can use a standard action to attack an adjacent opponent as if you had charged that opponent.	
Slight Build	[ My ]
You count as 1 size smaller when beneficial.	
Smite Evil (Su)	[ PH ]
Once per day, a paladin may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level. For example, a 13th-level paladin armed with a longsword would deal 1d8+13 points of damage, plus any additional bonuses for high Strength or magical affects that would normally apply. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day. At 5th level, and at every five levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table 3-12: The Paladin, to a maximum of five times per day at 20th level.	
Special Mount (Sp)	[ PH ]
a paladin gains the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade. Once per day, as a full-round action, a paladin may magically call her mount from the celestial realms in which it resides. The mount immediately appears adjacent to the paladin and remains for 2 hours per paladin level; it may be dismissed at any time as a free action. Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed (including barding, saddle, saddlebags, and the like). Should the paladin's mount die, it immediately disappears, leaving behind any equipment it was carrying.	
Survival	[ UA ]
+2 racial bonus on Survival checks.	
Turn Undead (Su)	[ PH ]
A paladin has the supernatural ability to turn undead. You may use this ability a number of times per day equal to 3 + her Charisma modifier. You turn undead as a cleric of three levels lower would. (PH p.159.)	
Weapon and Armor Proficiency	[ PH ]
Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).	
Feats	
Battle Blessing	[ CV ]
You can cast spells more quickly than usual in the heat of battle.	

You can cast most of your paladin spells faster than normal. If the spell normally requires a standard action, you can cast it as a swift action. If it normally requires a full round to cast, you can cast it as a standard action. Spells with longer or shorter casting times are not affected by this feat.

Celestial Mount[BE]

Your special mount is a true creature of the heavens.

Your special mount gains the celestial creature template. It gains the ability to smite evil once per day, darkvision out to 60 feet, resistances (acid, cold, and electricity) based on its total Hit Dice, and damage reduction and spell resistance that increase as its Hit Dice increase. See the celestial creature template in the Monster Manual for details.

Destruction Devotion[CV]

Your attacks weaken your opponents' defenses.

Once per day as an immediate action, you can call upon the forces of destruction to weaken your opponents' defenses. If you deal damage with a melee attack (but not a melee touch attack) while this ability is active, you temporarily reduce the struck opponent's armor bonus or natural armor bonus by 1. Reductions from multiple hits stack, to a minimum bonus of +0. If the opponent has both armor and natural armor bonuses, it chooses which one to reduce. Once one bonus reaches +0, the other bonus automatically gets reduced until it too reaches +0 or the effect ends. This effect lasts for 1 minute, after which all armor and natural armor bonuses reduced in this way return to normal. Upon reaching 10th level, you reduce your opponent's armor or natural armor bonus by 2 per successful hit.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each daily turn or rebuke use you expend.

Divine Defiance[FCI]

You can channel divine energy to counter spells without readying an action in advance.

You can spend one of your turn or rebuke undead attempts as an immediate action to counter a spell or spelllike effect. For example, if an evil cleric targets Jozan with a hold person spell, as an immediate action, Jozan can spend a turn undead attempt to counter the spell if he had prepared a hold person or dispel magic spell. You must have the relevant spell prepared as normal (or dispel magic), and you must make a Spellcraft check to identify the target's spell if applicable. (See PH 170 for details on counterspells.) Normal: You must typically use a readied action to counter an enemy's spell.

Divine Might[CW]

You can channel energy to increase the damage you deal in combat.

As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

Divine Vigor[CW]

You can channel energy to increase your speed and durability.

As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

Dragonwrought[RDr]

You were born a dragonwrought kobold, proof of your race's innate connection to dragons.

You are a dragon wrought kobold. Your type is dragon rather than humanoid, and you lose the dragonblood subtype. You retain all your other subtypes and your kobold racial traits. Your scales become tinted with a color that matches that of your draconic heritage. As a dragon, you are immune to magic sleep and paralysis effects. You have darkvision out to 60 feet and low-light vision. You gain a +2 racial bonus on the skill indicated for your draconic heritage on the table on page 103. Special: Unlike most feats, this feat must be taken at 1st level, during character creation. Having this feat allows you to take the Dragon Wings feat at 3rd level.

Power Attack[PH]

You can make exceptionally powerful melee attacks.

On your action, before making attack rolls for a round, you may choose to subtract up to 12 from all melee attack rolls and add the same number to all melee damage rolls.

Track (Granted)[PH]

You can follow the trails of creatures and characters across most types of terrain.

To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

(Unarmed), Sword (Bastard), Sword (Cutlass), Sword (Saber), Sword (Short), Trident, Truncheon, Unarmed Strike, Wakizashi, Warhammer, Warmace

Templates
Face 10
Half-Minotaur
Half-Ogre(Medium Or Smaller)
Magic Blooded (Spark)
Primordial giant
Reach 10
Unseelie Fey
Venerable Dragonwrought Kobold

Proficiencies
Aspergillum (Heavy), Axe (Throwing), Bash, Battle Gauntlet, Battleaxe, Bite, Blowgun, Boulder, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Dart Thruster, Darts (Barbed), Eldritch Blast, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Goblin Stick, Gore, Grapple, Greataxe, Greatclub, Greatpick, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Ice Axe, Javelin, Katana, Kukri, Lance, Lance (Flight), Lance (Heavy), Longbow, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike

Innate

At Will

Detect Evil

Detect Magic

Nystul's Magic Aura (DC:10)

Read Magic

Unseen Servant

Prepared Spell List: Prepared Spells

Paladin of Freedom

Level 1

Level 2

Level 3

Restoration, Lesser (DC:13)

Delay Poison (DC:14)

Resist Energy (DC:14)

Dispel Magic

Innate Racial Spells

Name	School	Time	Duration	Range	Source
At Will <b>Detect Evil</b>	Divination	1 standard action	Concentration, up to 120 minutes [D]	60 ft.	PH:p.218
<b>[V, S, DF] TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of evil. 2nd Round: Number of evil auras [creatures, objects, or spells] in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming [see below], and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or [in the case of a cleric] class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.  ----- Aura Power ----- Creature/Object   Faint   Moderate   Strong   Overwhelming Evil creature1 [HD]   10 or lower   11-25   26-50   51 or higher Undead [HD]   2 or lower   3-8   9-20   21 or higher Evil outsider [HD]   11 or lower   2-4   5-10   11 or higher Cleric of an evil deity 2 [class levels]   1   2-4   5-10   11 or higher Evil magic item or spell [caster level]   2nd or lower   3rd-8th   9th-20th   21st or higher 1 Except for undead and outsiders, which have their own entries on the table. 2 Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies. Lingering Aura: An evil aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a creature or magic item]. If detect evil 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 Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Each round, you can turn to detect evil 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. [SR:No]					
<div><div></div></div> <b>Detect Magic</b>	Divination [Antimagic Domain, Divination]	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	PH:p.219
<b>[V, S] TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> 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 Spellcraft skill checks to determine the school of magic involved in each. [Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.] 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. If an aura falls into more than one category, detect magic indicates the stronger of the two.  ----- Aura Power ----- Spell or Object   Faint   Moderate   Strong   Overwhelming Functioning spell [spell level]   3rd or lower   4th-6th   7th-9th   10th+ [deity-level] Magic item [caster level]   15th or lower   16th-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]					
<div><div></div></div> <b>Nystul's Magic Aura</b>	Illusion (Glamour)	1 standard action	12 days [D]	Touch	PH:p.257
<b>[V, S, F] TARGET:</b> One touched object weighing up to 60 lbs; <b>EFFECT:</b> You alter an item's aura so that it registers to detect spells [and spells with similar capabilities] as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify. If the object bearing magic aura has identified cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is. If the targeted item's own aura is exceptionally powerful [if it is an artifact, for instance], magic aura doesn't work. Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura. Focus: A small square of silk that must be passed over the object that receives the aura. [SR:No; DC:10, None; see text]					
<div><div></div></div> <b>Read Magic</b>	Divination	1 standard action	120 minutes	Personal	PH:p.269
<b>[V, S, F] TARGET:</b> You; <b>EFFECT:</b> By means of read magic, 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. Focus: A clear crystal or mineral prism. [SR:No]					
<div><div></div></div> <b>Unseen Servant</b>	Conjuration (Creation)	1 standard action	12 hours	Close (55 ft.)	PH:p.297
<b>[V, S, M] TARGET:</b> One invisible, mindless, shapeless servant; <b>EFFECT:</b> An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstick doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 [so it can lift 20 pounds or drag 100 pounds]. It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. Its speed is 15 feet. The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. [It gets no saves against attacks.] If you attempt to send it beyond the spell's range [measured from your current position], the servant ceases to exist. Material Component: A piece of string and a bit of wood. [SR:No]					

\* =Domain/Specialty Spell

Paladin of Freedom Spells

LEVEL PER DAY	0	1	2	3	4
	—	2	2	1	—

LEVEL 1 / Per Day:2 / Caster Level:6

Name	School	Time	Duration	Range	Source
<div><div></div></div> <b>Axiomatic Water</b>	Transmutation [Lawful]	1 minute	Instantaneous	Touch	SC:p.22
<b>[V,S,M] TARGET:</b> Flask of water touched; <b>EFFECT:</b> This transmutation imbues a flask [1 pint] of water with the order of law, turning it into axiomatic water. Axiomatic water damages chaotic outsiders the way holy water damages undead and evil outsiders. A flask of axiomatic water can be thrown as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, the bearer must open the flask and pour the axiomatic water out onto the target. Thus, a character can douse an incorporeal creature with axiomatic water only if he is adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity. A direct hit by a flask of axiomatic water deals 2d4 points of damage to a chaotic outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash. Material Component: 5 pounds of powdered iron and silver [worth 25 gp]. [SR:Yes [object]; DC:13, Will negates [object]]					
<div><div></div></div> <b>Bless</b>	Enchantment (Compulsion)	1 standard action	6 minutes	50 ft.	PH:p.205
<b>[V, S, DF] TARGET:</b> The caster and all allies within a 50-ft. burst, centered on the caster; <b>EFFECT:</b> Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects. Bless counters and dispels bane. [SR:Yes (harmless)]					
<div><div></div></div> <b>Blessed Aim</b>	Divination	1 standard action	1 minute/level	50 ft.	SC:p.31
<b>[V, S] TARGET:</b> 50 ft. spread, centered on you; <b>EFFECT:</b> This spell grants your allies within the spread a +2 morale bonus on ranged attack rolls. [SR:No; DC:13, Will negates [harmless]]					
<div><div></div></div> <b>Bless Water</b>	Transmutation [Good]	1 minute	Instantaneous	Touch	PH:p.205
<b>[V, S, M] TARGET:</b> Flask of water touched; <b>EFFECT:</b> This transmutation imbues a flask [1 pint] of water with positive energy, turning it into holy water. Material Component: 5 pounds of powdered silver [worth 25 gp]. [SR:Yes (object); DC:13, Will negates (object)]					
<div><div></div></div> <b>Bless Weapon</b>	Transmutation	1 standard action	6 minutes	Touch	PH:p.205
<b>[V, S] TARGET:</b> Weapon touched; <b>EFFECT:</b> This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of evil creatures or striking evil incorporeal creatures [though the spell doesn't grant an actual enhancement bonus]. The weapon also becomes good, which means it can bypass the damage reduction of certain creatures. [This effect overrides and suppresses any other alignment the weapon might have.] Individual arrows or bolts can be transmuted, but affected projectile weapons [such as bows] don't confer the benefit to the projectiles they shoot. In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword. [SR:No]					
<div><div></div></div> <b>Bless Weapon, Swift</b>	Transmutation	1 swift action	1 round	Touch	SC:p.31
<b>[V] TARGET:</b> Touched weapon; <b>EFFECT:</b> This spell functions like bless weapon [PH 205], except as noted above. [SR:No]					
<div><div></div></div> <b>Clear Mind</b>	Abjuration	1 standard action	10 minutes/level	Personal	SC:p.47
<b>[V,S,DF] TARGET:</b> You; <b>EFFECT:</b> You gain a +4 sacred bonus on saving throws made against mind-affecting spells and effects.					
<div><div></div></div> <b>Create Water</b>	Conjuration (Creation) [Water, Water Shugenja]	1 standard action	Instantaneous	Close (40 ft.)	PH:p.215
<b>[V, S] TARGET:</b> Up to 12 gallons of water; <b>EFFECT:</b> This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large-possibly creating a downpour or filling many small receptacles. Note: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. [SR:No]					
<div><div></div></div> <b>Cure Light Wounds</b>	Conjuration (Healing) [Water Shugenja]	1 standard action	Instantaneous	Touch	PH:p.215
<b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:13, Will half (harmless); see text]					
<div><div></div></div> <b>Deafening Clang</b>	Transmutation [Sonic]	1 swift action	1 round	Touch	SC:p.59
<b>[V,S,DF] TARGET:</b> Your weapon; <b>EFFECT:</b> You empower the touched weapon with magic that causes it to emit a loud clang when it is struck against a hard surface, such as a floor, wall, or creature. The weapon deals 1d6 points of sonic damage with each successful hit, and any creature struck by the weapon must succeed on a Fortitude saving throw or be deafened for 1 minute. [SR:No; DC:13, Fortitude partial; see text]					

\* =Domain/Specialty Spell

Character: **Ko The Bold**  
Player:

PCGen Character Template by Andrew Maitland (LegacyKing) and Stefan Radermacher (Zaister), based on work by Frugal, ROG, Arcady, Barak, Dimrill, & Dekker.  
Created using [PCGen](#) v6.08.00 RC10 on May 20, 2024 at 5:12:16 PM

Level:12 (CR:14)  
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Paladin of Freedom Spells					
Detect Incarnum	Divination	1 standard action	Concentration, up to 10 min./level	60 ft.	MoI:p.101
[V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You can sense the presence of incarnum. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of incarnum [including creatures with the incarnum subtype, soulmelds, or magic items invested with essential]. 2nd Round: Number of incarnum auras [soulmelds, creatures with the incarnum subtype, and so on] in the area and the power of the most potent aura present [see the table]. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, you can discern its direction but not its exact location. The power of an incarnum aura depends on the type of creature or object that you're detecting and its Hit Dice or caster level, as shown on the table. If an aura falls into more than one strength category, the spell indicates the stronger of the two. [SR:No]					
Detect Poison	Divination [Water Shugenja]	1 standard action	Instantaneous	Close (40 ft.)	PH:p.219
[V, S] TARGET: One creature, one object, or a 5-ft. cube; <i>EFFECT</i> : You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft [alchemy] skill may try a DC 20 Craft [alchemy] check if the Wisdom check fails, or may try the Craft [alchemy] check prior to the Wisdom check. 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. [SR:No]					
Detect Undead	Divination	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	PH:p.220
[V, S, M/DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area. 1st Round: Presence or absence of undead auras. 2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming [see below], and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the following table: HD  Strength 1 or lower  Faint 2-4  Moderate 5-10  Strong 11 or higher  Overwhelming Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead 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 Each round, you can turn to detect undead 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. Arcane Material Component: A bit of earth from a grave. [SR:No]					
Detect Weaponry	Divination	1 standard action	Concentration, up to 60 minutes [D]	Close (40 ft.)	CI:p.66
[V,S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals weapons within 60 feet. [SR:No]					
Divine Favor	Evocation	1 standard action	1 minute	Personal	PH:p.224
[V, S, DF] TARGET: You; <i>EFFECT</i> : Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have [at least +1, maximum +3]. The bonus doesn't apply to spell damage. [SR:No]					
Divine Inspiration	Divination	1 standard action	1d4 rounds	Touch	BE:p.96
[Sacrifice] TARGET: One creature touched; <i>EFFECT</i> : This spell helps to tip the momentum of combat in the favor of good, granting limited precognitive ability that enables the spell's recipient to circumvent the defenses of evil opponents. The target of the spell gains a +3 sacred bonus on all attack rolls made against evil creatures. This bonus does not apply to attacks made against nonevil creatures. Sacrifice: 1d2 points of Strength damage. [SR:Yes (harmless)]					
Divine Sacrifice	Evocation	1 standard action	1 round/level	Personal	SC:p.70
[V,S] TARGET: You; <i>EFFECT</i> : Your first attack each round for the duration of the spell deals an extra 5d6 points of damage if it hits, and you take 10 points of damage each time you make such an attack, whether or not the attack is successful.					
Endure Elements	Abjuration [WuJenEarth, WuJenFire, WuJenI	1 standard action	24 hours	Touch	PH:p.226
[V, S] TARGET: Creature touched; <i>EFFECT</i> : A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected. Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
Energized Shield, Lesser	Abjuration [See text]	1 standard action	1 round/level	Touch	SC:p.79
[V,S,DF] TARGET: Touch; <i>EFFECT</i> : When this spell is cast, the shield touched appears to be made entirely out of one type of energy [fire, cold, electricity, acid, or sonic]. Whoever bears the shield gains resistance 5 against the chosen energy type. Additionally, if the wielder successfully hits someone with the shield with a shield bash attack, the victim takes 1d6 points of the appropriate energy damage in addition to the normal shield bash damage. The energy type must be chosen when the spell is cast and cannot be changed during the duration of the spell. The energy resistance overlaps [and does not stack] with resist elements. A given shield cannot be the subject of more than one lesser energized shield or energized shield spell at the same time. The descriptor of this spell is the same as the energy type you choose when you cast it. [SR:No]					
Faith Healing	Conjuration (Healing)	1 standard action	Instantaneous	Touch	SC:p.87
[V,S] TARGET: Living creature touched; <i>EFFECT</i> : When laying your hand upon a living creature, you channel positive energy that cures 8 points of damage +1 point per caster level 5. The spell works only on a creature that worships the same deity as you. A target with no deity or a different deity from yours is unaffected by the spell, even if the target would normally be harmed by positive energy. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
Find Temple	Divination	1 standard action	1 hour/level	10 miles + mile/level	SC:p.91
[V,S,DF] TARGET: Circle centered on you, out to range; <i>EFFECT</i> : With this spell, you can easily find a place to worship and possible aid or shelter from the priests within. When the spell is cast, you sense the direction of the nearest temple to your god. If there is none within the spell's area, the spell instead shows you the direction of the nearest temple dedicated to a god of the same alignment as yours. You can also specify a particular temple to search for, but you must have visited the temple personally at some point in the past [seeing the temple through a divination does not count]. [SR:No]					
Golden Barding	Conjuration (Creation)	1 standard action	1 hour/level	Touch	SC:p.106
[V,DF] TARGET: Special mount touched; <i>EFFECT</i> : You create a suit of barding for your mount to wear. The armor appears on your mount, fitting perfectly. The golden barding you create has no armor check penalty and has no effect on your mount's speed. The exact nature of the barding depends on your caster level. 2nd-3rd: Scale mail barding [+4 armor bonus]. 4th-5th: Chainmail barding 5. 6th-7th: Splint mail barding 6. 8th-9th: Half-plate barding 7. 10th+: Full plate barding 8. You can cast magic vestment or other spells that target a suit of armor on the golden barding. [SR:No]					
Grave Strike	Divination [Good]	1 swift action	1 round	Personal	SC:p.107
[V,DF] TARGET: You; <i>EFFECT</i> : For 1 round, you can deliver sneak attacks against undead as if they were not immune to extra damage from sneak attacks. To attack an undead creature in this manner, you must still meet the other requirements for making a sneak attack. This spell applies only to sneak attack damage. It gives you no ability to affect undead with critical hits, nor does it confer any special ability to overcome the damage reduction or other defenses of undead creatures.					
Holy Spurs	Transmutation	1 swift action	1 round	Close (40 ft.)	SC:p.115
[V] TARGET: Your special mount; <i>EFFECT</i> : This spell increases your special mount's base land speed by 40 feet. This adjustment is treated as an enhancement bonus. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
Know Greatest Enemy	Divination	1 standard action	Concentration, up to 1 round/level	60 ft.	SC:p.129
[V,DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : This spell evaluates the creatures in the area and determines the relative power level of each. Creatures are evaluated as follows. CR Strength 4 or lower Weak 5-10 Moderate 11-15 Strong 16 or higher Overwhelming Among creatures within the same category, you know which is the most powerful, but not why. For example, among a group of ogres [CR 2], you would know one of them [an ogre with two levels of barbarian, CR 4] was the most powerful, but not know if it was because the ogre had class levels, a template [such as half-fiendish], or for another reason. Any spell of 3rd level or higher that prevents scrying attempts on a creature [such as nondetection] or an area [such as false vision] thwarts this spell's ability to evaluate that creature or creatures within that area. [SR:Yes]					
Lantern Light	Evocation [Good, Light]	1 standard action	1 round/level	Close (40 ft.)	BE:p.101
[S, Abstinence] TARGET: Ray; <i>EFFECT</i> : Rays of holy light flash from your eyes. You can fire 1 ray per 2 caster levels, but no more than 1 ray per round. You must succeed on a ranged touch attack to hit a target. The target takes 1d6 points of damage from each ray. Abstinence Component: You must abstain from sexual intercourse for 24 hours before casting this spell. [SR:Yes]					
Lionheart	Abjuration [Mind-Affecting]	1 standard action	1 round/level	Touch	SC:p.132
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : The subject gains immunity to fear effects. Material Component: A hair from a lion's mane. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
Magic Weapon	Transmutation [WuJenMetal, Earth Shugenja]	1 standard action	6 minutes	Touch	PH:p.251
[V, S, DF] TARGET: Weapon touched; <i>EFFECT</i> : Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. [An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.] You can't cast this spell on a natural weapon, such as an unarmed strike [instead, see magic fang]. A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell. [SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]					
Mantle of Good	Abjuration [Good]	1 standard action	10 minutes/level [D]	Personal	SC:p.137
[V,S,M] TARGET: You; <i>EFFECT</i> : This spell functions like mantle of chaos, except that mantle of good grants spell resistance against spells with the evil descriptor.					
Moment of Clarity	Abjuration	1 standard action	Instantaneous	Touch	SC:p.142
[V,S,DF] TARGET: Creature touched; <i>EFFECT</i> : When you cast this spell and touch a creature that is under the influence of a mind-affecting spell or ability, that creature immediately receives another saving throw against the effect's original DC to break free of the effect. If the spell or ability did not originally permit a saving throw, this spell has no effect. [SR:No]					
One Mind, Lesser	Divination	1 standard action	1 hour/level	Personal	SC:p.149
[V,S,DF] TARGET: You; <i>EFFECT</i> : This spell functions like one mind, except as noted here, and in addition you and your mount gain a +2 bonus on melee damage rolls as long as you are mounted.					
Peacebond	Transmutation	1 standard action	60 minutes [D]	Close (40 ft.)	CI:p.67
[V,S,F] TARGET: One weapon; <i>EFFECT</i> : Weapon is impossible to draw. [SR:Yes (o); DC:13, Will negates (o)]					
Protection from Evil	Abjuration [Good, Antimagic Domain]	1 standard action	6 minutes [D]	Touch	PH:p.266
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : 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 barrier blocks any attempt to possess the warded creature [by a magic jar attack, for example] or to exercise mental control over the creature [including enchantment [charm] effects and enchantment [compulsion] effects that grant the caster ongoing control over the subject, such as dominate person]. The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the protection from evil effect. If the protection from evil effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment. Third, the spell prevents bodily contact by 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. Good summoned creatures 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. Arcane Material Component: A little powdered silver with which you trace a 3-foot -diameter circle on the floor [or ground] around the creature to be ward. [SR:No; see text; DC:13, Will negates (harmless)]					
Protection From Incarnum	Abjuration	1 standard action	6 minutes [D]	Touch	MoI:p.104
[V, S] TARGET: One creature; <i>EFFECT</i> : You ward a creature from attacks by soulmelds and incarnum creatures. The spell forms a barrier at a distance of 1 foot around the ward. The barrier is normally invisible, but it flashes electric blue when struck by an incarnum creature's natural weapon attack or an effect generated by a soulmeld. While protected, the subject gains a +2 deflection bonus to Armor Class and a +2 resistance bonus on saves. Both of these bonuses apply only against natural weapon attacks made by incarnum creatures or effects created by soulmelds. A side effect of this spell is that it prevents the subject from gaining essentia, even if such an effect would be considered beneficial. Such effects automatically fail if targeted on the protected subject. [SR:No; see text; DC:13, Will negates (harmless)]					
Protection from Law	Abjuration [Chaotic, Antimagic Domain]	1 standard action	6 minutes [D]	Touch	PH:p.266
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks from lawful creatures, and lawful summoned creatures cannot touch the subject. [SR:No; see text; DC:13, Will negates (harmless)]					
Protection from Possession	Abjuration	1 action	60 minutes	Touch	GW:p.57
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : This spell wards a creature against mental control and possession attempts. The spell blocks any attempt to possess the ward. The spell blocks any attempt to possess the warded creature [as by a magic jar attack or certain ghost feats] or to exercise mental control over the creature [as by a vampire's supernatural domination ability, which works similarly to dominate person]. The protection does not prevent a vampire's domination itself, but it prevents the vampire					
* =Domain/Speciality Spell					

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from mentally commanding the protected creature. If the protection from possession effect ends before the domination effect does, the vampire would then be able to mentally command the controlled creature. Likewise, the spell keeps out a possessing life force, but does not expel one if it is in place before the spell is cast. Arcane Material Component: A bit of powdered silver, which is used to mark the forehead of the target creature. [SR:No]					
☐☐☐☐☐ <b>Read Magic</b>	<b>Divination</b>	1 standard action	60 minutes	Personal	PH:p.269
[V, S, F] <b>TARGET:</b> You; <b>EFFECT:</b> By means of read magic, 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. Focus: A clear crystal or mineral prism. [SR:No]					
☐☐☐☐☐ <b>Resistance</b>	<b>Abjuration [Earth Shugenja, Abjuration Dor]</b>	standard action	1 minute	Touch	PH:p.272
[V, S, M/DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> You imbue 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. Arcane Material Component: A miniature cloak. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
☐☐☐☐☐ <b>Resist Planar Alignment</b>	<b>Abjuration</b>	1 standard action	1 round/level	Touch	SC:p.174
[V,S,DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> This abjuration grants a creature limited protection from a plane's alignment traits [DMG 149]. When the subject visits a plane with an alignment trait, this spell grants it immunity to penalties on its Charisma-based checks that mildly aligned planes impose on visitors of opposed alignments. The Charisma-, Wisdom-, and Intelligencebased check penalties associated with strongly aligned planes are halved while the spell's duration lasts. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
☐☐☐☐☐ <b>Restoration, Lesser</b>	<b>Conjuration (Healing) [Water Shugenja]</b>	3 rounds	Instantaneous	Touch	PH:p.272
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
☐☐☐☐☐ <b>Resurgence</b>	<b>Abjuration</b>	1 standard action	Instantaneous	Touch	SC:p.174
[V,S,DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The subject of a resurgence spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as dominate person. If the subject of resurgence is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. Resurgence never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by a spell, spell-like ability, or supernatural ability. If a spell, spell-like ability, or supernatural ability doesn't allow a save [such as power word stun], then resurgence won't help the subject recover. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
☐☐☐☐☐ <b>Rhino's Rush</b>	<b>Transmutation</b>	1 swift action	1 round	Personal	SC:p.176
[V,S] <b>TARGET:</b> You; <b>EFFECT:</b> This spell allows you to propel yourself in a single deadly charge. The first charge attack you make before the end of the round deals double damage on a successful hit.					
☐☐☐☐☐ <b>Second Wind</b>	<b>Transmutation</b>	1 standard action	Instantaneous & 1 hour/level; see text	Touch	SC:p.182
[V,S,DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> This spell removes fatigue from a subject and provides a +4 bonus on Constitution checks for the duration of the spell. If the subject creature is exhausted when you cast this spell, its condition is improved to fatigued. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
☐☐☐☐☐ <b>Sense Heretic</b>	<b>Divination</b>	1 standard action	10 minutes/level	Touch	SC:p.182
[V,S,DF] <b>TARGET:</b> Object touched; <b>EFFECT:</b> This spell is usually cast on a weapon or a holy symbol. If an evil creature that has the ability to cast divine spells comes within 100 feet of the item, the item begins to glow with a faint blue radiance. You cannot tell where, or in which direction, the detected creature is, only that such a creature is within range. 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. [SR:No]					
☐☐☐☐☐ <b>Silverbeard</b>	<b>Transmutation</b>	1 standard action	1 minute/level	Personal	SC:p.190
[V,DF] <b>TARGET:</b> You; <b>EFFECT:</b> This spell functions like sign of sealing, except that it can also be used to seal an open space [such as a corridor or an archway], creating a magical barrier of force that repels any creature attempting to pass. In addition, doors and objects protected by a greater sign of sealing are strengthened, increasing their hardness by 10 and granting them an extra 5 hit points per caster level. Any object protected by a greater sign of sealing is treated as a magic item for the purpose of making saving throws and gains a +4 resistance bonus on saving throws. If its seal is broken, a greater sign of sealing deals 1d6 points of damage per caster level [maximum 20d6] in a 40-foot radius [Reflex half]. A greater sign of sealing cannot be passed with a knock spell, but it can be dispelled [DC 15 + the caster level of the sign's creator]. It can be disarmed with a DC 31 Disable Device check. Material Component: A crushed emerald worth at least 500 gp.					
☐☐☐☐☐ <b>Silvered Weapon</b>	<b>Transmutation</b>	1 standard action	1 round/level	Touch	BE:p.107
[V, S] <b>TARGET:</b> One weapon or projectile touched; <b>EFFECT:</b> This spell transforms a single weapon or projectile you are holding into a silvered weapon. The weapon may be magical, masterwork, or nonmagical, but it must be in hand when the spell is cast. You can't cast this spell on a natural weapon, such as an unarmed strike [instead, see silvered claws]. The spell cannot be cast on more than one weapon or on multiple projectiles. If the weapon targeted by the spell is made of another special material [cold iron or adamantine, for example], it loses the benefits of its original special material for the spell's duration. Silvered weapon can be made permanent with a permanency spell. [SR:Yes (object, harmless); DC:13, Fortitude negates (object, harmless)]					
☐☐☐☐☐ <b>Soul of Order</b>	<b>Transmutation [Lawful]</b>	1 standard action	1 hour	Personal	DM:p.73
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> A shimmering field of silver energy flows up your body from your feet to your head, giving your skin a metallic sheen. This spell infuses your body with energy drawn from the primal forces of law. You gain a +2 morale bonus on Will saves made to resist enchantment effects. Your natural weapons are treated as lawful-aligned for the purpose of overcoming damage reduction. Regardless of your normal alignment, you are considered lawful-aligned for the purpose of effects that rely on alignment [such as protection from law or order's wrath]. If soul of order and soul of light are active on you at the same time, you gain damage reduction 3/chaotic or evil. If soul of order and soul of shadow are active on you at the same time, you gain damage reduction 3/chaotic or good. Soul of order counters and dispels soul of anarchy, and vice versa. Special: A lawful-aligned dragon capable of casting 4th-level Sorcerer spells can cast this spell as a swift action.					
☐☐☐☐☐ <b>Sticky Saddle</b>	<b>Transmutation</b>	1 immediate action	1 round/level [D]	Personal	SC:p.206
[V,S,DF] <b>TARGET:</b> You; <b>EFFECT:</b> This spell "glues" you to your mount. It becomes impossible for you to fall or be thrown off your mount. Prying you from the saddle requires a DC 20 Strength check, and you gain a +10 bonus on Ride checks related to staying in the saddle. The spell must be cast after you are seated on your mount. If you are not seated on your mount when the spell is cast, the spell fails. If the spell is cast while you are riding bareback, you are "stuck" to the mount's back. Otherwise, you are merely stuck to the saddle, but the saddle is attached to the mount normally. If you are knocked unconscious while this spell is in effect, you automatically remain in the saddle. The spell can be dismissed as an immediate action, and it does not impede the rider from making a soft fall if the mount is dropped in battle.					
☐☐☐☐☐ <b>Strategic Charge</b>	<b>Abjuration</b>	1 swift action	1 round/level	Personal	SC:p.210
[V,DF] <b>TARGET:</b> You; <b>EFFECT:</b> You gain the benefit of the Mobility feat [PH p98, +4 Dodge bonus to AC vs attacks of Opportunity], even if you do not meet the prerequisites. You do not have to be charging to gain this benefit.					
☐☐☐☐☐ <b>Summon Holy Symbol</b>	<b>Conjuration (Summoning)</b>	1 standard action	1 round/level [D]	0 ft.	CC:p.128
[V, S] <b>TARGET:</b> Small wooden holy symbol; <b>EFFECT:</b> You whisper a prayer to your deity, and his symbol appears in your hand. You conjure a small holy symbol, which you can then use to turn undead, or as a divine focus for spells, or for any other purpose that you would normally use one. The conjured holy symbol is made of wood and is neither magical nor particularly valuable. [SR:No]					
☐☐☐☐☐ <b>Traveler's Mount</b>	<b>Transmutation</b>	1 standard action	1 hour/level	Touch	SC:p.223
[V,S,DF] <b>TARGET:</b> Animal or magical beast touched; <b>EFFECT:</b> The touched animal or magical beast gets a 20-foot enhancement bonus to its speed, and it can hustle without taking damage or becoming fatigued as long as the spell is in effect. While bearing a rider, the mount no longer attacks in combat. The steed willingly bears its rider into battle; it just can't use its own natural weapons for the duration of the spell. [SR:Yes; DC:13, Will negates]					
☐☐☐☐☐ <b>Twilight Luck</b>	<b>Abjuration [Good]</b>	1 standard action	1 minute/level	Touch	BE:p.110
[V, Abstinence] <b>TARGET:</b> One nonevil creature touched; <b>EFFECT:</b> By means of this spell, the caster can impart the luck of the fey to one nonevil being. The target gains a +1 luck bonus on all saving throws for the duration of the spell. Abstinence: The caster must refrain from imbibing alcohol for 3 days prior to casting this spell. [SR:Yes (harmless)]					
☐☐☐☐☐ <b>Virtue</b>	<b>Transmutation [Earth Shugenja]</b>	1 standard action	1 min.	Touch	PH:p.298
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The subject gains 1 temporary hit point. [SR:Yes (harmless); DC:13, Fortitude negates (harmless)]					
☐☐☐☐☐ <b>Vision of Glory</b>	<b>Divination</b>	1 standard action	1 minute or until discharged	Touch	SC:p.231
[V,S,DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> You give the subject creature a brief vision of a divine entity that is giving it support and inspiring it to continue. The creature gets a morale bonus equal to your Charisma modifier on a single saving throw. It must choose to use the bonus before making the roll to which it applies. Using the bonus discharges the spell. [SR:Yes]					
☐☐☐☐☐ <b>Vision of Punishment</b>	<b>Divination [Mind-Affecting, Good, Sanctify]</b>	1 swift action	2 rounds	Close (40 ft.)	CV:59
[V,DF*] <b>TARGET:</b> One evil living creatures; <b>EFFECT:</b> You give a target a vision of what awaits it in the afterlife. For most evil creatures this is a gut-wrenching vision. The target is nauseated if it fails its save, otherwise, it is sickened. The caster takes 1d2 points of Strength damage. [SR:Yes; DC:13, Will partial]					
☐☐☐☐☐ <b>Warning Shout</b>	<b>Transmutation [Sonic]</b>	1 immediate action	Instantaneous	30 ft.	SC:p.236
[V] <b>TARGET:</b> All allies within 30 ft.; <b>EFFECT:</b> All allies within range are no longer considered flat-footed, even if they have not yet acted in the current combat. Anyone sleeping naturally [as opposed to magically induced sleep, such as from a sleep spell] within the area is woken by a warning shout. [SR:No]					
LEVEL 2 / Per Day:2 / Caster Level:6					
Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <b>Angelskin</b>	<b>Abjuration [Good]</b>	1 standard action	1 round/level	Touch	SC:p.11
[V,S,DF] <b>TARGET:</b> Lawful good creature touched; <b>EFFECT:</b> You touch your ally with the holy symbol and invoke the blessed words. An opalescent glow spreads across her skin, imbuing it with a pearl-like sheen. The subject gains damage reduction 5/evil. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐ <b>Aura of Glory</b>	<b>Transmutation</b>	1 swift action	Instantaneous	Personal	SC:p.18
[V,DF] <b>TARGET:</b> 10-ft. radius spread; <b>EFFECT:</b> You channel divine power into yourself, spreading glory to your comrades. This spell removes any fear effect from all allies within your aura of courage. [SR:No]					
☐☐☐☐☐ <b>Awaken Sin</b>	<b>Enchantment (Compulsion) [Fear, Good, Mi]</b>	standard action	Instantaneous	Touch	SC:p.21
[V,S,DF] <b>TARGET:</b> One evil creature with Intelligence 3+; <b>EFFECT:</b> [SR:Yes; DC:14, Will negates]					
☐☐☐☐☐ <b>Ayaila's Radiant Burst</b>	<b>Evocation [Good]</b>	1 standard action	Instantaneous	60 ft.	BE:p.90
[V, S, Sacrifice] <b>TARGET:</b> Cone-shaped burst; <b>EFFECT:</b> Shards of heavenly light spray from your fingertips, blinding evil creatures in their path for 1 round. A successful Fortitude save negates the blindness. The luminous shards also sear the flesh of evil creatures, dealing 1d6 points of damage per two caster levels [maximum 5d6]. A successful Reflex save halves the damage, which is of divine origin. Sacrifice: 1d2 points of Strength damage. [SR:Yes; DC:14, Fortitude negates (blindness) and Reflex half (shards)]					
☐☐☐☐☐ <b>Benediction</b>	<b>Abjuration</b>	1 full round	10 minutes/level or until discharged	Touch	CC:p.116
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> You grant your comrade the luck of the gods. With this spell, you can grant another creature a +2 luck bonus on all saving throws. If the subject is also under another effect that grants saving throw bonuses, the effects stack. In addition, at any point before the duration expires, the subject can choose to reroll a single attack roll, saving throw, skill check, or ability check after seeing the result of the initial roll, but before finding out whether it succeeds or fails. The higher of the two rolls applies. Once this option is exercised, the spell ends immediately. Unlike most touch spells, benediction cannot be used on yourself. Its effects are for the benefit of others only. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐ <b>Bladebane</b>	<b>Transmutation</b>	1 standard action	6 rounds	Touch	UE:p.48
[V, S, M] <b>TARGET:</b> Weapon touched; <b>EFFECT:</b> Add +2 enhancement and +2d6 pts of damage to slashing weapon against a creature type of your choice. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
☐☐☐☐☐ <b>Blessed Aim</b>	<b>Divination</b>	1 standard action	1 minute/level	50 ft.	SC:p.31
[V,S] <b>TARGET:</b> 50 ft. spread, centered on you; <b>EFFECT:</b> This spell grants your allies within the spread a +2 morale bonus on ranged attack rolls. [SR:No; DC:14, Will negates (harmless)]					
* =Domain/Speciality Spell					

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■■■■■ <b>Bull's Strength</b>	Transmutation [WujenEarth, Earth Shugenji]	standard action	6 minutes	Touch	PH:p.207
[V, S, M/DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier. Arcane Material Component: A few hairs, or a pinch of dung, from a bull. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ <b>Call Mount</b>	Conjuration (Calling) [Good]	1 round	1 hour/level [D]	10 ft.	BE:p.93
[V] <b>TARGET:</b> Your special mount; <b>EFFECT:</b> You summon your special mount from the celestial planes where it resides. This works exactly as your normal, spell-like class ability to summon the creature, except that the duration is shorter and you are not limited in how many times you can call the mount in a day [except by how many times you can cast call mount]. You can cast this spell even if you have already called your mount using your class ability on the same day. [SR:No]					
■■■■■ <b>Checkmate's Light</b>	Evocation [Lawful]	1 standard action	1 round/level [D]	Touch	SC:p.46
[V,S,DF] <b>TARGET:</b> Melee weapon touched; <b>EFFECT:</b> You imbue the touched weapon with a +1 enhancement bonus per three caster levels [maximum +5 at 15th level], and it is treated as lawful-aligned for the purpose of overcoming damage reduction. In addition, you can cause it to cast a red glow as bright as a torch. Any creature within the radius of its clear illumination [20 feet] gets a +1 morale bonus on saving throws against fear effects. If the weapon leaves your grasp, the spell effect is suppressed until you or another worshiper of your deity picks it up. Time that passes while the spell's effects are suppressed counts against the spell's duration. [SR:No]					
■■■■■ <b>Clarity of Mind</b>	Abjuration	1 standard action	6 hours	Touch	Und:p.57
[V,S,DF] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ <b>Cloak of Bravery</b>	Abjuration [Mind-Affecting]	1 standard action	10 minutes/level	60 ft.	SC:p.47
[V,S] <b>TARGET:</b> 60-ft.-radius emanation centered on you; <b>EFFECT:</b> All allies within the emanation [including you] gain a morale bonus on saves against fear effects equal to your caster level [to a maximum of +10 at 10th level]. [SR:Yes (harmless); DC:14, Will negates (harmless)] All allies within the emanation [including you] gain a morale bonus on saves against fear effects equal to your caster level [to a maximum of +10 at 10th level]. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ <b>Cloak Pool</b>	Illusion (Glamer) [Mind-Affecting]	1 standard action	1 hour/level [D]	Close (40 ft.)	SC:p.48
[V,S] <b>TARGET:</b> One color pool; <b>EFFECT:</b> This spell causes a color pool on the Astral Plane [DMG 154]-an irregular patch of color containing a portal to another plane-to seemingly cease to exist. In truth, the color pool is only hidden from view. The use of this spell does not hide the area around the pool; it masks only the fact that a pool is present. See invisibility or true seeing reveals the presence of the pool, as does analyze portal. [SR:No; DC:14, Will negates (harmless,object)]					
■■■■■ <b>Conduit of Life</b>	Conjuration (Healing)	1 standard action	10 minutes/level or until discharged	Personal	CC:p.118
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> A small kernel of positive energy grows within your heart, warming your whole body. The next time you use a class feature or racial ability to channel positive energy [such as turn undead or lay on hands], you also heal a number of points of damage to yourself equal to 2d10+1/caster level [maximum 10]. If you are already subject to an ongoing healing effect [such as vigorSC], or if you receive a cure spell while conduit of life is still in effect, this spell instead heals a number of points of damage equal to 3d8+1/caster level and it is discharged.					
■■■■■ <b>Crown of Smiting</b>	Evocation	1 standard action	1 hour/level [D] or until discharged	Touch	PH2:p.108
[V,S,F] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Choose alignment [chaotic, evil, good or lawful]. Once per minute, gain +2 divine bonus on damage rolls no next melee or ranged attack if the opponent has the designated alignment or Discharge for a +8 bonus. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ <b>Delay Poison</b>	Conjuration (Healing) [Water Shugenja]	1 standard action	6 hours	Touch	PH:p.217
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
■■■■■ <b>Denounce</b>	Enchantment [Mind-Affecting]	1 standard action	1 min./level [D]; see text	Close (40 ft.)	FCI:p.100
[V, S] <b>TARGET:</b> One outsider; <b>EFFECT:</b> You point your finger and pronounce judgment. You instill feelings of shame and guilt in a target outsider, imposing a -4 insight penalty on its attack rolls, saves, and checks. Each round on its turn, the subject can attempt a new saving throw to end the effect. [This is a full-round action that does not provoke attacks of opportunity.] Outsiders with the good subtype are immune to denounce. [SR:Yes; DC:14, Will negates; see text]					
■■■■■ <b>Divine Insight</b>	Divination	1 standard action	1 hour/level or until discharged [D]	Personal	SC:p.70
[V,S,DF] <b>TARGET:</b> You; <b>EFFECT:</b> Once during the spell's duration, you can choose to use its effect. This spell grants you an insight bonus equal to 5 + your caster level 15 on any single skill check. Activating the effect requires an immediate action. You must choose to use the insight bonus before you make the check you want to modify. Once used, the spell ends. You can't have more than one divine insight effect active on you at the same time.					
■■■■■ <b>Divine Presence</b>	Transmutation	1 standard action	10 minutes/level [D]	Personal	CC:p.119
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> Your back straightens, your eyes flash, and your aura pulses with divine might. You channel a tiny spark of the divine, granting yourself nearly inhuman presence. You gain a +5 sacred [if your deity is good or neutral] or profane [if your deity is evil] bonus on Intimidate checks made against anyone who does not worship your deity. When making such checks against individuals who have one alignment component opposed to yours 0, this bonus becomes +10. When making such checks against someone whose alignment is diametrically opposed to yours, the bonus becomes +15.					
■■■■■ <b>Divine Protection</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minute/level	Medium (160 ft.)	SC:p.70
[V,S,DF] <b>TARGET:</b> Allies in a 20-ft.-radius burst; <b>EFFECT:</b> Allies gain a +1 morale bonus to their Armor Class and on saving throws. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ <b>Eagle's Splendor</b>	Transmutation	1 standard action	6 minutes	Touch	PH:p.225
[V, S, M/DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Sorcerers and bards [and other spellcasters who rely on Charisma] affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase. Arcane Material Component: A few feathers or a pinch of droppings from an eagle. [SR:Yes; DC:14, Will negates (harmless)]					
■■■■■ <b>Energized Shield</b>	Abjuration [See text]	1 standard action	1 round/level	Touch	SC:p.79
[V,S,DF] <b>TARGET:</b> Touch; <b>EFFECT:</b> This spell functions like lesser energized shield, except that the energy resistance is 10 and damage dealt is 2d6. [SR:No]					
■■■■■ <b>Estanna's Stew</b>	Conjuration (Healing)	1 round	Instantaneous [see text]	0 ft.	BE:p.99
[V, S, F] <b>TARGET:</b> Fills pot with healing stew 0; <b>EFFECT:</b> This spell calls upon Estanna, goddess of hearth and home [described in Chapter 2: Variant Rules], to fill a specially crafted stewpot with a potent healing stew. The caster must hold the pot in hand when Estanna's stew is cast; otherwise, the spell fails and is wasted. The spell creates one serving per two caster levels [maximum 5]. A single serving heals 1d6+1 points of damage and requires a standard action to consume. Any portion of the stew that is not consumed disappears after 1 hour. The stew can be splashed onto a single undead creature within 10 feet. If a ranged touch attack succeeds, the undead creature takes 1d6+1 points of damage per serving splashed on it. The undead creature can apply spell resistance and can attempt a Will save to take half damage. Focus: An engraved stewpot worth at least 50 gp. [SR:Yes (harmless); DC:14, Will half (harmless); see text]					
■■■■■ <b>Fell the Greatest Foe</b>	Transmutation	1 standard action	1 round/level	Touch	SC:p.90
[V,S,M] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The subject gains the ability to deal greater damage against larger creatures. For every size category of an opponent bigger than the subject of the spell, the subject deals an extra 1d6 points of damage on any successful melee attack. For example, a Medium creature would deal an extra 1d6 points of damage against a Large creature, 2d6 against Huge, 3d6 against Gargantuan, or 4d6 against a Colossal creature. Material Component: A dragon's claw or a giant's fingernail. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
■■■■■ <b>Flame of Faith</b>	Evocation	1 standard action	1 round/level	Touch	SC:p.95
[V,S,M] <b>TARGET:</b> Nonmagical weapon touched; <b>EFFECT:</b> You can temporarily turn any single normal or masterwork melee weapon into a magic, flaming one. For the duration of the spell, the weapon acts as a +1 flaming burst weapon. Material Component: A lump of phosphorus, touched to the target weapon. [SR:No]					
■■■■■ <b>Freedom of Breath</b>	Abjuration	1 standard action	60	Touch	Sa:p.116
[V,S,M] <b>TARGET:</b> Creature Touched; <b>EFFECT:</b> Protects against suffocation in adverse conditions. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ <b>Ghost Companion</b>	Necromancy [Ectomancy]	1 action	6 days	Touch	GW:p.53
[V, S] <b>TARGET:</b> One willing animal, beast, or magical beast; <b>EFFECT:</b> The touched creature dies painlessly. Instead of passing immediately beyond the Veil of Souls, the creature's soul remains on the Ethereal Plane and attempts to enter the Material Plane as a ghost. Normally, this is used by ghost characters with a special nonhumanoid companion [such as a mage's familiar, a druid or ranger's animal companion, or a paladin's special mount] to allow the companion to travel with them in ghost form. When the spell expires, the ghost creature dies the true death and its soul passes beyond the Veil of Souls. It can be raised or resurrected before the spell duration expires, of course. [SR:No]					
■■■■■ <b>Hand of Divinity</b>	Evocation [See text]	1 minute	1 minute/level	Touch	SC:p.109
[V,S,DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> If your deity is non-evil, this spell grants a +2 sacred bonus on saving throws, and the spell is a good spell. If your deity is evil, this spell grants a +2 profane bonus on saving throws, and the spell is an evil spell. This spell works only on a creature with the same deity as you or the same alignment as your deity. If cast on a target that does not meet this criteria, the spell has no effect. [SR:No]					
■■■■■ <b>Holy Mount</b>	Transmutation	1 standard action	1 round/level	Touch	SC:p.115
[V,S] <b>TARGET:</b> Your special mount; <b>EFFECT:</b> Your special mount gains the celestial template [MM 31] for the duration of the spell. [SR:Yes (harmless)]					
■■■■■ <b>Holy Spurs</b>	Transmutation	1 swift action	1 round	Close (40 ft.)	SC:p.115
[V] <b>TARGET:</b> Your special mount; <b>EFFECT:</b> This spell increases your special mount's base land speed by 40 feet. This adjustment is treated as an enhancement bonus. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ <b>Hydrate</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	Sa:p.117
[V,S] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> Heals 2d8+6 of dessication damage; on fire creatures it inflicts the same. [SR:Yes; see text; DC:14, Will half; See text]					
■■■■■ <b>Insignia of Alarm</b>	Abjuration	Standard Action	Instantaneous	Long (640 ft.)	RD:p.166
[V,S,F] <b>TARGET:</b> All wearers of special insignia within range; <b>EFFECT:</b> Spell alerts all wearers. [SR:Yes (harmless)]					
■■■■■ <b>Knight's Move</b>	Transmutation (Teleportation)	1 swift action	Instantaneous	5 ft./2 levels; see text	SC:p.129
[V,S,DF] <b>TARGET:</b> You; <b>EFFECT:</b> You can teleport with a limited distance and a circumspect form of movement. You can instantly move up to 5 feet per two caster levels with this spell, but you must end this movement in a square that leaves you flanking an enemy.					
■■■■■ <b>Loyal Vassal</b>	Abjuration [Lawful]	1 standard action	10 minutes/level; see text	Touch	SC:p.134
[V,S,DF] <b>TARGET:</b> One willing creature touched/3 levels; <b>EFFECT:</b> You protect the subjects against mindaffecting spells and abilities, giving them a +3 sacred bonus on saving throws against such effects. The spell also helps prevent them from being magically compelled to harm you or anyone else affected by this spell. Any attempt to make a loyal vassal do so [whether the originating effect occurred before or after this spell was cast] counts as a suicidal order, triggering appropriate responses and possibly ending the controlling spell. If the subjects willingly attempt to harm you, the spell is broken for them immediately. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ <b>Luminous Armor</b>	Abjuration	1 standard action	1 hour/level [D]	Touch	BE:p.102
[Sacrifice] <b>TARGET:</b> One good creature touched; <b>EFFECT:</b> This spell, favored among eladrins visiting the Material Plane, envelops the target in a protective, shimmering aura of light. The luminous armor resembles a suit of dazzling full plate, but it is weightless and does not restrict the target's movement or mobility in any way. In addition to imparting the benefits of a breastplate [+5 armor bonus to AC], the luminous armor has no maximum Dexterity restriction, no armor check penalty, and no chance for arcane spell failure. Luminous armor sheds light equivalent to a daylight spell and counters darkness spells of 2nd level or lower with which it comes into contact. In addition, the armor's brightness causes opponents to take a -4 to penalty on melee attacks made against the target. This penalty stacks with the attack penalty suffered by creatures sensitive to bright light [such as dark elves]. Sacrifice: 1d2 points of Strength damage. [SR:Yes (harmless)]					
■■■■■ <b>Major Resistance</b>	Abjuration	1 action	1 hour/level	Touch	SS:p.68
[V, S, M/DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> You imbue the subject with a strong magical energy that protects her from harm, granting a +3 resistance bonus on saves. Arcane Material Component: A miniature cloak of fine cloth. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ <b>Mark of Doom</b>	Necromancy	1 standard action	1 round/level	Medium (160 ft.)	PH2:p.119
[V,S,DF] <b>TARGET:</b> One creature; <b>EFFECT:</b> Subject marked takes 1d6 damage any time it continues fighting; see text. [SR:No]					
* =Domain/Specialty Spell					



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▯▯▯▯▯ <b>Master Cavalier</b>	<b>Transmutation</b>	1 standard action	10 minutes/level [D]	Personal	CC:p.124
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> When you utter the final words of this spell, your muscles and equilibrium shift dramatically, making you feel more at home in the saddle than you do on your own feet. Upon casting this spell, you gain a +10 bonus on all Ride checks. If you have special mount or similar class ability, your bonus on Ride checks increases to +20 while you are mounted on your special mount. If you cast master cavalier along with phantom charge [see below] and war-mount [page 129], the three spells have a synergistic effect. By shunting a tiny amount of its physical form into the plane from which it normally comes, your mount gains the ability to walk on liquids or even on empty air. This adjustment grants it a fly speed equal to its normal land-based movement rate, with average maneuverability. This effect lasts until either master cavalier or war-mount expires.					
▯▯▯▯▯ <b>Moment of Clarity</b>	<b>Abjuration</b>	1 standard action	Instantaneous	Touch	SC:p.142
<b>[V,S,DF] TARGET:</b> Creature touched; <b>EFFECT:</b> When you cast this spell and touch a creature that is under the influence of a mind-affecting spell or ability, that creature immediately receives another saving throw against the effect's original DC to break free of the effect. If the spell or ability did not originally permit a saving throw, this spell has no effect. <b>[SR:</b> No]					
▯▯▯▯▯ <b>One Mind</b>	<b>Divination</b>	1 standard action	1 hour/level	Personal	SC:p.149
<b>[V,S,DF] TARGET:</b> You; <b>EFFECT:</b> This spell functions like lesser one mind, except as noted here, and in addition it allows you and your special mount to predict each other's movements, giving you a significant edge in combat. You and your mount both gain a +2 bonus on attack rolls as long as you are mounted.					
▯▯▯▯▯ <b>Owl's Wisdom</b>	<b>Transmutation</b>	1 standard action	6 minutes	Touch	PH:p.259
<b>[V, S, M/DF] TARGET:</b> Creature touched; <b>EFFECT:</b> The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, paladins, and rangers [and other Wisdom-based spellcasters] who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase. Arcane Material Component: A few feathers, or a pinch of droppings, from an owl. <b>[SR:</b> Yes; <b>DC:</b> 14, Will negates [harmless]]					
▯▯▯▯▯ <b>Quick March</b>	<b>Transmutation</b>	1 standard action	1 round	Medium (160 ft.)	SC:p.164
<b>[V,S,DF] TARGET:</b> Allies in a 20-ft.-radius burst; <b>EFFECT:</b> Quick march increases your allies' base land speed by 30 feet. [This adjustment is considered an enhancement bonus.] There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases a creature's speed, this spell affects maximum jumping distance. <b>[SR:</b> Yes [harmless]; <b>DC:</b> 14, Will negates [harmless]]					
▯▯▯▯▯ <b>Remove Paralysis</b>	<b>Conjuration (Healing) [Water Shugenja]</b>	1 standard action	Instantaneous	Close (40 ft.)	PH:p.271
<b>[V, S] TARGET:</b> Up to four creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghoul's touch or a slow spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus. The spell does not restore ability scores reduced by penalties, damage, or drain. <b>[SR:</b> Yes [harmless]; <b>DC:</b> 14, Will negates [harmless]]					
▯▯▯▯▯ <b>Resist Energy</b>	<b>Abjuration [WuJenEarth, WuJenFire, WuJenI]</b>	1 standard action	60 minutes	Touch	PH:p.272
<b>[V, S, DF] TARGET:</b> Creature touched; <b>EFFECT:</b> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage [whether from a natural or magical source], that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well. Resist energy absorbs only damage. The subject could still suffer unfortunate side effects. Note: Resist energy overlaps [and does not stack with] protection from energy. If a character is ward by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted. <b>[SR:</b> Yes [harmless]; <b>DC:</b> 14, Fortitude negates [harmless]]					
▯▯▯▯▯ <b>Righteous Fury</b>	<b>Evocation [Good]</b>	1 standard action	6 rounds	Touch	MH:p.38
<b>[V,S] TARGET:</b> Creature touched; <b>EFFECT:</b> Subject's charge attack deals double damage of first attack. <b>[SR:</b> Yes [harmless]; <b>DC:</b> 14, Will negates [Harmless]]					
▯▯▯▯▯ <b>Shield of Warding</b>	<b>Abjuration [Good]</b>	1 standard action	1 minute/level	Touch	SC:p.188
<b>[V,S] TARGET:</b> One shield or buckler touched; <b>EFFECT:</b> The touched shield or buckler grants its wielder a +1 sacred bonus to Armor Class and on Reflex saves, +1 per five caster levels [maximum +5 at 20th level]. The bonus applies only when the shield is worn or carried normally [but not, for instance, if it is slung over the shoulder]. <b>[SR:</b> No; <b>DC:</b> 14, Will negates [object,harmless]]					
▯▯▯▯▯ <b>Shield Other</b>	<b>Abjuration</b>	1 standard action	6 hours [D]	Close (40 ft.)	PH:p.278
<b>[V, S, F] TARGET:</b> One creature; <b>EFFECT:</b> This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks [including that dealt by special abilities] that deal hit point damage. The amount of damage not taken by the warder creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject. If you and the subject of the spell move out of range of each other, the spell ends. Focus: A pair of platinum rings [worth at least 50 gp each] worn by both you and the warder creature. <b>[SR:</b> Yes [harmless]; <b>DC:</b> 14, Will negates [harmless]]					
▯▯▯▯▯ <b>Soul of Light</b>	<b>Transmutation [Good]</b>	1 standard action	1 hour	Personal	DM:p.73
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> Bright, clear light sprouts from your body, quickly flaring before fading to a faint white pulse. This spell infuses your body with energy drawn from the Positive Energy Plane, making it easier to repair injuries. Whenever you cast or are the target of a conjuration [healing] spell, you can choose for the spell to heal a number of extra points of damage equal to twice the spell's level. If such a spell heals at least 10 points of damage, it also removes the fatigued condition from the target [or reduces exhaustion to fatigue]. If soul of light and soul of anarchy are active on you at the same time, you gain damage reduction 3/evil or lawful. If soul of light and soul of order are active on you at the same time, you gain damage reduction 3/chaotic or evil. Soul of light counters and dispels soul of shadow, and vice versa. Special: A good-aligned dragon capable of casting 5th-level Sorcerer spells can cast this spell as a swift action.					
▯▯▯▯▯ <b>Spiritual Chariot</b>	<b>Conjuration (Creation) [Force]</b>	1 standard action	1 hour/level	Close (40 ft.)	SC:p.202
<b>[V,S,DF] TARGET:</b> One special mount; <b>EFFECT:</b> You conjure a chariot of force. When the chariot appears, your special mount is correctly harnessed to it. The chariot can hold one Medium creature or two Small creatures plus the driver [usually the paladin]. Although the chariot seems large and sturdy, it and its occupants have no weight for the purpose of the mount's load, so the mount can travel at full speed. If the chariot is ever unhitched from the special mount, it disappears. The driver of the spiritual chariot gains a +4 sacred bonus on Handle Animal checks. The chariot is made of magical force and has immunity to most types of damage. It interacts with other spells just as a wall of force [PH 298] does. Those in the chariot have cover based on their size and the position of their attackers. In most situations, Medium creatures inside the chariot gain cover.					
▯▯▯▯▯ <b>Stabilize</b>	<b>Conjuration (Healing)</b>	1 swift action	Instantaneous	See text	SC:p.204
<b>[V,S,DF] TARGET:</b> 50-ft.-radius burst centered on you; <b>EFFECT:</b> This spell, designed to work on the battlefield, allows you to stabilize the dying all around you. A burst of positive energy spreads out from you, healing 1 point of damage to all living creatures in the affected area, whether allied or not. This spell deals 1 point of damage to undead creatures, which are allowed a Will saving throw to negate the effect. <b>[SR:</b> Yes [harmless]; <b>DC:</b> 14, Will negates [harmless]; see text]					
▯▯▯▯▯ <b>Stone Fist</b>	<b>Transmutation</b>	Standard Action	6 rounds [D]	Personal	RS:p.163
<b>[V,S,DF] TARGET:</b> You; <b>EFFECT:</b> Acts as if armed and your hands become hard inflicting damage; see text. <b>[SR:</b> No]					
▯▯▯▯▯ <b>Strength of Stone</b>	<b>Transmutation</b>	1 swift action	1 round	Personal	SC:p.211
<b>[V,S,DF] TARGET:</b> You; <b>EFFECT:</b> The spell grants you a +8 enhancement bonus to Strength. The spell ends instantly if you lose contact with the ground. This means you cannot jump, tumble, charge, run, or move more than your speed in a round [because these acts cause both of your feet to leave the ground] without breaking the spell. A natural stone wall or ceiling counts as the ground for the purpose of this spell [so you could climb a cavern wall and not lose the spell]. <b>[SR:</b> No]					
▯▯▯▯▯ <b>Touch of Restoration</b>	<b>Conjuration (Healing)</b>	1 standard action	1 minute	Personal	CC:p.129
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> When you pray for the power to restore that which your friend has lost, a beam of sun breaks through the clouds and bathes your hands in golden light. Casting touch of restoration lets you use your lay on hands ability to cure ability damage. While this spell is active, you can cure 1 point of ability damage per caster level by laying on hands, and you can split these points among different creatures if desired. For every point of ability damage you cure in this manner, you must subtract 1 from your effective level when determining how many hit points of damage you can heal with your standard lay on hands ability for the remainder of the day.					
▯▯▯▯▯ <b>Turn Anathema</b>	<b>Enchantment (Compulsion)</b>	1 standard action	10 minutes/level	Personal	CC:p.129
<b>[V, S, DF] TARGET:</b> You; <b>EFFECT:</b> When you clutch your holy symbol, it pulses briefly with divine power, then grows oddly cold beneath your fingers. Choose one non-neutral aspect of your own alignment- chaotic, evil, good, or lawful. If you are neutral, you must choose an alignment component for this spell when you first cast it, and this choice cannot be altered for subsequent castings unless your alignment has changed in such a way as to make that choice unsuitable. The spell takes on the descriptor of the selected alignment component. Upon casting this spell, you can use one of your daily turn or rebuke attempts to turn creatures with the opposing alignment subtype as though they were undead. For instance, if you cast turn anathema as a good spell, you could attempt to turn creatures of the evil subtype, such as demons. You could not, however, turn a red dragon, because although it is an evil creature, it lacks the evil subtype. This spell allows only turning, not rebuking or destroying, even if you normally rebuke rather than turn. You can use as many of your daily turn/rebuke attempts as you wish in this way for the duration of the spell.					
▯▯▯▯▯ <b>Undetectable Alignment</b>	<b>Abjuration</b>	1 standard action	24 hours	Close (40 ft.)	PH:p.297
<b>[V, S] TARGET:</b> One creature or object; <b>EFFECT:</b> An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination. <b>[SR:</b> Yes [object]; <b>DC:</b> 14, Will negates [object]]					
▯▯▯▯▯ <b>Zeal</b>	<b>Abjuration</b>	1 swift action	1 round/level	Personal	SC:p.244
<b>[V,S] TARGET:</b> You; <b>EFFECT:</b> Choose a foe as you cast this spell. You gain a +4 deflection bonus to AC against all attacks of opportunity from opponents other than the chosen foe. Also, you can move through enemies as if they were allies for the duration of this spell, as long as you finish your movement closer to your chosen foe than when you began it.					
▯▯▯▯▯ <b>Zone of Truth</b>	<b>Enchantment (Compulsion) [Mind-Affecting]</b>	1 standard action	6 minutes	Close (40 ft.)	PH:p.303
<b>[V, S, DF] TARGET:</b> 20-ft.-radius emanation; <b>EFFECT:</b> Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose. <b>[SR:</b> Yes; <b>DC:</b> 14, Will negates]					
LEVEL 3 / Per Day:1 / Caster Level:6					
Name	School	Time	Duration	Range	Source
▯▯▯▯▯ <b>Angelskin</b>	<b>Abjuration [Good]</b>	1 standard action	1 round/level	Touch	SC:p.11
<b>[V,S,DF] TARGET:</b> Lawful good creature touched; <b>EFFECT:</b> You touch your ally with the holy symbol and invoke the blessed words. An opalescent glow spreads across her skin, imbuing it with a pearl-like sheen. The subject gains damage reduction 5/evil. <b>[SR:</b> Yes [harmless]; <b>DC:</b> 15, Will negates [harmless]]					
▯▯▯▯▯ <b>Axiomatic Storm</b>	<b>Conjuration (Creation) [Lawful, Water]</b>	1 standard action	1 round/level	20 ft.	SC:p.22
<b>[V,S,M,DF] TARGET:</b> Cylinder [20-ft. radius, 20 ft. high]; <b>EFFECT:</b> A driving rain falls around you. It falls in a fixed area once created. The storm reduces hearing and visibility, resulting in a -4 penalty on Listen, Spot, and Search checks. It also applies a -4 penalty on ranged attacks made into, out of, or through the storm. Finally, it automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames [such as those of lanterns]. The rain damages chaotic creatures, dealing 2d6 points of damage per round [chaotic outsiders take double damage]. In addition, each round, a gout of acid strikes a randomly selected chaotic outsider within the spell's area, dealing 5d6 points of acid damage. After the spell's duration expires, the water disappears. Material Component: A flask of axiomatic water [see the axiomatic water spell, below]. <b>[SR:</b> No]					
▯▯▯▯▯ <b>Binding Snow</b>	<b>Transmutation [Cold]</b>	1 standard action	6 hours [D]	Medium (160 ft.)	Fr:p.89
<b>[V,S,DF,Frostfell] TARGET:</b> 6 10-ft. square; <b>EFFECT:</b> Cast on snow it impedes movement to half. <b>[SR:</b> Yes; <b>DC:</b> 15, Reflex negates]					
▯▯▯▯▯ <b>Blessed Sight</b>	<b>Divination</b>	1 standard action	1 minute/level [D]	Personal	BE:p.92
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> This spell makes your eyes glow with white light and allows you to see evil auras within 120 feet of you. The effect is similar to a detect evil spell, but does not require concentration and discerns aura location and strength more quickly. You know the location and strength of all evil auras within your sight. An aura's strength depends on the type and Hit Dice of any evil creature, as noted in the description of the detect evil spell in the Player's Handbook.					
▯▯▯▯▯ <b>Blessing of Bahamut</b>	<b>Abjuration [Good]</b>	1 standard action	1 round/level	Personal	SC:p.31
<b>[V,S,M] TARGET:</b> You; <b>EFFECT:</b> You gain damage reduction 10/magic for the spell's duration. Material Component: A canary feather, which is flung into the air.					
* =Domain/Specialty Spell					



Paladin of Freedom Spells					
Brilliant Emanation	Evocation [Good]	1 standard action	1d4 rounds	100 ft. + 10 ft./level	BE;p.92
[Sacrifice] TARGET: 100-ft.-radius emanation + 10-ft. radius per level; <b>EFFECT:</b> This spell causes a divine glow to radiate from any reflective objects worn or carried by the caster, including metal armor. Evil creatures within the spell's area are blinded unless they succeed on a Fortitude saving throw. Nonevil characters perceive the brilliant light emanating from the caster, but are not blinded by it and do not suffer any negative effects from it. Evil characters that make their saving throw are not blinded, but are distracted, taking a -1 penalty on any attacks made within the spell's area for the duration of the spell. Creatures must be able to see visible light to be affected by this spell. Sacrifice: 1d3 points of Strength damage. [SR:Yes; DC:15, Fortitude partial]					
Celestial Aspect	Transmutation [Good]	1 standard action	1 minute/level	Touch	BE;p.93
[V, Sacrifice] TARGET: One creature touched; <b>EFFECT:</b> The target can assume one of several celestial traits, chosen from selection below. As a free action, the target can choose a different celestial trait, but the target cannot change traits more than once during a given round. Armblade of the Sword Archon: One of the target's arms reshapes into a blade that functions as a +1 flaming longsword or +1 holy longsword [caster's choice]. The caster may also choose to create a short sword version instead of the normal longsword-sized blade. The target cannot be h o l d i n g anything in the affected arm, and the a r m b l a d e cannot be disarmed or sundered. Eyes of the Firre: Red flames fill the target's eyes. Once per round, as a standard action, the target can deal 2d6 points of fire damage to any single creature or object within 60 feet, simply by gazing at it [no attack roll required]. Horns of the Cervidal: Ramlike horns sprout from the target's head. The target can charge an opponent with its deadly horns. In addition to the normal benefits and hazards of a charge, this tactic allows the creature to make a single gore attack that deals 1d8 points of damage plus 1-1/2 times the target's Strength modifier. Any summoned or called creature struck by the horns is dismissed instantly. Wings of the Astral Deva: Angelic wings sprout from the target's back, allowing the target to fly at a speed of 100 feet [good]. Although these attributes change the target's appearance, other celestials do not recognize the target as a celestial being [unless the target happens to be one]. If the creature tries to disguise itself as a celestial, consult the Player's Handbook for the appropriate Disguise check DC. Sacrifice: 1d3 points of Strength damage. [SR:Yes (harmless); DC:15, Fortitude negates (harmless); see text]					
Create Lantern Archon	Conjuration (Creation) [Good, Light, Sanctifi]	hour	Instantaneous	Close (40 ft.)	CV:54
[V,S,DF+] TARGET: One lantern archon; <b>EFFECT:</b> Creates one new lantern archon in service of your patron deity. It will be friendly to you, but not under your control. It will perform 1 nonhazardous task of your choice for up to 1 hour without payment. Creating it will drain you of 1d2 points of Constitution. [SR:No]					
Cure Moderate Wounds	Conjuration (Healing) [Water Shugenja]	1 standard action	Instantaneous	Touch	PH:p.216
[V, S] TARGET: Creature touched; <b>EFFECT:</b> This spell functions like cure light wounds, except that it cures 2d8 points of damage +1 point per caster level [maximum +10]. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
Daylight	Evocation [Light, Fire Shugenja]	1 standard action	60 minutes [D]	Touch	PH:p.216
[V, S] TARGET: Object touched; <b>EFFECT:</b> The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light. If daylight is cast on a small object that is then placed inside or under a light- proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness [or vice versa] is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness. [SR:No]					
Deific Bastion	Transmutation	1 standard action	1 round/level	Touch	CC:p.119
[V, S, DF] TARGET: Shield or heavy armor touched; <b>EFFECT:</b> Calling upon your patron for protection, you imbue your defenses with an unnatural resilience. You must either be holding a shield or wearing heavy armor to cast this spell. The shield or armor gains a +1 enhancement bonus plus an additional special ability that depends on your deity, as given on the table below. This enhancement bonus is defensive only; it does not cause a shield to function as a magic weapon if it is used to make a shield bash. The enhancement bonus of the armor or shield is +2 if your caster level is 9th-11th, +3 if it's 12th-14th level, +4 if it's 15th-16th, and +5 if it's 18th or higher. [SR:Yes (harmless, object); DC:15, Fortitude negates (harmless, object)]					
Diamondsteel	Transmutation	1 standard action	1 round/level	Touch	SC:p.64
[V,S,M] TARGET: Suit of metal armor touched; <b>EFFECT:</b> Diamondsteel enhances the strength of one suit of metal armor. The armor provides damage reduction equal to half the AC bonus of the armor. This damage reduction can be overcome only by adamantine weapons. For example, a suit of full plate would provide damage reduction 4/adamantine, and a +1 breastplate [+6 AC] would provide damage reduction 3/adamantine. Material Component: Diamond dust worth at least 50 gp. [SR:Yes [object]; DC:15, Will negates [object]]					
Dispel Magic	Abjuration [Abjuration Domain, Antimagic]	1 standard action	Instantaneous	Medium (160 ft.)	PH:p.223
[V, S] TARGET: One spellcaster, creature, or object; or 20-ft.-radius burst; <b>EFFECT:</b> You can use dispel magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells [or at least their effects] within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel [but not counter] spell-like effects just as it does spells. Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of three ways: a targeted dispel, an area dispel, or a counterspell: Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make a dispel check [1d20 + your caster level, maximum +10] against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect. If you target an object or creature that is the effect of an ongoing spell [such as a monster summoned by monster summoning], you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface [such as a bag of holding] is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword [a masterwork sword, in fact]. Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself. Area Dispel: When dispel magic is used in this way, the spell affects everything within a 20-foot radius. For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell [which discharges the dispel magic spell so far as that target is concerned] or until you fail all your checks. The creature's magic items are not affected. For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel. For each ongoing area or effect spell whose point of origin is within the area of the dispel magic spell, you can make a dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the dispel magic spell, you can make a dispel check to end the effect, but only within the overlapping area. If an object or creature that is the effect of an ongoing spell [such as a monster summoned by monster summoning] is in the area, you can make a dispel check to end the spell that conjured that object or creature [returning it whence it came] in addition to attempting to dispel spells targeting the creature or object. You may choose to automatically succeed on dispel checks against any spell that you have cast. Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell. [SR:No]					
Earth Hammer	Transmutation	Swift Action	6 rounds	Touch	RS:p.162
[V] TARGET: Weapon touched; <b>EFFECT:</b> Weapon overcomes DR as if Adamantite and increases damage by one step, it deals bludgeoning damage regardless of type. [SR:Yes (harmless,object); DC:15, Will negates (harmless,object)]					
Enduring Scrutiny	Divination	1 standard action	6 days	Close (40 ft.)	CM:p.103
[V, S] TARGET: One creature; <b>EFFECT:</b> Become aware when target performs designated action. [SR:Yes]					
Fell the Greatest Foe	Transmutation	1 standard action	1 round/level	Touch	SC:p.90
[V,S,M] TARGET: Creature touched; <b>EFFECT:</b> The subject gains the ability to deal greater damage against larger creatures. For every size category of an opponent bigger than the subject of the spell, the subject deals an extra 1d6 points of damage on any successful melee attack. For example, a Medium creature would deal an extra 1d6 points of damage against a Large creature, 2d6 against Huge, 3d6 against Gargantuan, or 4d6 against a Colossal creature. Material Component: A dragon's claw or a giant's fingernail. [SR:Yes [harmless]; DC:15, Fortitude negates [harmless]]					
Find the Gap	Divination	1 standard action	1 round/level	Personal	SC:p.91
[V] TARGET: You; <b>EFFECT:</b> You gain the ability to perceive weak points in your opponent's armor. Your first melee or ranged attack each round is resolved as a touch attack, disregarding the subject's armor, shield, and natural armor bonuses [including any enhancement bonuses] to Armor Class. Other AC bonuses, such as dodge bonuses, deflection bonuses, and luck bonuses, still apply.					
Forceward	Abjuration	1 full round	6 minutes	10 ft.	PG:p.103
[V, S, DF] TARGET: You and any allies within a 10-ft.-radius emanation centered on you; <b>EFFECT:</b> HELM GRANTED:Create an unmoving, transparent sphere of force centered on you; see text [SR:Yes; DC:15, No; see text]					
Hammer of Righteousness	Evocation [Force, Good]	1 standard action	Instantaneous	Medium (160 ft.)	BE;p.100
[V, S, Sacrifice] TARGET: Magic warhammer of force; <b>EFFECT:</b> A great warhammer of positive energy springs into existence, launches toward a target that you can see within the range of the spell, and strikes unerringly. The hammer of righteousness deals 1d6 points of damage per caster level to the target, or 1d8 points of damage per caster level if the target is evil. The caster can decide to deal nonlethal damage instead of lethal damage with the hammer, or can split the damage evenly between the two types. How the damage is split must be decided before damage is rolled. The hammer is considered a force effect and has no miss chance when striking an incorporeal target. A successful Fortitude save halves the damage. Sacrifice: 1d3 points of Strength damage. [SR:Yes; DC:15, Fortitude half]					
Hand of the Faithful	Abjuration [See text]	1 minute	1 hour/level	10 ft.	SC:p.109
[V,S,DF] TARGET: 10-ft.-radius emanation centered on a point in space; <b>EFFECT:</b> You create an immobile zone of warding that is permeable to those of your religion but repels all others. Creatures that have the same deity as you, or are wearing the holy symbol of your deity, can enter and move within the warded area unhindered. Other creatures that try to enter or move within the area must make a Fortitude save each round or be stunned for 1 round. If the creature's only action is to try to move completely out of the area, the ward does not hinder it. Once a creature succeeds on its saving throw, it is no longer affected by that casting of hand of the faithful. This spell has the alignment components of your deity, so if your deity is good and lawful, this is a lawful and good spell. [SR:Yes; DC:15, Fortitude negates]					
Healing Spirit	Conjuration (Healing)	1 standard action	1 round/2 levels	Close (40 ft.)	PH2:p.114
[V,S] TARGET: One conjured healing spirit; <b>EFFECT:</b> Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text. [SR:Yes (harmless); DC:15, Will half (harmless)]					
Heal Mount	Conjuration (Healing)	1 standard action	Instantaneous	Touch	PH:p.239
[V, S] TARGET: Your mount touched; <b>EFFECT:</b> This spell functions like heal, but it affects only the paladin's special mount [typically a warhorse]. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
Holy Storm	Conjuration (Creation) [Good, Water]	1 standard action	1 round/level [D]	20 ft.	SC:p.115
[V,S,M,DF] TARGET: Cylinder [20-ft. radius, 20 ft. high]; <b>EFFECT:</b> A driving rain falls around you. It falls in a fixed area once created. The storm reduces hearing and visibility, resulting in a -4 penalty on Listen, Spot, and Search checks. It also applies a -4 penalty on ranged attacks made into, out of, or through the storm. Finally, it automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames [such as those of lanterns]. The rain damages evil creatures, dealing 2d6 points of damage per round [evil outsiders take double damage] at the beginning of your turn. Material Component: A flask of holy water [25 gp]. [SR:No]					
Insignia of Blessing	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	6 minutes	Long (640 ft.)	RD:p.166
[V,S,F] TARGET: All wearers of special insignia within range; <b>EFFECT:</b> +1 morale bonus on attack rolls and on saving throws against fear effects. [SR:Yes (harmless)]					
Insignia of Warding	Abjuration	Standard Action	6 minutes	Long (640 ft.)	RD:p.166
[V,S,F] TARGET: All wearers of special insignia within range; <b>EFFECT:</b> +1 divine bonus to AC and on Fort saves. [SR:Yes (harmless); DC:15, Will negates (Harmless)]					
Invoke the Cerulean Sign	Evocation	1 Standard Action	Instantaneous	30 ft	Lom:null
[S] TARGET: Multiple aberrations whose combined total Hit Dice do not exceed twice caster level in a spread emanating from the character to the extreme of the range; <b>EFFECT:</b> The cerulean sign is an ancient symbol said to embody the purity of the natural world, and as such it is anathema to aberrations. While druids and rangers are the classes most often known to cast this ancient spell, its magic is nearly universal and can be mastered by all spellcasting classes. When you cast this spell, you trace the cerulean sign in the air with a hand, leaving a glowing blue rune in the air for a brief moment before it flashes and fills the area of effect with a pulse of cerulean light. Any aberration within the area must make a Fortitude saving throw or suffer the following ill effects. Closer aberrations are affected first. Aberration Hit = Dice Effect: Up to caster level +10 None; Up to caster level +5 Sickened; Up to caster level Nauseated; Up to caster level -5 Dazed; Up to caster level -10 Stunned; Each effect lasts for 1 round. None: The aberration suffers no ill effect, even if it fails the saving throw. Sickened: The aberration takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks for 1 round. Nauseated: The aberration cannot attack, cast spells, concentrate on spells, or do anything but take a single move action for 1 round. Dazed: The aberration can take no actions, but has no penalty to its Armor Class, for 1 round. Stunned: The aberration drops everything held, can't take actions, takes a -2 penalty to AC, and loses its Dexterity bonus to AC [if any] for 1 round. Once a creature recovers from an effect, it moves up one level on the table. Thus, a creature that is stunned by this spell is dazed the round after that, sickened the round after that, and then recovers fully the next round. [SR:No; DC:15, Fortitude Negates]					
Loyal Vassal	Abjuration [Lawful]	1 standard action	10 minutes/level; see text	Touch	SC:p.134
[V,S,DF] TARGET: One willing creature touched/3 levels; <b>EFFECT:</b> You protect the subjects against mindaffecting spells and abilities, giving them a +3 sacred bonus on saving throws against such effects. The spell also helps prevent them from being magically compelled to harm you or anyone else affected by this spell. Any attempt to make a loyal vassal do so [whether the originating effect occurred before or after this spell was cast] counts as a suicidal order, triggering appropriate responses and possibly ending the controlling spell. If the subjects willingly attempt to harm you, the spell is broken for them immediately. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
Magic Circle against Evil	Abjuration [Good]	1 standard action	60 minutes	Touch	PH:p.249
[V, S, M/DF] TARGET: 10-ft.-radius emanation from touched creature; <b>EFFECT:</b> All creatures within the area gain the effects of a protection from evil spell, and no nongood summoned creatures can enter the area either. You must overcome a creature's spell resistance in order to keep it at bay [as in the third function of protection from evil], but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell					
* =Domain/Specialty Spell					

# Paladin of Freedom Spells

resistance. This spell has an alternative version that you may choose when casting it. A magic circle against evil can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature [such as those called by the lesser planar binding, planar binding, and greater planar binding spells] for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal protection from evil spell for that creature only. A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel [astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport, and similar abilities] can simply leave the circle through that means. You can prevent the creature's extradimensional escape by casting a dimensional anchor spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks [ranged weapons, spells, magical abilities, and the like] can. The creature can attack any target it can reach with its ranged attacks except for the circle itself. You can add a special diagram [a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils] to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a dimensional anchor spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap [see the lesser planar binding spell], the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above. This spell is not cumulative with protection from evil and vice versa. Arcane Material Component: A little powdered silver with which you trace a 3-foot-diameter circle on the floor [or ground] around the creature to be ward. [SR:No; see text; DC:15, Will negates (harmless)]

☐☐☐☐	<b>Magic Circle against Law</b>	<b>Abjuration [Chaotic]</b>	1 standard action	60 minutes	Touch	PH:p.250
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[V, S, M/DF] **TARGET:** 10-ft.-radius emanation from touched creature; **EFFECT:** This spell functions like magic circle against evil, except that it is similar to protection from law instead of protection from evil, and it can imprison a nonchaotic called creature. [SR:No; see text; DC:15, Will negates (harmless)]

☐☐☐☐☐	<b>Magic Weapon, Greater</b>	<b>Transmutation [WujenMetal, Earth Shugen]</b>	1 standard action	6 hours	Close (40 ft.)	PH:p.251
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[V, S, M/DF] **TARGET:** One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]; **EFFECT:** This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels [maximum +5]. Alternatively, you can affect as many as fifty arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together [in the same quiver or other container]. Projectiles, but not thrown weapons, lose their transmutation when used. [Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.] Arcane Material Component: Powdered lime and carbon. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]

☐☐☐☐☐	<b>Mantle of Law</b>	<b>Abjuration [Law]</b>	1 standard action	10 minutes/level [D]	Personal	SC:p.138
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[V,S,M] **TARGET:** You; **EFFECT:** This spell functions like mantle of chaos, except that mantle of law grants spell resistance against spells with the chaotic descriptor.

☐☐☐☐☐	<b>Mind Bond</b>	<b>Divination</b>	1 standard action	1 round/level [D]	Close (40 ft.)	BE:p.102
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[V, S, DF] **TARGET:** Special mount; **EFFECT:** You temporarily strengthen the mental bond with your special mount, allowing you and your special mount to predict each other's movements and gain a significant edge in combat. You and your mount gain a +4 flanking bonus on attack rolls 2 when the two of you are flanking the same opponent. Furthermore, your mount gains a +1 competence bonus on attack rolls for every three Paladin=levels you possess 5 for the duration of the spell as long as it remains within the spell's range. [SR:No]

☐☐☐☐☐	<b>One Mind, Greater</b>	<b>Divination</b>	1 standard action	1 hour/level	Personal	SC:p.149
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[V,S,DF] **TARGET:** You; **EFFECT:** This spell functions like one mind, except as noted here, and in addition you and your mount gain a +2 bonus on melee damage rolls as long as you are mounted.

☐☐☐☐☐	<b>Path of the Exalted</b>	<b>Divination</b>	1 standard action	1 decision; see text	Personal	BE:p.103
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[V, Abstinence] **TARGET:** ; **EFFECT:** Path of the exalted allows the caster to consult her deity [or an agent of her deity] to help make a difficult decision. This decision is usually more complex than a simple morality question. It may involve strategizing, choosing a particular lead to follow in an investigation, deciding who to help, or other difficult choices. The deity or agent simply helps the character examine a known situation from a number of different angles and makes a recommendation about the correct path to take. This spell does not reveal unknown factors, but merely helps the caster analyze known elements. The spell ends when the deity or agent has provided sufficient guidance for the caster to arrive at a decision. If the caster is out of favor with her deity, this spell may not work until the caster atones. Abstinence Component: The caster must abstain from casting Divination spells for 24 hours prior to the casting of this spell.

☐☐☐☐☐	<b>Phieran's Resolve</b>	<b>Abjuration [Good]</b>	1 standard action	1 minute/level	20 ft.	BE:p.103
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[V, S, DF, Sacrifice] **TARGET:** One good creature/level in a 20-ft.-radius burst centered on you; **EFFECT:** Phieran's resolve [named after the exalted god of suffering, endurance, and perseverance] was devised to comb a t wielders of vile magic. This spell grants targets a +4 sacred bonus on saving t h rows a g a i n s t spells with the evil descriptor. Sacrifice: 1d3 points of Strength damage. [SR:Yes (harmless); DC:15, Will negates (harmless)]

☐☐☐☐☐	<b>Prayer</b>	<b>Enchantment [Compulsion] [Mind-Affecting]</b>	1 standard action	6 rounds	40 ft.	PH:p.264
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[V, S, DF] **TARGET:** All allies and foes within a 40-ft.-radius burst centered on you; **EFFECT:** You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and your each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a -1 penalty on such rolls. [SR:Yes]

☐☐☐☐☐	<b>Regal Procession</b>	<b>Conjuration (Summoning)</b>	1 round	2 hours/level [D]	Close (40 ft.)	SC:p.172
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[V,S,M] **TARGET:** One mount/level; **EFFECT:** This spell functions like mount [PH 256], except you can summon several mounts. Each comes with a bit and bridle, riding saddle, saddle blanket, ribbons, adornments, and a banner. You select the colors of the horses and the livery, either or both of which can include a heraldic or personal symbol. [SR:No]

☐☐☐☐☐	<b>Remove Blindness/Deafness</b>	<b>Conjuration (Healing) [Water Shugenja]</b>	1 standard action	Instantaneous	Touch	PH:p.270
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[V, S] **TARGET:** Creature touched; **EFFECT:** Remove blindness/deafness cures blindness or deafness [your choice], whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged. Remove blindness/deafness counters and dispels blindness/deafness. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]

☐☐☐☐☐	<b>Remove Curse</b>	<b>Abjuration [Water Shugenja, Abjuration Do]</b>	1 standard action	Instantaneous	Touch	PH:p.270
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[V, S] **TARGET:** Creature or item touched; **EFFECT:** Remove curse instantaneously removes all curses on an object or a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher. Remove curse counters and dispels bestow curse. [SR:Yes (harmless); DC:15, Will negates (harmless)]

☐☐☐☐☐	<b>Resist Taint</b>	<b>Abjuration</b>	1 standard action	60 minutes	Touch	HH:p.132
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[V, S, DF] **TARGET:** Creature touched; **EFFECT:** This spell grants a +4 resistance bonus on saving throws made to resist acquiring taint. [SR:Yes; DC:15, Fortitude negates (harmless)]

☐☐☐☐☐	<b>Resurgence, Mass</b>	<b>Abjuration</b>	1 standard action	Instantaneous	Close (40 ft.)	SC:p.175
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[V,S,DF] **TARGET:** One creature/level, no two of which can be more than 30 ft. apart; **EFFECT:** This spell functions like resurgence, except as noted here. The spell grants a second save attempt against a single spell or ability chosen by you. For instance, if three of your allies have been mind blasted by mind flayers and two others have been turned into toads by baleful polymorph spells, you must choose to affect either the mind blast [granting three new save attempts] or the baleful polymorphs [granting two new save attempts]. [SR:Yes (harmless); DC:15, Will negates (harmless)]

☐☐☐☐☐	<b>Revitalize Legacy, Least</b>	<b>Transmutation</b>	1 standard action	1 hour/level or until expended	Touch	WL:p.17
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[V, S, F] **TARGET:** Your legacy item; see text; **EFFECT:** Choose one of your legacy item's least legacy abilities with a daily use limit. You regain one daily use of the chosen ability. This use must be expended within the spell's duration, or it is lost. If all daily uses of all least legacy abilities of the item are still available, this spell has no effect [that is, it can't increase the number of available daily uses above the normal maximum]. No legacy item can be affected by this spell more than once in a 24-hour period. Focus: Your legacy item, which you must be holding, wearing, or wielding. [SR:No]

☐☐☐☐☐	<b>Righteous Fury</b>	<b>Transmutation</b>	1 standard action	1 minute/level	Personal	SC:p.177
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[V,S,DF] **TARGET:** You; **EFFECT:** Summoning the power of your deity, you charge yourself with positive energy. This gives you 5 temporary hit points per caster level [maximum 50] and a +4 sacred bonus to Strength. These temporary hit points last for up to 1 hour.

☐☐☐☐☐	<b>Seek Eternal Rest</b>	<b>Conjuration (Healing)</b>	1 standard action	1 hour/level	Personal	SC:p.182
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[V,DF] **TARGET:** You; **EFFECT:** You improve your ability to turn undead. For the purpose of turning or destroying undead, you are treated as a cleric of your paladin level.

☐☐☐☐☐	<b>Smite Heretic</b>	<b>Conjuration</b>	1 standard action	10 minutes/level	Personal	BE:p.107
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[V, S, DF] **TARGET:** You; **EFFECT:** For the duration of the spell, when using your smite evil class ability against an evil creature with the ability to cast divine spells, you gain a +2 sacred bonus on the attack roll. Furthermore, the attack deals 2 extra points of damage [instead of 1] per Paladin=level.

☐☐☐☐☐	<b>Telepathy Tap</b>	<b>Divination</b>	1 standard action	1 round/level [D]	Personal	BE:p.110
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[Sacrifice] **TARGET:** 10-ft./level-radius emanation; **EFFECT:** You can overhear the telepathic conversations of other creatures within the spell's area. Telepathy tap does not allow you to detect the uncommunicated thoughts of creatures or understand conversations spoken in languages you do not comprehend. In an area where numerous telepathic conversations are occurring at the same time, you must specify the creatures you wish to overhear during a given round. You can separate and decipher the telepathic messages of a number of creatures equal to 1 + your Intelligence bonus. Telepathy tap does not allow you to overhear the telepathic conversations of creatures protected by a mind blank spell, nor does it grant the ability to telepathically communicate with other creatures. Sacrifice: 1d3 points of Strength damage. [SR:No]

☐☐☐☐☐	<b>Undead Bane Weapon</b>	<b>Transmutation</b>	1 standard action	1 hour/level	Touch	SC:p.226
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[V,S,DF] **TARGET:** Weapon touched or fifty projectiles [all of which must be touching at the time of casting]; **EFFECT:** You give a weapon the undead bane special ability in addition to any other properties it has. Against undead, your weapon's enhancement bonus is 2 higher than normal, and it deals an extra 2d6 points of damage against undead. The spell has no effect if cast upon a weapon that already has the undead bane special ability. Alternatively, you can affect up to fifty arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together, such as in the same quiver. Projectiles, but not thrown weapons, lose their transmutation after one attack. The weapon is treated as goodaligned for the purpose of overcoming damage reduction. [SR:Yes [harmless,object]; DC:15, Will negates [harmless,object]]

☐☐☐☐☐	<b>War-Mount</b>	<b>Transmutation</b>	1 standard action	1 minute/level [D]	Touch	CC:p.129
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[V, S] **TARGET:** Special mount or fiendish companion touched; **EFFECT:** At your touch, your mount's flanks ripple, and its eyes blaze with newfound energy. You render the natural attacks of your mount or fiendish companion magical with a touch. The creature gains a +2 enhancement bonus on attack rolls and damage rolls with its natural weapons for the duration of the spell. They are treated as both magic and good-aligned [paladin] or evilaligned [blackguard] weapons for the purpose of overcoming damage reduction. If you cast this spell in conjunction with master cavalier [page 124] and phantom charge [page 125], the three spells have a synergistic effect. See the master cavalier spell description for details. [SR:Yes (harmless); DC:15, Will negates (harmless)]

☐☐☐☐☐	<b>Weapon of the Deity</b>	<b>Transmutation</b>	1 standard action	1 round/level	Touch	SC:p.237
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[V,DF] **TARGET:** Weapon touched; **EFFECT:** You must be holding your deity's favored weapon to cast this spell. You can use the weapon as if you had profi- ciency with it even if you normally do not. The weapon gains a +1 enhancement bonus on attack rolls and damage rolls and an additional special ability [see the list below]. A double weapon gains this enhancement bonus and special ability for only one of its two ends, as chosen by you. When you reach caster level 9th, the enhancement bonus of the weapon increases to +2. At 12th level, the bonus rises to +3, at 15th level it is +4, and at 18th level it becomes +5. The list below includes deities from the core pantheon as well as other deities described in D&D supplements, along with the five alignment components. If a cleric worshipping a different deity casts this spell, the DM should assign an appropriate weapon special ability of the same power level as those given here. Deities Bahamut: +1 frost heavy pick Boccob: +1 spell storing quarterstaff Corellon Larethian: +1 keen longsword Ehlonna: +1 frost longsword Erythnul: +1 mighty cleaving morningstar Fharlanghn: +1 defending quarterstaff Garl Glittergold: +1 throwing battleaxe Gruumsh: +1 returning shortspear Heironeous: +1 shock longsword Hextor: +1 mighty cleaving heavy flail Kord: +1 mighty cleaving greatsword Kurtulmak: +1 shock shortspear Lolth: +1 keen whip Moradin: +1 throwing warhammer Nerull: +1 keen scythe Obad-Hai: +1 defending quarterstaff Olidammara: +1 keen rapier Pelor: +1 flaming heavy mace St. Cuthbert: +1 mighty cleaving heavy mace Vecna: +1 flaming dagger Wee Jas: dagger of venom Tiamat: +1 flaming heavy pick Yondalla: +1 defending short sword Alignments Good: +1 frost warhammer Evil: +1 mighty cleaving light flail Neutral: +1 defending heavy mace Law: +1 flaming longsword Chaos: +1 shock battleaxe [SR:Yes [harmless,object]; DC:15, Fortitude negates [harmless,object]]

☐☐☐☐☐	<b>Word of Binding</b>	<b>Conjuration (Creation)</b>	1 standard action	1 round/level [D]	Close (40 ft.)	SC:p.242
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[V,DF] **TARGET:** One Medium or smaller humanoid or monstrous humanoid; **EFFECT:** You create masterwork steel manacles that attempt to bind your target. A successful Reflex save allows the target to dodge the forming manacles; otherwise it is bound at its wrists and ankles. The imprisoned creature can slip free with a DC 35 Escape Artist check or a DC 28 Strength check. The manacles have hardness 10 and hit points equal to 10 + 1 per caster level. The manacles automatically scale to fit any Medium or smaller humanoid creature. While imprisoned by the manacles, the subject cannot take any actions requiring the use of its hands and can move only 5 feet per round. The manacles come complete with an average quality lock [Open Lock DC 25]. [SR:Yes; DC:15, Reflex negates]

* =Domain/Specialty Spell						
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# Ko The Bold

RACE

Kobold (Desert)

AGE

1200

AGE

GENDER

Female

VISION

Darkvision (60 ft.), Low-Light Vision

ALIGNMENT

Chaotic Good

DOMINANT HAND

Right

HEIGHT

0' 0"

WEIGHT

0 lbs.

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Dragon

Race Type

Race Sub Type

## Description:

Ko is an odd-looking Kobold. She is over 8' tall, but rail thin, long of limb and neck, but short of torso. She is gangly in a way that belies her immense strength. A pair of sharp, curved, bovine horns protrude from her elongated skull, and her scaly skin is a mix of dull shades orange-red and gray-black reminiscent of weathered volcanic rock.

To those who know how to read the reptilian faces of Kobolds, she has an open and cheerful face, though such fang-filled smiles can be slightly disturbing to those unused to it.

When Ko first performed the ceremonies to summon her bonded mount, she was *\*delighted\** to find the terrifying monstrosity she would eventually name "sparky".

Socially, Ko's first resort is to awkward but earnest overtures of friendship. She's legitimately kind, and interested in everyone.

In combat, Ko's first resort is unspeakable violence. She never considers a 12-ton hydra to be "overkill".

## Biography: