

Solomon

Character Name	Paladin (Hospitaler) 20	CLASS	20 (19)	3600000 / 3600001	Character Level (CR)	EXP/NEXT LEVEL	16	Masculino	AGE	GENDER	Apsu	Deity	Medium / 1,5 m	SIZE / FACE	None	Region	0 cm / 0 kg	HEIGHT / WEIGHT	Lawful Good	Alignment	Normal	VISION	25	Points
----------------	-------------------------	-------	---------	-------------------	----------------------	----------------	----	-----------	-----	--------	------	-------	----------------	-------------	------	--------	-------------	-----------------	-------------	-----------	--------	--------	----	--------

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED						
STR Strength	14	+2	20	+5			HP hit points	282											10/Evil					Walk 6 m									
DEX Dexterity	12	+1	18	+4			AC armor class	38	35	13	= 10	+ 14	6	3	0	5	0	0	0	0	0	0	0	0	0	0	0						
								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC										
CON Constitution	19	+4	25	+7			INITIATIVE modifier	+14	= +4	+ 10			30	-5	0																		
								TOTAL	DEX MODIFIER	MISC MODIFIER		MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST														
INT Intelligence	10	+0	16	+3			Encumbrance	Light																									
WIS Wisdom	10	+0	16	+3																													
CHA Charisma	29	+9	35	+12																													

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE	+37	+12	+7	+6	+12	+0	
REFLEX	+28	+6	+4	+6	+12	+0	
WILL	+33	+12	+3	+6	+12	+0	

Conditional Save Modifiers:
+2 vs. death

MELEE	attack bonus	+25/+20/+15/+10	BASE ATTACK BONUS	+20/+15/+10/+5	STAT	+5	SIZE	+0	MISC	+0	EPIC	+0	TEMP	
RANGED	attack bonus	+24/+19/+14/+9	BASE ATTACK BONUS	+20/+15/+10/+5	STAT	+4	SIZE	+0	MISC	+0	EPIC	+0	TEMP	
CMB	attack bonus	+25/+20/+15/+10	BASE ATTACK BONUS	+20/+15/+10/+5	STAT	+5	SIZE	+0	MISC		EPIC		TEMP	

CMB	GRAPPLE	+25/+20/+15/+10	TRIP	+25/+20/+15/+10	DISARM	+25/+20/+15/+10	SUNDER	+25/+20/+15/+10	BULL RUSH	+25	OVERRUN	
CMD		39		39		39		39		39		39

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(lethal or nonlethal)	+25/+20/+15/+10	1d3+5	20/x2	1,5 m

*Buckler +5 (Ghost Touch/Mithral)	HAND	TYPE	SIZE	CRITICAL	REACH
Equipped		M	20/x2	1,5 m	+25
TOTAL ATTACK BONUS		DAMAGE			
+22/+17/+12/+7		1d3+5			

Special Properties: Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon., 30 hp/inch, hardness 15, deals damage normally against incorporeal creatures regardless of bonus

Gauntlet	HAND	TYPE	SIZE	CRITICAL	REACH
Carried	B	M	20/x2	1,5 m	
TOTAL ATTACK BONUS		DAMAGE			
+25/+20/+15/+10		1d3+5			

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Full Plate +5 (Comfort/ Determination/Dastard/Deathless/ Ghost touch/Mithral/Restful)	Medium	+14	+3	-3	25
Absorbs the first 10 points of positive or negative energy damage per attack. 25% chance to ignore negative levels, always clean, can sleep in as if light armor, no penalty to resist extreme heat, counts as cold-weather clothes, armor check penalty reduced by 1, 30 hp/inch, hardness 15, 1/day automatic breath of life at 0 hp, armor and enhancement count vs. incorporeal attacks, Only need 2 hours of uninterrupted sleep, and heals as in comfortable bed; not fatigued by sleeping in this armor					
*Buckler +5 (Ghost Touch/Mithral)	Shield	+6	-1	5	
Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon., 30 hp/inch, hardness 15, deals damage normally against incorporeal creatures regardless of bonus					
*Amulet of Natural Armor +5		+5	+0	0	

MISS CHANCE	Arcane Spell Failure	ARMOR CHECK BONUS	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST
		30	-5	0			

TOTAL SKILLPOINTS: 60		SKILLS		MAX RANKS: 20/20		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	0	= 4	+ -4	
✓	Acrobatics (Jump)	DEX	-4	= 4	+ -8	
✓	Appraise	INT	4	= 3	+ 1	
✓	Artistry	INT	4	= 3	+ 1	
✓	Bluff	CHA	13	= 12	+ 1	
✓	Climb	STR	1	= 5	+ -4	
✓	Craft (Untrained)	INT	4	= 3	+ 1	
✓	Diplomacy	CHA	36	= 12 + 20	+ 4	
✓	Disguise	CHA	13	= 12	+ 1	
✓	Escape Artist	DEX	0	= 4	+ -4	
✓	Fly	DEX	0	= 4	+ -4	
✓	Heal	WIS	4	= 3	+ 1	
✓	Intimidate	CHA	13	= 12	+ 1	
	Knowledge (Dungeoneering)	INT	8	= 3 + 1	+ 4	
	Knowledge (Religion)	INT	12	= 3 + 5	+ 4	
✓	Perception	WIS	24	= 3 + 20	+ 1	
	Perform (Dance)	CHA	33	= 12 + 20	+ 1	
✓	Perform (Untrained)	CHA	13	= 12	+ 1	
✓	Ride	DEX	0	= 4	+ -4	
✓	Sense Motive	WIS	27	= 3 + 20	+ 4	
	Spellcraft	INT	26	= 3 + 19	+ 4	
✓	Stealth	DEX	0	= 4	+ -4	
✓	Survival	WIS	4	= 3	+ 1	
✓	Swim	STR	1	= 5	+ -4	
	Use Magic Device	CHA	28	= 12 + 15	+ 1	
				= +	+	
				= +	+	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

<

Lay on Hands

Uses per Day ☐☐☐☐☐ ☐☐☐<

Smite Evil

Uses per day

Smite Evil (Su): You can call out to the powers of good to aid you in your struggle against evil 0 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +12 to your attack rolls and +0 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +0. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +12 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability. [Paizo Inc. - Advanced Player's Guide, p.60]

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Headband of Mental Superiority +6	Equipped	1	NaN / 144,000	
Amulet of Natural Armor +5	Equipped	1	0 / 50,000	
Ring of Evasion	Equipped	1	0 / 25,000	
Grants the ability to avoid damage as if she had evasion.				
Bracers of the Merciful Knight	Equipped	1	NaN / 15,600	
Outfit (Explorer's)	Equipped	1	4 / 0	
Cloak of Resistance +5	Equipped	1	NaN / 25,000	
Belt of Physical Perfection +6	Equipped	1	NaN / 144,000	
Full Plate +5 (Comfort/Determination/ Dastard/Deathless/Ghost touch/ Mithral/Restful)	Equipped	1	NaN / 150,000	
Absorbs the first 10 points of positive or negative energy damage per attack. 25% chance to ignore negative levels, always clean, can sleep in as if light armor, no penalty to resist extreme heat, counts as cold-weather clothes, armor check penalty reduced by 1, 30 hp/inch, hardness 15, 1/day automatic breath of life at 0 hp, armor and enhancement count vs. incorporeal attacks. Only need 2 hours of uninterrupted sleep, and heals as in comfortable bed; not fatigued by sleeping in this armor				
Boots of Teleportation	Equipped	1	NaN / 49,000	
Buckler +5 (Ghost Touch/Mithral)	Equipped	1	NaN / 38,505	
Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon., 30 hp/inch, hardness 15, deals damage normally against incorporeal creatures regardless of bonus				
Potion of Fly	Equipped	8	0 (0) / 750 (6,000)	
Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly checks for 3 minutes				
Stone of Good Luck (Luckstone)	Equipped	1	0 / 20,000	
+1 Luck bonus to ability checks				
Gauntlet	Carried	1	0 / 0	
TOTAL WEIGHT CARRIED/VALUE		21,25 kg	667,105gp	

WEIGHT ALLOWANCE					
Light	66,5	Medium	133	Heavy	200
Lift over head	200	Lift off ground	400	Push / Drag	1000

MONEY	
Total= 0 gp [Unspent Funds = -667,105 gp]	

MAGIC	
-------	--

Languages	
Common	

Other Companions	
------------------	--

Archetypes	
Hospitaler	[Paizo Inc. - Advanced Player's Guide, p.116]
Paladins are known for their charity and for tending to the sick. The hospitaler takes to this calling above all others, spending much of her time healing the poor, and giving aid and succor to those in need. The hospitaler has the following class features.	

Traits	
Fate's Favored	[Paizo Publishing - Ultimate Campaign]
The fates watch over you. Whenever you are under the effect of a luck bonus of any kind, that bonus increases by 1.	
Optimistic Gambler	[Paizo Inc. - Second Darkness Player's Guide, p.15]
Effects that grant you morale bonuses persist 1d4 rounds longer than they normally would as a result.	
Reactionary	[Paizo Inc. - Second Darkness Player's Guide, p.11]
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.	

Special Attacks	
Acidic Ray (Su)	[Paizo Inc. - Ultimate Magic, p.72]
You can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6+9 points of acid damage. You can use this ability 15 times per day.	
Smite Evil (Su)	[Paizo Inc. - Advanced Player's Guide, p.60]
You can call out to the powers of good to aid you in your struggle against evil 0 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +12 to your attack rolls and +0 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +0. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +12 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.	

Special Qualities	
Aura of Courage (Su)	[Paizo Inc. - Core Rulebook, p.61]
You are immune to fear (magical or otherwise). Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.	
Aura of Faith (Su)	[Paizo Inc. - Core Rulebook, p.63]
Your weapons are treated as good-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of you is treated as good-aligned for the purposes of overcoming damage reduction. This ability functions only while you are conscious, not if you are unconscious or dead.	
Aura of Good (Ex)	[Paizo Inc. - Core Rulebook]
You project an overwhelming good aura.	
Aura of Healing (Su)	[Paizo Inc. - Advanced Player's Guide, p.116]
At 11th level, a hospitaler can expend one use of her channel positive energy ability to emit a 30-foot aura of healing for a number of rounds equal to her paladin level. Allies in this aura (including the hospitaler) automatically stabilize if below 0 hit points and are immune to bleed damage. In addition, allies (including the paladin) that spend at least 1 full round inside the aura are healed an amount of damage equal to their total number of Hit Dice and may make a saving throw against any afflictions they are suffering from, such as a curse, disease, or poison. This saving throw only counts toward curing the affliction and does not impose any penalty on a failed save. Allies can only be healed once by a use of this ability and they can only attempt additional saving throws once per day, even if they are exposed to this aura multiple times. This ability replaces aura of justice.	
Aura of Resolve (Su)	[Paizo Inc. - Core Rulebook, p.63]
You are immune to charm spells and spell-like abilities. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against charm effects. This ability functions only while you are conscious, not if you are unconscious or dead.	
Aura of Righteousness (Su)	[Paizo Inc. - Core Rulebook, p.63]
You gain DR 5/Evil and immunity to compulsion spells and spell-like abilities. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear compulsion . This ability functions only while you are conscious, not if you are unconscious or dead.	
Mercy (Blinded) (Su)	[Paizo Inc. - Core Rulebook, p.61]
Whenever you use Lay on Hands to heal damage to one target, the target is no longer blinded.	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Celestial Spirit (Sp)	[Paizo Inc. - Core Rulebook, p.63]
Your divine bond allows you to enhance your weapon as a standard action by calling upon the aid of a celestial spirit for 20 minutes. When called, the spirit causes the weapon to shed light as a torch. This spirit grants the weapon a +6 enhancement bonus. This bonus can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or it can be used to add any of the following weapon properties: defending, flaming, keen, merciful (+1), axiomatic, disruption, flaming burst, holy (+2), speed (+3), and brilliant energy (+4). Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than you but resumes giving bonuses if returned to you. These bonuses apply to only one end of a double weapon. You can use this ability 4 times per day. If a weapon bonded with a celestial spirit is destroyed, you lose the use of this ability for 30 days, or until you gain a level, whichever comes first. During this 30-day period, you take a -1 penalty on attack and weapon damage rolls.	
Channel Positive Energy (Su)	[Paizo Inc. - Advanced Player's Guide, p.40]
You can unleash a wave of positive energy. You must choose to deal 9d6 points of positive energy damage to undead creatures or to heal living creatures of 9d6 points of damage. Creatures that take damage from channeled energy receive a DC 30 Will save to halve the damage. You can use this ability 15 times per day.	
Mercy (Cursed) (Su)	[Paizo Inc. - Core Rulebook, p.61]
Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Curse with a caster level of 20.	
Detect Evil (Sp)	[Paizo Inc. - Core Rulebook, p.60]
At will, you can use Detect Evil, as the Spell. You can, as a move action, concentrate on a single individual or item within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect evil in any other object or individual within range.	
Divine Health (Ex)	[Paizo Inc. - Core Rulebook, p.61]

You are immune to all diseases, including supernatural and magical diseases, including mummy rot.	
Mercy (Exhausted) (Su)	[Paizo Inc. - Core Rulebook, p.61]
Whenever you use Lay on Hands to heal damage to one target, the target is no longer exhausted.	
Mercy (Fatigued) (Su)	[Paizo Inc. - Core Rulebook, p.61]
Whenever you use Lay on Hands to heal damage to one target, the target is no longer fatigued.	
Holy Champion (Su)	[Paizo Inc. - Core Rulebook, p.63]
You are a conduit for the power of your god. Your DR increases to 10/Evil. Whenever you use Smite Evil and successfully strike an evil outsider, the outsider is also subject to a Banishment at caster level 20 (your weapon and holy symbol automatically count as objects that the subject hates). After the Banishment effect and the damage from the attack is resolved, the smite immediately ends. In addition, whenever you channel positive energy or uses Lay on Hands to heal a creature, you heal the maximum possible amount.	
Lay on Hands (Su)	[Paizo Inc. - Core Rulebook, p.61]
You can heal wounds (your own or those of others) by touch. Each day you can use this ability 24 times per day. With one use of this ability, you can heal 12d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 12d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.	
Scion of War	[Paizo Inc. - Inner Sea World Guide, p.288]
You use your Charisma modifier to adjust Initiative checks instead of your Dexterity modifier.	
Mercy (Sickened) (Su)	[Paizo Inc. - Core Rulebook, p.61]
Whenever you use Lay on Hands to heal damage to one target, the target is no longer sickened.	
Skilled	[Paizo Inc. - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Mercy (Staggered) (Su)	[Paizo Inc. - Core Rulebook, p.61]
Whenever you use Lay on Hands to heal damage to one target, the target is no longer staggered, unless it is at exactly 0 hit points.	

Feats	
Aberrant Tumor	[Paizo Inc. - Advanced Class Guide, p.136]
To the surprise of others, that strange growth on you is actually your spellcasting companion.	
You gain a tumor familiar, as the tumor familiar alchemist discovery (Pathfinder RPG Ultimate Magic 17), with an effective alchemist level equal to the level of the class that grants your aberrant bloodline for determining the tumor familiar's abilities. If multiple classes grant you the aberrant bloodline, those class levels stack for determining your effective alchemist level.	
Eldritch Heritage	[Paizo Inc. - Ultimate Magic, p.149]
You are descended from a long line of sorcerers, and some portion of their power flows in your veins.	
Select one sorcerer bloodline. You must have Skill focus in the class skill that bloodline grants to a sorcerer at 1st level (for example, Heal for the celestial bloodline). This bloodline cannot be a bloodline you already have. You gain the first-level bloodline power for the selected bloodline. For purposes of using that power, treat your sorcerer level as equal to your character level -2, even if you have levels in sorcerer. You do not gain any of the other bloodline abilities.	
Fey Foundling	[Paizo Inc. - Inner Sea World Guide, p.286]
You were found in the wilds as a child, bearing a mark of the First World. Magical healing works better on you.	
You were found in the wilds as a child, bearing a mark of the First World. Your strange connection to the First World and the fey infuses you with life, and whenever you receive magical healing, you heal an additional 2 points/die rolled. You gain a +2 bonus on all saving throws against death effects. Unfortunately, you also suffer +1 point of damage from cold iron weapons (although you can wield cold iron weapons without significant discomfort).	
Noble Scion	[Paizo Inc. - Inner Sea World Guide, p.288]
You are a member of a proud noble family, whether or not you remain in good standing with your family. +2 on Knowledge (nobility) plus gain a nobility-related boon.	
You are a member of a proud noble family, whether or not you remain in good standing with your family. You gain a +2 bonus on all Knowledge (nobility) checks, and Knowledge (nobility) is always considered a class skill for you. You also gain a benefit appropriate to your noble family.	

Selective Channeling	[Paizo Inc. - Core Rulebook, p.132]
You can choose whom to affect when you channel energy.	
When you channel energy, you can choose 12 targets in the area. These targets are not affected by your channeled energy.	
Skill Focus (Knowledge (Dungeoneering))	[Paizo Inc. - Core Rulebook, p.134]
You are particularly adept at your chosen skill.	
You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.	

Proficiencies
Aldori Dueling Sword, Amentum, Atlatl, Axe (Boarding), Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Boarding Pike, Brass Knife, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cat-O'-Nine-Tails, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hook Hand, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Khakkhara, Klar, Klar (as weapon), Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Flute, War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart

Class Spell-like Abilities					
Name	School	Time	Duration	Range	Source
At Will Detect Evil	Divination	1 standard action	Concentration, up to 200 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: 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 table below. If an aura falls into more than one strength category, the spell indicates the stronger of the two. 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 1d6 x 10 minutes Overwhelming 1d6 days Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell. 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]					
* =Domain/Specialty Spell					

Magic Item Spell-like Abilities					
Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Restoration (Lesser)	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S] TARGET: Creature touched; EFFECT: 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:10, Will negates (harmless)]					
* =Domain/Specialty Spell					

Boots of Teleportation Spell-like Abilities					
Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Teleport	Conjuration (Teleportation)	1 standard action	Instantaneous	Personal and touch	CR:p.368
[V] TARGET: You and touched objects or other touched willing creatures; EFFECT: This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature [carrying gear or objects up to its maximum load] or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use [attended] by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table. Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying. "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from. On Target: You appear where you want to be. Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d % of the distance that was to be traveled. The direction off target is determined randomly. Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead. Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll. [Table not included] [SR:No and yes (object); DC:10, None and Will negates (object)]					
* =Domain/Specialty Spell					

Paladin Spells

LEVEL	0	1	2	3	4
PER DAY	—	7	7	6	6
Concentration	+29				

LEVEL 1 / Per Day:7 / Caster Level:17					
Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Abadar's Truthtelling	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	17 minutes	touch	ISG:p.228
[V, S, DF] TARGET: creature touched; EFFECT: This spell functions identically to the spell zone of truth, except as noted above. The target momentarily takes on the semblance of a being of perfect order, like an archon or inevitable, so that all who can see the target know it is affected by the spell. This divine guise flickers over the target for only an instant and does not allow it to pass as a member of a different race. [SR:Yes; DC:23, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Animal Purpose Training	Enchantment (Compulsion) [Mind-Affecting]	1 minute	17 hours	Close (19.5 m)	ACG:p.173
[V, S, M (a swatch of black cloth)] TARGET: one indifferent or friendly animal; EFFECT: You instill the target animal with a general purpose [see the Handle Animal skill], which can be any purpose except combat training-fighting, guarding, heavy labor, hunting, performance, or riding. This purpose supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, the animal reverts to its previous trained purpose and known tricks. [SR:yes; DC:23, none]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Aspect of the Nightingale	Transmutation (polymorph)	1 standard action	17 minutes	personal	ISG:p.228
[V, S, DF] TARGET: you; EFFECT: You take on an aspect of a nightingale. Your voice becomes clear and pleasant. You gain a +2 competence bonus on Perform [sing] checks and a +2 competence bonus on Diplomacy checks. Once per minute, if you are subject to a charm effect that allows a saving throw, you may roll twice and take the more favorable result.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bless	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	17 throw	50 ft.	CR:p.249
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; EFFECT: 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 dispelsbane. [SR:Yes (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Blessed Fist	Transmutation [Good]	1 standard action	17 minutes	Touch	ACG:p.175
[V, S] TARGET: creature touched; EFFECT: The target is considered to be armed even when unarmed, so it doesn't provoke attacks of opportunity when it attacks foes with unarmed strikes. Its unarmed strikes can deal lethal or nonlethal damage [target's choice]. If the target already has this ability [such as from the monk unarmed strike ability or the Improved Unarmed Strike feat], its unarmed strikes gain a +1 enhancement bonus on attack rolls and damage rolls, and they count as good-aligned weapons for the purposes of overcoming damage reduction. [SR:yes; DC:23, none]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Blessing of the Watch	Enchantment (compulsion) [mind-affecting]		1 hour/level		ISG:p.230
TARGET: . EFFECT: This spell functions like bless, except as noted. It works only in the caster's home city, and in areas under the jurisdiction of the city watch. For example, if the watch patrols a shantytown outside the city walls but not the ruined subterranean tunnels that lie beneath the city, the spell works in the former area but not the latter.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bless Water	Transmutation [Good]	1 minute	Instantaneous	Touch	CR:p.249
[V, S, M] TARGET: Flask of water touched; EFFECT: This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water. [SR:Yes (object); DC:23, Will negates (object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bless Weapon	Transmutation	1 standard action	17 minutes	Touch	CR:p.250
[V, S] TARGET: Weapon touched; EFFECT: 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 DR of evil creatures or striking evil incorporeal creatures [though the spell doesn't grant an actual enhancement bonus]. The weapon also becomes good-aligned, which means it can bypass the DR 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]					
* =Domain/Specialty Spell					

Paladin Spells

□□□□□	Bowstaff	Transmutation	1 swift action	17 rounds [D]	Personal	UC:p.224
[V] TARGET: one weapon [bow]; EFFECT: The bow that is touched takes on the rigidity and toughness of forged steel, allowing it to be used as a melee weapon. The spell allows a shortbow to be used as a club or a longbow to be used as a quarterstaff, although the bow retains its normal hit points and hardness. The bow's enhancement bonus, if any, applies on melee attack and damage rolls. Additional weapon special weapon qualities also apply to melee attacks if such qualities can be added to a melee weapon. [SR:Yes (harmless, object); DC:23, Will negates (harmless, object)]						
□□□□□	Challenge Evil	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	17 minutes [D]	Close (19,5 m)	APG:p.210
[V, DF] TARGET: one evil creature; EFFECT: You challenge an evil creature to bring the fight to you, or suffer the consequences. You gain a +2 sacred bonus on all melee attacks against the subject of the spell. At the end of its turn, if the target has not made at least one attack on you, it becomes sickened. If you move away from the target, the spell ends. [SR:Yes; DC:23, Will negates]						
□□□□□	Compel Hostility	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	17 rounds	Personal	UC:null
[V, S, M (a drop of your blood)] TARGET: You; EFFECT: Whenever a creature you can see that threatens you makes an attack against one of your allies, as an immediate action, you can compel that creature to attack you instead. When you compel a creature to attack you, you must first overcome that creature's spell resistance, and the creature can attempt a Will saving throw to ignore the compulsion. A summoner casting this spell can choose his eidolon as the target of the spell. [SR:see text; DC:23, see text]						
□□□□□	Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (19,5 m)	CR:p.262
[V, S] TARGET: Up to 34 gallons of water; EFFECT: 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. This water disappears after 1 day if not consumed. Note: Conjunction 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]						
□□□□□	Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: 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:23, Will half (harmless); see text]						
□□□□□	Deadeye's Arrow	Evocation [electricity]	1 standard action	instantaneous or 1 round [see text]	Medium or see text	ISG:p.232
[V, S, M (one arrow)] TARGET: arrow of electricity; EFFECT: You create an arrow made of crackling electricity, which you may use for one of two effects. Attack: You may throw the arrow up to Medium range or fire it from a bow up to the bow's maximum range. Either use is a ranged touch attack. The arrow deals 1d6 points of electricity damage + 1 point per level [maximum +5]. Beacon: You throw or fire the arrow straight up. When it reaches maximum range or a solid surface [such as the roof of a cave] it explodes in a peal of thunder and forms a forked bolt of electricity resembling Erastil's holy symbol, which lingers for 1 round. The thunder and lightning are as loud and bright as natural thunder and lightning, but they do not harm any nearby creatures. [SR:yes; DC:23, none]						
□□□□□	Detect Poison	Divination	1 standard action	Instantaneous	Close (19,5 m)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: 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 17 minutes [D]	60 ft.	CR:p.269
[V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular range. 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 table below. 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, as given on the table below. HD Strength Lingering Aura Duration 1 or lower Faint 1d6 rounds 2-4 Moderate 1d6 minutes 5-10 Strong 1d6 x 10 minutes 11 or higher 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. [SR:No]						
□□□□□	Diagnose Disease	Divination	1 standard action	Instantaneous	Close (19,5 m)	UM:p.216
[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detect and identify diseases. [SR:No]						
□□□□□	Divine Favor	Evocation	1 standard action	1 minute	Personal	CR:p.273
[V, S, DF] TARGET: You; EFFECT: 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.						
□□□□□	Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S] TARGET: Creature touched; EFFECT: 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:23, Will negates (harmless)]						
□□□□□	Enhance Water	Transmutation	1 round	Instantaneous	Touch	FOP:p.28
[V, S] TARGET: 17 pints of water; EFFECT: This spell transforms water into an alcoholic beverage, typically ale, beer, mead, or wine. The alcohol is of middling quality but drinkable. The spell also serves to remove poisons, disease, minerals, and other toxins from the water as it transforms. The more contaminants exist in the water, the darker the ale and the more full-bodied the wine. The alcohol content does not change. This spell does not work on unholy water, potions, or other liquids with magical power. [SR:Yes (object); DC:23, Fortitude negates (object)]						
□□□□□	Fallback Strategy	Abjuration	1 standard action	1 minute/level or until discharged; see text	personal	ISG:p.233
[v, S, DF] TARGET: you; EFFECT: While this spell is active, you may reroll one attack roll, combat maneuver check, or skill check before the result of the roll or check is known. You must take the result of the reroll, even if it's worse than the original roll. Once the reroll is used, the spell ends. You can have no more than one fl/bock strtegy active on you at the same time.						
□□□□□	Firebelly	Abjuration	1 standard action	1 minute/level	personal	ISG:p.234
[V, s, DF] TARGET: you; EFFECT: A magical fire warms your belly, granting fire resistance 5 and making your gut hot to the touch [but not enough to damage you or anything else]. As a standard action, you can breathe a 15-foot cone of flame that deals 1d4 points of fire damage [Reflex half, SR applies]. Each time you use this breath weapon, reduce the remaining duration of the spell by 1 minute. [SR:yes; see text; DC:23, Reflex half; see text]						
□□□□□	Ghostbane Dirge	Transmutation	1 standard action	17 rounds	Close (19,5 m)	APG:p.225
[V, S, M/DF (an old reed from a wind instrument)] TARGET: one incorporeal creature; EFFECT: The target coalesces into a semi-physical form for a short period of time. While subject to the spell, the incorporeal creature takes half damage [50%] from nonmagical attack forms, and full damage from magic weapons, spells, spell-like effects, and supernatural effects. [SR:Yes; DC:23, Will negates]						
□□□□□	Grace	Abjuration	1 swift action	see text	Personal	APG:p.226
[V] TARGET: You; EFFECT: Until the end of your turn, your movement does not provoke attacks of opportunity.						
□□□□□	Haze of Dreams	Enchantment (Charm) [Mind-Affecting]	1 standard action	17 rounds	Close (19,5 m)	FOP:p.28
[V, M] TARGET: One Creature; EFFECT: You fill an enemy's head with waking dreams, a reminder of the pleasures, delights, and terrors to be found in the dream world. While in this strange dream state, the target moves at half its normal speed [round down to the next 5-foot increment], which affects the creature's jumping distance as normal for decreased speed. Multiple haze of dreams effects do not stack, nor does this spell's effect stack with Slow. [SR:Yes; DC:23, Will negates]						
□□□□□	Hero's Defiance	Conjuration (Healing)	1 immediate action	Instantaneous	Personal	APG:p.226
[V] TARGET: You; EFFECT: The instant before you are reduced to 0 or fewer hit points, you can expend a use of your lay on hands ability to heal yourself as if you had used lay on hands, plus an additional 1d6 hit points. If this healing brings your hit point total above 0 hit points, you do not fall, and may continue to act. If you have no more uses of lay on hands this spell has no effect.						
□□□□□	Honeyed Tongue	Transmutation	1 standard action	170 minutes	Personal	APG:p.228
[V, M/DF (a drop of honey)] TARGET: You; EFFECT: This spell augments your diplomacies. While under the effects of spell, you roll two dice each time you make a Diplomacy check to change a creature's attitude, taking the highest roll. If this results in a roll low enough to reduce the creature's attitude by a step, that creature gets some clue that you are manipulating it with a spell. Alternatively you can cast this spell before making a Diplomacy check to gather information, gaining a +5 competence bonus on the check.						
□□□□□	Horn of Pursuit	Evocation [Sonic]	1 standard action	1 round	Personal	UM:p.223
[S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR:No]						
* =Domain/Specialty Spell						

Paladin Spells

■■■■■	Knight's Calling	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (19.5 m)	APG:p.230
[V, DF] TARGET: one creature; EFFECT: You compel an enemy to come and fight you. On its turn, the target moves its speed toward you, avoiding any other dangers along its path [including any movement that would provoke attacks of opportunity]. The target may do nothing but move on its turn. If the target ends its move adjacent to you, you can make an attack of opportunity against the target. [SR:Yes; DC:23, Will negates]						
■■■■■	Know the Enemy	Divination	1 minute	Instantaneous	Personal	UM:p.226
[V, S, DF] TARGET: You; EFFECT: Gain +10 on a monster Knowledge check. [SR:No]						
■■■■■	Liberating Command	Transmutation	1 immediate action	instantaneous	Close (19.5 m)	UC:p.233
[V] TARGET: one creature; EFFECT: If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level 20. This spell has no effect if the target could not get free by using the Escape Artist skill [for example, if he were under the effects of a hold person spell or paralyzed by Strength damage]. [SR:Yes (harmless); DC:23, Will negates (harmless)]						
■■■■■	Litany of Sloth	Enchantment (Compulsion) [Language-Deper1	swift action	1 round	Close (19.5 m)	UC:p.235
[V, S, DF] TARGET: one creature; EFFECT: With a litany against the wages of sloth, you slow the target's defenses. The target cannot make attacks of opportunity or cast spells defensively. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title. [SR:Yes; DC:23, no]						
■■■■■	Longshot	Transmutation	1 standard action	17 minutes	Personal	UC:p.236
[V, S, MDF (a piece of fletching)] TARGET: You; EFFECT: This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.						
■■■■■	Magic Weapon	Transmutation [MetalSchool]	1 standard action	17 minutes	Touch	CR:p.310
[V, S, DF] TARGET: Weapon touched; EFFECT: 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:23, Will negates (harmless, object)]						
■■■■■	Protection from Chaos	Abjuration [Lawful]	1 standard action	17 minutes [D]	Touch	CR:p.327
[V, S, MDF] TARGET: Creature touched; EFFECT: This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by chaotic creatures. The target receives a new saving throw against control by chaotic creatures and chaotic summoned creatures cannot touch the target. [SR:No; see text; DC:23, Will negates (harmless)]						
■■■■■	Protection from Evil	Abjuration [Good]	1 standard action	17 minutes [D]	Touch	CR:p.327
[V, S, MDF] TARGET: Creature touched; EFFECT: 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 subject immediately receives another saving throw [if one was allowed to begin with] against any spells or effects that possess or exercise mental control over the creature [including enchantment [charm] effects and enchantment [compulsion] effects]. This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force [such as a ghost or spellcaster using magic jar], but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion. Third, the spell prevents bodily contact by evil 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. Summoned creatures that are not evil 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. [SR:No; see text; DC:23, Will negates (harmless)]						
■■■■■	Rally Point	Enchantment (Compulsion) [Good, Mind-Affe1	standard action	17 minutes [D]	5 ft.	APG:p.237
[V, S, DF] TARGET: one 5-ft. square; EFFECT: You create a spot that has the power to briefly hearten any good creature who comes into contact with it. A good creature who enters this square [even if simply as part of its normal move] gains a +2 morale bonus on attacks, saving throws, and 2 temporary hit points per caster level for 1 round. Nongood creatures gain no benefit from this spell. A creature cannot benefit more than once from the same casting of this spell. [SR:Yes (harmless); DC:23, Will negates (harmless)]						
■■■■■	Read Magic	Divination	1 standard action	170 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell.						
■■■■■	Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, MDF] TARGET: Creature touched; EFFECT: 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. [SR:Yes (harmless); DC:23, Will negates (harmless)]						
■■■■■	Restoration (Lesser)	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S] TARGET: Creature touched; EFFECT: 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:23, Will negates (harmless)]						
■■■■■	Sanctify Corpse	Evocation [Good]	1 standard action	24 hours	Touch	UM:p.236
[V, S, DF, M] TARGET: Corpse touched; EFFECT: Prevent a corpse from becoming an undead creature. [SR:No]						
■■■■■	Shield of Fortification	Abjuration	1 standard action	17 minutes	Touch	ACG:p.192
[V, S, DF] TARGET: creature touched; EFFECT: You create a magical barrier that protects a target's vital areas. When the target is struck by a critical hit or a sneak attack, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This benefit does not stack with other effects that can turn critical hits or sneak attacks into normal attacks, such as the fortification armor special ability. [SR:yes (harmless); DC:23, Fortitude negates (harmless)]						
■■■■■	Stalwart Resolve	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	17 rounds	Touch	PFSFG:p.58
[V, S, DF] TARGET: Creature touched; EFFECT: Stalwart resolve was originally created to temporarily aid those suffering from certain afflictions. The recipient of stalwart resolve ignores the effects of ability damage and penalties to a single ability score of your choice, except that damage equal to or greater than the ability score still causes unconsciousness or death. This applies whether or not the ability damage or penalty happened before or during the spell's duration, and whether or not multiple sources are involved. This spell has no effect on ability drain. [SR:Yes (harmless); DC:23, Will negates (harmless)]						
■■■■■	Stunning Barrier	Abjuration	1 standard action	17 rounds or until discharged	Personal	ACG:p.194
[V, S] TARGET: you; EFFECT: You are closely surrounded by a barely visible magical field. The field provides a +1 deflection bonus to AC and a +1 resistance bonus on saves. Any creature that strikes you with a melee attack is stunned for 1 round [Will negates]. Once the field has stunned an opponent, the spell is discharged. [SR:no and yes (see text); DC:23, none and Will negates (see text)]						
■■■■■	Sun Metal	Transmutation [Fire]	1 standard action	17 rounds [see text]	Touch	UC:p.245
[V, S] TARGET: one melee weapon; EFFECT: The target weapon ignites into flame that does not hurt the weapon or the wielder, but damages those hit by the weapon. When the weapon's wielder hits with this weapon, it deals an additional 1d4 points of fire damage. This damage is not multiplied in the case of a critical hit. This effect immediately ends if the weapon is submerged in water. This effect does not stack with the flaming or flaming burst weapon special ability or any other effect that grants the weapon extra fire damage. It does not function on weapons with the frost or icy burst weapon special ability or any other effect that grants a weapon extra cold damage. [SR:Yes (object); DC:23, Fortitude negates (object)]						
■■■■■	Tactical Acumen	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	17 rounds [D]	30ft.	UC:p.246
[V, S, MDF (a small piece of a map)] TARGET: The caster and all allies within a 30-ft.-radius burst, centered on the caster; EFFECT: Tactical acumen grants you and your allies a mastery of battlefield tactics. Whenever you would gain a bonus on attack rolls or to AC due to battlefield position, such as flanking, higher ground, or cover, you gain an additional +1 insight bonus. This bonus increases by +1 for every five caster levels above 5th you possess 4. [SR:Yes (harmless); DC:23, Will negates (harmless)]						
■■■■■	Tracking Mark	Evocation	1 standard action	10 minutes/level [D]	long 0	ISG:p.243
[S, OF] TARGET: one creature; EFFECT: You gain a supernatural ability to detect tracks and other clues left behind by the target. You treat the DCs of all Survival checks made to track the target as if they were 5 lower than normal, and you gain a +5 bonus on Perception checks made to notice the target if it is using Stealth or recognize it if it is using Disguise. [SR:yes; DC:23, Will negates]						
■■■■■	Unbreakable Heart	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	17 rounds	Close (19.5 m)	ISWG:p.296
[V, S] TARGET: One creature; EFFECT: Creature gains +4 morale bonus on saves against mind-affecting effects that rely on negative emotions or that would force him to harm an ally. Suppresses such effects already in place. [SR:Yes (harmless); DC:23, Will negates (harmless)]						
■■■■■	Unwelcome Halo	Evocation [light]	1 standard action	1 minute/level	medium (81 m)	ISG:p.244
[V, S] TARGET: one nongood creature; EFFECT: This spell causes the target to glow as if surrounded by a halo of light. This halo sheds normal light in a 20-foot radius from the creature, and increases the light level by one step for an additional 20 feet. This halo makes it impossible for the creature to gain concealment in nonmagical darkness, and in dim or darker						
* =Domain/Specialty Spell						

Paladin Spells

conditions, the creature's glow can be seen even if it is not within direct line of sight. If unwelcome halo is brought into an area of magical darkness [or vice versa], the effects of both spells are temporarily negated, so that the otherwise prevailing light conditions exist within the overlapping fields of effect. [SR:yes; DC:23, Will negates]

■■■■■ <u>Veil of Positive Energy</u>	Abjuration [Good]	1 standard action	170 minutes [D]	Personal or 5 ft.; see te	APG:p.254
[V, S, DF] TARGET: You or all creatures within 5 ft.; see text; EFFECT: You surround yourself with a veil of positive energy, making it harder for undead creatures to harm you. When under the effect of this spell, you gain a +2 sacred bonus to AC and a+2 sacred bonus on saves. Both of these bonuses apply only against attacks or effects created by undead creatures. You can dismiss this spell before its normal duration as a swift action on your turn to deal a number of points of positive energy damage equal to your level to all undead creatures within 5 feet of you.					
■■■■■ <u>Virtue</u>	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] TARGET: Creature touched; EFFECT: With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR:Yes (harmless)]					
■■■■■ <u>Wartrain Mount</u>	Enchantment (Compulsion) [Mind-Affecting]	1 minute	17 hours	Close (19,5 m)	UM:p.248
[V, S, M] TARGET: One indifferent or friendly animal; EFFECT: Animal gains combat training. [SR:Yes]					
■■■■■ <u>Weapons Against Evil</u>	Transmutation	1 standard action	17 rounds	Close (19,5 m)	FOP:p.29
[V, DF] TARGET: 17 weapons, no two of which can be more than 20 ft. apart; EFFECT: The weapons this spell affects each shine with pale light that dimly illuminates a 5-foot square. These weapons also ignore the DR of evil creatures that have DR 5 or lower as long as it is not DR/epic. [SR:Yes (object); DC:23, Fortitude negates (object)]					
■■■■■ <u>Word of Resolve</u>	Abjuration	1 immediate action	Instantaneous	Close (19,5 m)	UM:p.249
[V, DF] TARGET: One ally; EFFECT: Ally rerolls a save against charm or fear. [SR:Yes (harmless); DC:23, Will negates (harmless)]					

LEVEL 2 / Per Day:7 / Caster Level:17

Name	School	Time	Duration	Range	Source
■■■■■ <u>Arrow of Law</u>	Evocation [Lawful]	1 standard action	Instantaneous [1 round]; see text	Close (19,5 m)	UM:p.207
[V, S, DF] TARGET: Arrow-shaped projectile of lawful energy; EFFECT: Harm and possibly daze chaotic creatures. [SR:Yes; DC:24, Will partial (see text)]					
■■■■■ <u>Aura of Greater Courage</u>	Abjuration [Emotion]	1 standard action	10/minutes per level	Personal	APG:p.204
[V, S, DF] TARGET: 10-ft.-radius emanation centered on you; EFFECT: When you cast this spell you strengthen your paladin's aura of courage. Until the end of its duration, all allies within that aura are immune to fear [magical or otherwise]. If you do not have the aura of courage class feature, aura of greater courage has no effect. [SR:Yes (harmless); DC:24, Will negates (harmless)]					
■■■■■ <u>Bestow Grace</u>	Abjuration	1 standard action	17 minutes	Touch	APG:p.205
[V, S, DF] TARGET: one good creature touched; EFFECT: With this spell you can bestow your divine grace on another good creature for a short amount of time, infusing that creature with a portion of your holy virtue. When you touch the subject, you grant that creature a sacred bonus to its saving throws equal to its Charisma bonus [if any] on all saving throws. [SR:Yes (harmless); DC:24, Will (harmless)]					
■■■■■ <u>Bestow Weapon Proficiency</u>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	17 minutes	Close (19,5 m)	UC:p.224
[V, S, M (pieces of shaved metal)] TARGET: one creature; EFFECT: You bestow the subject with the ability to use a single type of weapon he is not proficient in as if he were proficient with that weapon. The weapon can be any type, including an exotic weapon, but the subject of the spell must be holding the weapon. [SR:Yes (harmless); DC:24, Will negates (harmless)]					
■■■■■ <u>Blessing of Courage and Life</u>	Conjuration (Healing) [Emotion]	1 standard action	17 minutes [see below]	Close (19,5 m)	APG:p.205
[V, S, DF] TARGET: one living creature; EFFECT: With this prayer you provide long-lasting succor to a wounded creature. For as long as the effect lasts, the target receives a +2 morale bonus on saving throws against fear and death effects. At any time while the spell is in effect, the target can choose to end the spell as a swift action for a burst of healing energy. The target loses the saving throw bonus, but is healed of 1d8 points of damage +1 point per caster level 10. [SR:Yes (harmless); DC:24, Will negates (harmless)]					
■■■■■ <u>Bull's Strength</u>	Transmutation	1 standard action	17 minutes	Touch	CR:p.251
[V, S, MDF] TARGET: Creature touched; EFFECT: 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. [SR:Yes (harmless); DC:24, Will negates (harmless)]					
■■■■■ <u>Bullet Ward</u>	Abjuration	1 standard action	170 minutes or until discharged	Personal	ACG:p.176
[V, S, F (one to four adamantine bullets, each worth 61 gp)] TARGET: you; EFFECT: You toss several adamantine bullets into the air, which then hover protectively nearby and intercept firearm attacks targeting you. The number of bullets protecting you is equal to half your caster level [maximum 4]. When an opponent takes a shot at you with a firearm, as an immediate action you can designate a hovering bullet to attempt to block the attack, increasing your AC against that attack by 10. Doing this destroys the adamantine bullet whether or not the attack hits. The spell is discharged when all affected adamantine bullets are destroyed or taken from you. Each adamantine bullet has AC 24, 20 hit points, and hardness 20.					
■■■■■ <u>Corruption Resistance</u>	Abjuration	1 standard action	170 minutes	Touch	APG:p.212
[V, S, DF] TARGET: Creature touched; EFFECT: You grant the touched creature limited protection from magical effects that inflict damage based on the target creature's alignment, such as holy smite, order's wrath, a paladin's smite evil attack, or an unholy weapon. Choose one alignment type: chaos, evil, good, or law. The subject takes 5 less points of damage from effects that specifically harm creatures of that alignment. The value of the protection increases to 10 points at 7th level and 15 points at 11th level. The spell protects the recipient's equipment as well. Corruption resistance protects against spells, spell-like abilities, and special abilities, not physical attacks. Corruption resistance only protects against damage. The subject can still suffer side effects from such attacks. When you use this spell to protect an alignment, it gains the descriptor of that alignment. [SR:Yes (harmless); DC:24, Fortitude negates (harmless)]					
■■■■■ <u>Delay Poison</u>	Conjuration (Healing)	1 standard action	17 hours	Touch	CR:p.265
[V, S, DF] TARGET: Creature touched; EFFECT: 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:24, Fortitude negates (harmless)]					
■■■■■ <u>Divine Arrow</u>	Transmutation [Good]	1 standard action	17 rounds or until discharged	Touch	UC:p.228
[V, S] TARGET: one projectile; EFFECT: You imbue a projectile, such as an arrow or shuriken, with holy energy so that it deals extra damage to undead equal to that dealt by your lay on hands feature. This extra damage is not multiplied on a critical hit. Although this spell does not expend a daily use of your lay on hands class feature, you must have at least one daily use available to cast this spell. If the projectile hits a target or is destroyed before the duration ends, the spell is discharged. [SR:No]					
■■■■■ <u>Eagle's Splendor</u>	Transmutation	1 standard action	17 minutes	Touch	CR:p.275
[V, S, MDF] TARGET: Creature touched; EFFECT: The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charismabased skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers [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. [SR:Yes; DC:24, Will negates (harmless)]					
■■■■■ <u>Effortless Armor</u>	Transmutation	1 standard action	17 minutes	Personal	UC:p.228
[V, S] TARGET: You; EFFECT: Armor you wear no longer reduces your speed. You also reduce the armor's armor check penalty by 1 + 1 per five caster levels [maximum 5].					
■■■■■ <u>Endure Elements (Communal)</u>	Abjuration	1 standard action	24 hours	Touch	UC:p.228
[V, S] TARGET: creatures touched; EFFECT: This spell functions like endure elements, except you divide the duration in 1-hour increments among the creatures touched. [SR:Yes (harmless); DC:24, Will negates (harmless)]					
■■■■■ <u>Fairness</u>	Enchantment (compulsion) [mind-affecting]	1 round	1 minute/level	close (19,5 m)	ISG:p.233
[v, S, DF] TARGET: one humanoid creature per level; EFFECT: Humanoid creatures affected by this spell must trade fairly with others to the best of their knowledge. If they know the fair value [or even an estimated fair value] of a good or service, they cannot participate in a trade if it would benefit one side unfairly, and must attempt to stop such trades from occurring, preventing them from cheating another while under the influence of this spell. The symbol of Abadar appears above the heads of those affected by this spell, making those affected and unaffected by the spell immediately apparent. [SR:yes; DC:24, Will negates]					
■■■■■ <u>Fire of Entanglement</u>	Evocation	1 swift action	17 rounds	special; see text	APG:p.221
[V, S] TARGET: one creature; EFFECT: The next creature you attack using your smite evil class ability is wreathed in flames that impede its movement. Until the end of the spell's duration, the target is entangled. If the target starts its turn in a square adjacent to you, it is considered to be entangled to an immobile object [you] and cannot move. A target that saves against this spell is affected for only 1 round. [SR:Yes; DC:24, Reflex partial]					
■■■■■ <u>Holy Shield</u>	Abjuration	1 standard action	170 minutes	Personal	UM:p.223
[V, S] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No]					
■■■■■ <u>Inheritor's Smite</u>	Transmutation	1 swift action	see text	personal	ISG:p.236
[V, S, DF] TARGET: you; EFFECT: You channel the power of righteousness into your weapon arm, allowing you to strike with great force. Your next melee attack [if made before the end of your next turn] gains a +5 sacred bonus on the attack roll. If the attack hits, you may immediately attempt a bull rush combat maneuver [with a +5 sacred bonus on your combat maneuver check] against the target without provoking an attack of opportunity; if your combat maneuver check exceeds the defender's CMD by more than 5, you do not need to move with the target to push it back more than 5 feet.					
■■■■■ <u>Instant Armor</u>	Conjuration (Creation) [Force]	1 standard action	17 minutes [D]	Personal	APG:p.229
[V, S, DF] TARGET: You; EFFECT: You instantly wrap your body in a suit of armor made from opaque force. At your option, the armor can be decorated with your religion's holy symbol in a prominent place, such as upon the breastplate or helm. While it exists, this armor replaces any garments or other sort of armor worn, magical as well as mundane. You					
* =Domain/Speciality Spell					

Paladin Spells

lose access to, and all benefits from, armor replaced by this spell until the spell ends and the instant armor disappears. Instant armor acts in all ways as armor typical of its type [armor bonus, maximum Dexterity bonus, arcane spell failure chance, and so on]. Since instant armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. The sort of armor you can create with this spell depends on your caster level: 5th or lower chainmail, 6th-8th banded mail, 9th-11th half-plate, 12th or higher full plate. If you choose to create lesser armor than your level allows you gain a +1 magical enhancement bonus to the armor you do create for every type of armor you pass over. For instance, if you have the capacity to create full plate instant armor you could instead choose to create +1 half-plate, +2 banded mail, or +3 chainmail. You cannot replace these bonuses with armor special properties.

☐☐☐☐ **Light Lance** Evocation [Good, Light] 1 standard action 18 rounds [D] Personal APG:p.231

[V, S] **TARGET:** lance of light; **EFFECT:** You create a glorious beam of brilliant radiance that acts as a +1 holy lance suitable for your size. You must have a free hand when casting the spell and, once you call the lance into being, you cannot switch it to another hand or put it down without prematurely ending the spell. As a standard action while holding a light lance, you can choose not to make an attack and instead hold the lance aloft as a beacon of light and truth, creating an area of bright light with a radius of 90 feet. If you choose to do this for one or more additional rounds the lance also casts a spear of brilliant light up into the sky that grows progressively more visible as it continues to climb toward the heavens. Under cover of night or other darkness, if nothing obstructs the beam, it becomes visible for an additional 2 miles during each round in which you continue to aim your lance skyward [2 miles in the second round, 4 miles in the third round, and so on].

☐☐☐☐ **Light of Iomedae** Conjunction [Good, Light] 1 minute 17 minutes Medium (81 m) ISM:p.58

[V, S, DF] **TARGET:** All undead in a 10-foot-radius spread; **EFFECT:** With this spell, you create shafts of blue light that illuminate all undead creatures in the area. Affected undead take a -20 penalty on all Stealth checks. Invisible undead are not made visible by this effect, but the light does make it easy to pinpoint the exact squares in which such undead are located [they still retain the 50% miss chance granted by invisibility]. The light of Iomedae increases light levels by one step in a 5-foot radius around an affected undead creature. Once an undead is affected, it remains illuminated as long as remains within the spell's range, even if it leaves the spell's original radius, until the spell's duration ends. Affected undead must also make a Will save when they are first illuminated by the light of Iomedae. Those who fail this save lose all benefits of channel resistance and take a -2 penalty on all saving throws made against positive energy effects. [SR:Yes; DC:24, Will partial]

☐☐☐☐ **Litany of Defense** Transmutation 1 swift action 1 round Personal UC:p.234

[V, S, DF] **TARGET:** You; **EFFECT:** Invoking this litany strengthens your defenses. Any enhancement bonus your armor has is doubled and you are immune to fear. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title. [SR:Yes; DC:24, no]

☐☐☐☐ **Litany of Eloquence** Enchantment (Charm) [Language-Dependent, 1 swift action] 1 round Close (19.5 m) UC:null

[V, S, DF] **TARGET:** one creature; **EFFECT:** Your litany is a fascinating diatribe of grace, causing your target to do nothing but listen. The target is fascinated. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title. [SR:Yes; DC:24, no]

☐☐☐☐ **Litany of Entanglement** Conjunction (Calling) [Language-Dependent] 1 swift action 1 round Close (19.5 m) UC:null

[V, S, DF] **TARGET:** one creature; **EFFECT:** Your litany conjures chains of energy that lash upward from the ground and hamper the target's movement. The target is entangled. This spell has no effect on flying creatures, or creatures not standing upon solid ground. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title. [SR:Yes; DC:24, Will negates]

☐☐☐☐ **Litany of Righteousness** Evocation [Good, Language-Dependent] 1 swift action 1 round Close (19.5 m) UC:p.235

[V, S, DF] **TARGET:** one creature; **EFFECT:** Calling down a litany of anathema, you make an evil more susceptible to the attacks of good creatures. If the target is evil, it takes double damage from attacks made by creatures with a good aura [from a class feature or as a creature with the good subtype]. If the target also has the evil subtype; when it is hit with attacks made by creatures with a good aura, it is also dazzled for 1d4 rounds. If this spell targets a nonevil creature [or one that lacks the evil subtype], it has no effect, and the spell is wasted. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title. [SR:Yes; DC:24, no]

☐☐☐☐ **Litany of Warding** Transmutation 1 swift action 1 round Personal UC:p.235

[V, S, DF] **TARGET:** You; **EFFECT:** With this litany, you become more aware of your opponents. You can make two additional attacks of opportunity this round. Furthermore, you gain a +2 sacred bonus to AC against attacks of opportunity. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

☐☐☐☐ **Magic Siege Engine** Transmutation 1 standard action 17 minutes Touch UC:p.236

[V, S, DF] **TARGET:** one siege engine touched; **EFFECT:** This spell permits an indirect fire siege engine to bombard its targets with greater accuracy, delivering more damage. The siege weapon receives a +1 enhancement bonus on targeting rolls and damage rolls. If used on a direct fire siege weapon, this spell acts a magic weapon. [SR:Yes (harmless, object); DC:24, Will negates (harmless, object)]

☐☐☐☐ **Martyr's Bargain** Transmutation [Good] 1 immediate action 17 rounds Personal ISM:p.58

[V] **TARGET:** You; **EFFECT:** Among the faithful followers of the gods of purity-whether they be the servants of Desna in Nidal, zealous followers of Milani struggling against Chelixa's government, paladins of Iomedae fighting against the horrors of the Worldwound, or simply those that fight evil the world over-martyr's bargain represents true faith and true sacrifice. You cast this spell as an immediate action when you are subject to a spell or spell-like ability that deals hit point damage, after attack rolls and saving throws have been rolled but before the damage itself is determined. The damage dealt by the spell and any related effects are then delayed for you [and you only] for a number of rounds equal to your caster level. At the end of that time [or immediately if martyr's bargain is dispelled], the delayed damage takes effect on you as it would have at the time it was cast, but is maximized as if affected by the Maximize Spell metamagic feat. Spells and spell-like abilities that were already maximized gain no additional benefit from this spell. Nothing can prevent this delayed damage from affecting you. You can be affected by only one martyr's bargain spell at a time. If you cast this spell while you are already under the effects of a previous martyr's bargain, the previous spell effect ends and you immediately take the damage it had delayed. [SR:No]

☐☐☐☐ **Owl's Wisdom** Transmutation 1 standard action 17 minutes Touch CR:p.318

[V, S, M/DF] **TARGET:** Creature touched; **EFFECT:** The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, 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 [SR:Yes; DC:24, Will negates (harmless)]

☐☐☐☐ **Paladin's Sacrifice** Abjuration 1 immediate action Instantaneous Close (19.5 m) APG:p.234

[V, DF] **TARGET:** one creature; **EFFECT:** You open up a brief but powerful divine conduit between you and another creature, taking on the damage and any other effects that creature suffers. When a creature in range is hit by an attack or fails a saving throw, you can cast this spell and the wounds and/or effects are magically transmitted to you instead of the target. You are affected as if you were hit by the attack or failed the saving throw, taking all the damage and suffering all of the adverse effects. Any resistances or immunities you have are applied normally, but you cannot otherwise reduce or negate the damage or effects in any way. If you use this spell against an effect that also targets you or includes you in its area, you suffer the effects for both yourself and the target you spared, potentially taking damage or suffering other consequences twice. [SR:Yes (harmless); DC:24, Fortitude negates (harmless)]

☐☐☐☐ **Protection from Chaos (Communal)** Abjuration [Lawful] 1 standard action 17 minutes [D] Touch UC:p.240

[V, S, M/DF] **TARGET:** creatures touched; **EFFECT:** This spell functions like protection from chaos, except you divide the duration in 1-minute intervals among the creatures touched. [SR:No; see text; DC:24, Will negates (harmless)]

☐☐☐☐ **Protection from Evil (Communal)** Abjuration [Good] 1 standard action 17 minutes [D] Touch UC:p.240

[V, S, M/DF] **TARGET:** creatures touched; **EFFECT:** This spell functions like protection from evil, except you divide the duration in 1-minute intervals among the creatures touched. [SR:No; see text; DC:24, Will negates (harmless)]

☐☐☐☐ **Remove Paralysis** Conjunction (Healing) 1 standard action Instantaneous Close (19.5 m) CR:p.332

[V, S] **TARGET:** Up to four creatures, no two of which can be more than 30 ft. apart; **EFFECT:** You can free one or more creatures from the effects of temporary paralysis or related magic, including spells and effects that cause a creature to gain the staggered condition. 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. [SR:Yes (harmless); DC:24, Will negates (harmless)]

☐☐☐☐ **Resist Energy** Abjuration, AirSchool, EarthSchool, FireSchool 1 standard action 170 minutes Touch CR:p.334

[V, S, DF] **TARGET:** Creature touched; **EFFECT:** 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 resist energy 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. Resist energy overlaps [and does not stack with] protection from energy. If a character is warding by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted. [SR:Yes (harmless); DC:24, Fortitude negates (harmless)]

☐☐☐☐ **Righteous Vigor** Enchantment (Compulsion) [Mind-Affecting] 1 standard action 17 rounds Touch APG:p.239

[V, S, DF] **TARGET:** creature touched; **EFFECT:** Infusing the target with a surge of furious divine energy, you enhance a creature's ability to hit an opponent based on the number of times it has already hit that opponent with a successful attack. Each time the subject successfully strikes an opponent with a successful melee attack, the subject gains a cumulative +1 morale bonus on attack rolls [maximum +4 bonus] and gains 1d8 temporary hit points [to a maximum of 20 temporary hit points]. If an attack misses, the attack bonus resets to +0 but any accumulated temporary hit points remain. The temporary hit points disappear at the end of the spell's duration. [SR:Yes (harmless); DC:24, Will negates (harmless)]

☐☐☐☐ **Sacred Bond** Conjunction (Healing) 1 round 170 minutes [D] Touch; see text APG:p.240

[V, S, F (a pair of golden bracelets worth 100 gp each worn by both you and the target)] **TARGET:** creature touched; **EFFECT:** To use this spell, you first touch the intended recipient, creating a sympathetic field of healing energies between you. Once the spell has been cast, you and the target may cast conjunction [healing] spells with a range of touch upon each other so long as you are within close range 0. Should either you or the target remove your bracelet, the spell immediately ends. [SR:Yes (harmless); DC:24, Will negates (harmless)]

* =Domain/Specialty Spell

Paladin Spells

■■■■■	Saddle Surge	Transmutation	1 standard action	17 rounds [D]; see text	Personal	APG:p.240
[V, S, DF] TARGET: You and your mount; EFFECT: You and your mount form a perfect synergy that endows both of you with advantages based upon how far you travel each round. For every 5 feet your mount moves in a given round, you gain a +1 competence bonus on Ride checks and both you and your mount gain a +1 morale bonus on damage rolls made with weapons or natural attacks for 1 round. For instance, if your mount traveled 40 feet in a round, you would gain a +8 bonus on Ride checks and you and your mount would both gain a +8 bonus on damage rolls for 1 round, to a maximum bonus equal to your caster level. You must be mounted to enjoy the benefits of this spell. If you dismount, get knocked off, or take any other action that separates you from your mount, the spell immediately ends.						
■■■■■	Shield Companion	Abjuration	1 standard action	17 hours [D]	Close (19,5 m)	ACG:p.191
[V, S] TARGET: your companion creature; EFFECT: This spell creates a special mystical connection between you and your companion creature-animal companion, bonded mount, eidolon, or familiar-which allows you to transfer its wounds to you. The creature gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. As an immediate action when your companion takes damage, you can take that damage yourself to prevent your companion from being harmed [similar to shield other, except the damage is not split between you and the target]. Forms of harm that do not involve the loss of hit points, such as charm effects, temporary ability damage, level drain, and death effects, are not affected. If the creature suffers a reduction of hit points from a lowered Constitution score, you cannot take that damage on behalf of your companion creature because it is not hit point damage. When the spell ends, damage directed to you by the spell is not reassigned to the subject. If you and your companion move out of range of each other, the spell ends. [SR:yes (harmless); DC:24, Will negates (harmless)]						
■■■■■	Shield Other	Abjuration	1 standard action	17 hours [D]	Close (19,5 m)	CR:p.342
[V, S, F] TARGET: One creature; EFFECT: 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 those dealt by special abilities] that deal hit point damage. The amount of damage not taken by the warded 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. [SR:Yes (harmless); DC:24, Will negates (harmless)]						
■■■■■	Undetectable Alignment	Abjuration	1 standard action	24 hours	Close (19,5 m)	CR:p.363
[V, S] TARGET: One creature or object; EFFECT: An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination. [SR:Yes (object); DC:24, Will negates (object)]						
■■■■■	Vestment of the Champion	Abjuration	1 standard action	17 minutes	Touch	UM:p.247
[V, S] TARGET: Armor or shield touched; EFFECT: Armor or shield gains a +4 enhancement bonus. [SR:No]						
■■■■■	Wake of Light	Evocation [Good]	1 standard action	17 rounds	120 ft.	APG:p.254
[V, S, DF] TARGET: a 10-ft.-wide path in a straight line, up to 120 ft. long; EFFECT: You and your mount lay down a trail of glowing, heavenly mist behind you as you move that makes passage easier for good creatures but more difficult for evil creatures. This glowing trail of mist appears behind your mount in a straight line starting where you cast the spell and ending where your mount ends its movement. The mist takes the form of a path 10 feet wide and up to 120 feet long and always floats just above the ground, up to a height of 1 foot. Thereafter, the mist persists for 1 round per level. Good creatures may walk along the top of the mist as if it were solid, treating squares of difficult terrain containing the mist as normal terrain. Evil creatures find the mist thick and cloying, and treat squares of normal terrain containing the mist as difficult terrain instead. Neutral creatures pass through the mist with no effect. The mist has no effect on obstacles or otherwise impassable terrain, and does not block sight or provide concealment. Except for very special circumstances [such as a celestial or fiendish mount], mounts use the alignment of their rider when determining how this spell affects them. You must be mounted to enjoy the benefits of this spell. If you dismount, get knocked off, or take any other action that separates you from your mount, the spell immediately ends, although the mist remains for the spell's normal duration. A wake of light cannot follow across water, underwater, or through the air in the case of a mount capable of walking on water, swimming, or flight. [SR:Yes]						
■■■■■	Weapon of Awe	Transmutation [Emotion]	1 standard action	17 minutes	Touch	APG:p.256
[V, S, DF] TARGET: weapon touched; EFFECT: You transform a single weapon into an awe-inspiring instrument. The weapon gains a +2 sacred bonus on damage rolls, and if the weapon scores a critical hit, the target of that critical hit becomes shaken for 1 round with no saving throw. This is a mind-affecting fear effect. A ranged weapon affected by this spell applies these effects to its ammunition. You can't cast this spell on a natural weapon, but you can cast it on an unarmed strike. [SR:Yes (harmless, object); DC:24, Will negates (harmless, object)]						
■■■■■	Widen Auras	Transmutation	1 standard action	17 minutes [D]	Personal	ACG:p.199
[V] TARGET: you; EFFECT: The range of your antipaladin or paladin auras doubles. For example, if you're a paladin, your aura of courage affects allies within 20 feet instead of within 10 feet.						
■■■■■	Zone of Truth	Enchantment [Compulsion] [Mind-Affecting]	1 standard action	17 minutes	Close (19,5 m)	CR:p.371
[V, S, DF] TARGET: 20-ft.-radius emanation; EFFECT: 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. [SR:Yes; DC:24, Will negates]						

LEVEL 3 / Per Day:6 / Caster Level:17

Name	School	Time	Duration	Range	Source	
■■■■■	Archon's Aura	Evocation [Good, Lawful]	1 standard action	17 minutes	20 ft.	UM:p.206
[V, S] TARGET: 20-ft. radius centered on you; EFFECT: Aura penalizes enemy attacks and AC. [SR:Yes; DC:25, Will negates]						
■■■■■	Bestow Auras	Abjuration	1 standard action	17 minutes [D]	Close (19,5 m)	ACG:p.175
[V, S] TARGET: one creature; EFFECT: You transfer one or more of your paladin or antipaladin auras [such as aura of courage and aura of resolve] to another creature. You retain the personal effect of that aura, but the target becomes the center of the aura effect instead of you. For example, if you transfer your aura of courage, you remain immune to fear, but the target becomes the center of the aura that grants a +4 morale bonus on saves against fear effects. If an aura functions only when you are conscious, the transferred aura functions only when the target is conscious. If an aura functions only when you expend uses of another ability [such as with aura of justice or aura of vengeance], the transferred aura functions only if the target has that other ability and expends uses of it to activate the aura. You cannot transfer an aura that affects only you [such as aura of good]. [SR:yes; DC:25, Will negates (harmless)]						
■■■■■	Blade of Bright Victory	Transmutation [Good]	1 standard action	17 minutes	Touch	UM:p.208
[V, S] TARGET: Your paladin bonded weapon; EFFECT: Bonded weapon gains ghost touch. [SR:No; DC:25, Will negates (harmless)]						
■■■■■	Blessing of the Mole	Transmutation	1 round	17 minutes	Close (19,5 m)	UM:p.208
[V, S] TARGET: 17 creatures; EFFECT: 17 allies gain darkvision and a +2 Stealth bonus. [SR:Yes (harmless)]						
■■■■■	Burst of Speed	Transmutation	1 swift action	see text	Personal	UC:p.225
[V] TARGET: You; EFFECT: Until the end of your turn, you gain a +20-foot bonus to speed 10, your movement does not provoke attacks of opportunity, and you can move through the space of creatures that are larger than you are, but you cannot end your movement this round in a space occupied by a creature.						
■■■■■	Cure Moderate Wounds	Conjuration [Healing]	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: 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) or yes; see text; DC:25, Will half (harmless) or Will half; see text]						
■■■■■	Daybreak Arrow	Evocation [light]	1 standard action	170 minutes	Touch	UC:p.226
[V, S] TARGET: up to 50 pieces of ammunition, all of which must be together at the time of casting; EFFECT: You cause ammunition, including shuriken, to exude radiant energy. Creatures that take penalties in bright light take these penalties for 1 round after being struck by such ammunition. Undead and creatures harmed by sunlight take an additional 1d6 points of damage from such projectiles. This extra damage and half of any other damage you deal with an affected projectile results directly from radiant energy and is not subject to damage resistance. Such a projectile sheds light as if it were a sunrod for 1 round after it is fired or thrown. [SR:Yes (harmless, object); DC:25, Fortitude negates (harmless, object)]						
■■■■■	Daylight	Evocation [Light]	1 standard action	170 minutes [D]	Touch	CR:p.264
[V, S] TARGET: Object touched; EFFECT: You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step [darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light]. Creatures that take penalties in bright light take them while within the 60-foot 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 such 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]						
■■■■■	Deadly Juggernaut	Necromancy [Death]	1 standard action	17 minutes	Personal	UC:p.226
[V, S] TARGET: You; EFFECT: With every enemy life you take, you become increasingly dangerous and difficult to stop. During the duration of the spell, you gain a cumulative +1 luck bonus on melee attack rolls, melee weapon damage rolls, Strength checks, and Strength-based skill checks as well as DR 2/- each time you reduce a qualifying opponent to 0 or few hit points [maximum +5 bonus and DR 10/-] with a melee attack. A qualifying opponent has a number of Hit Dice equal to or greater than your Hit Dice -4.						
■■■■■	Delay Poison (Communal)	Conjuration [Healing]	1 standard action	17 hours	Touch	UC:p.227
[V, S, DF] TARGET: creatures touched; EFFECT: This spell functions like delay poison, except you divide the duration in 1-hour intervals among the creatures touched. [SR:Yes (harmless); DC:25, Fortitude negates (harmless)]						

* =Domain/Specialty Spell

Paladin Spells

■■■■■	Discern Lies	Divination	1 standard action	Concentration, up to 17 rounds	Close (19.5 m)	CR:p.270
[V, S, DF] TARGET: 17 creatures, no two of which can be more than 30 ft. apart; EFFECT: Each round, you concentrate on one target, who must be within range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different target. [SR:No; DC:25, Will negates]						
■■■■■	Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (81 m)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, 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. 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 two ways: a targeted dispel or a counterspell. Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check [1d20 + your caster level] and compare that to the spell with highest caster level [DC = 11 + the spell's caster level]. If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin [caster level 12th] and fly [caster level 6th]. The caster level check results in a 19. This check is not high enough to end the stoneskin [which would have required a 23 or higher], but it is high enough to end the fly [which only required a 17]. Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area [such as a wall of fire]. You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell [such as a monster summoned by summon monster], 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 [DC = 11 + the item's caster level]. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening [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. 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]						
■■■■■	Divine Transfer	Necromancy	1 standard action	17 rounds	Touch	APG:p.216
[V, S] TARGET: living creature touched; EFFECT: With a single touch, you transfer some of your life essence to the subject, transferring your hit points and your resolve. When you touch the subject you can transfer up to a number of hit points equal to your Constitution score to the target. These hit points heal the subject, but cannot raise the subject's hit points higher than its normal hit point total. In addition, the subject gains DR/evil equal to your Charisma bonus [if any] for the duration of the spell. [SR:Yes (harmless); DC:25, Fortitude negates (harmless)]						
■■■■■	Fire of Judgment	Evocation	1 swift action	17 rounds	special; see text	APG:p.221
[V, S] TARGET: one creature; EFFECT: After casting this spell, the next creature you attack using your smite evil class ability is engulfed in flames of positive energy. At the start of its turn, the target takes 1d6 points of damage, and takes an additional 1d6 points of damage each time it attacks a creature other than you. If the creature is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature this damage increases to 1d10. With a successful saving throw, a creature is affected by this spell for only 1 round. This damage is divine in nature and bypasses any DR the creature possesses. [SR:Yes; DC:25, Will partial]						
■■■■■	Ghostbane Dirge, Mass	Transmutation	1 standard action	17 rounds	Close (19.5 m)	APG:p.225
[V, S, MDF (an old read from a wind instrument)] TARGET: 17 incorporeal creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions as ghostbane dirge, except that it affects multiple targets. [SR:Yes; DC:25, Will negates]						
■■■■■	Heal Mount	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.294
[V, S] TARGET: Your mount touched; EFFECT: This spell functions like heal, but it affects only the paladin's special mount [typically a horse]. [SR:Yes (harmless); DC:25, Will negates (harmless)]						
■■■■■	Holy Whisper	Evocation (Good)	1 standard action	Instantaneous	30 ft.	APG:p.228
[V, S] TARGET: cone-shaped burst; EFFECT: You whisper a single word in the primordial language of good that is anathema to the minions of evil and strengthens the resolve of good creatures. Evil creatures within the burst must make a Fortitude saving throw or become sickened for 1 round/ level. Evil outsiders with the evil subtype, evil-aligned dragons, and undead in the burst also take 2d8 points of damage if they fail their saves. Good-aligned creatures in the burst gain a +2 sacred bonus on attack and damage rolls for 1 round. [SR:Yes; DC:25, Fortitude negates; see text]						
■■■■■	Litany of Escape	Conjuration (Teleportation) [Language-Depen	1 swift action	instantaneous	Close (19.5 m)	UC:null
[V, S, DF] TARGET: one willing creature that is grappled; EFFECT: With a powerful prayer, you call upon the servants of your god to whisk a friend out of a grapple. The target loses the grappled and pinned conditions and is teleported 10 feet. [SR:Yes; DC:25, no]						
■■■■■	Litany of Sight	Divination	1 swift action	1 round	Personal	UC:p.235
[V, S, DF] TARGET: You; EFFECT: This litany reveals the unseen to you. You can see invisible creatures and objects within 30 feet. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title. [SR:Yes; DC:25, no]						
■■■■■	Magic Circle against Chaos	Abjuration [Lawful]	1 standard action	170 minutes	Touch	CR:p.308
[V, S, MDF] 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 chaos instead of protection from evil, and it can imprison a nonlawful called creature. [SR:No; see text; DC:25, Will negates (harmless)]						
■■■■■	Magic Circle against Evil	Abjuration (Good)	1 standard action	170 minutes	Touch	CR:p.308
[V, S, MDF] TARGET: 10-ft.-radius emanation from touched creature; EFFECT: All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. 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 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 such 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. 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. [SR:No; see text; DC:25, Will negates (harmless)]						
■■■■■	Magic Weapon (Greater)	Transmutation [MetalSchool]	1 standard action	17 hours	Close (19.5 m)	CR:p.310
[V, S, MDF] TARGET: One weapon or 50 projectiles [all of which must be together 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]. This bonus does not allow a weapon to bypass damage reduction aside from magic. Alternatively, you can affect as many as 50 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 after they are used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell. [SR:Yes (harmless, object); DC:25, Will negates (harmless, object)]						
■■■■■	Mantle of Calm	Enchantment (Compulsion) [Emotion, Mind_#1	1 standard action	17 rounds [D]	Personal	ACG:p.186
[V, S, DF] TARGET: you; EFFECT: You surround yourself with a mantle of calm serenity. You take a -2 penalty on attack rolls, and opponents gain a +2 bonus on saving throws against spells you cast. Any creature affected by a rage effect [barbarian's rage, bloodrager's bloodrage, blood rage monster ability, rage spell, skald's inspired rage raging song, and so on] that strikes you with a melee attack must attempt at a Will saving throw, without the rage effect's bonus to Will; failure means the rage effect ends [as if it were dispelled or the creature voluntarily ended it, as appropriate]. If you become affected by a rage effect while this spell is active, this spell immediately ends. If your rage effect comes from a skald's raging song, then it ends only for you, and you cannot re-accept the effects of the song. [SR:no and yes (see text); DC:25, none and Will negates (see text)]						
* =Domain/Specialty Spell						

Paladin Spells

■■■■■	Marks of Forbiddance	Abjuration [Mind-Affecting]	1 standard action	17 rounds	Close (19,5 m)	APG:p.232
[V, S] TARGET: one enemy and one ally; <i>EFFECT</i> : Marks of Forbiddance magically brand two creatures, preventing them from committing violence against one another. When you cast this spell choose one enemy and one ally within range. Both targets become branded with the sigil of forbiddance. Until the end of the spell's duration, in order for the two targets to attack one another, even with a targeted spell, each attacker must attempt a Will save. If the save succeeds, that target can attack the other normally. If the save fails, the target can't follow through with the attack and the action is lost. This spell does not prevent the targets from attacking each other with area of effect spells or abilities. [SR:Yes; DC:25, Will negates; see text]						
■■■■■	Prayer	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	17 rounds	40 ft.	CR:p.324
[V, S, DF] TARGET: All allies and foes within a 40-ft.-radius burst centered on you; <i>EFFECT</i> : You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and 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]						
■■■■■	Remove Blindness/Deafness	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature touched; <i>EFFECT</i> : 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:25, Will negates (harmless)]						
■■■■■	Remove Curse	Abjuration	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check [1d20 + caster level] against the DC of each curse affecting the target. Success means that the curse is removed. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it. Remove curse counters and dispels bestow curse. [SR:Yes (harmless); DC:25, Will negates (harmless)]						
■■■■■	Resist Energy (Communal)	Abjuration	1 standard action	170 minutes	Touch	UC:p.242
[V, S, DF] TARGET: creatures touched; <i>EFFECT</i> : This spell functions like resist energy, except you divide the duration in 10-minute intervals among the creatures touched. [SR:Yes (harmless); DC:25, Fortitude negates (harmless)]						
■■■■■	Sanctify Armor	Abjuration [Good]	1 standard action	17 minutes	Touch	APG:p.240
[V, S] TARGET: armor touched; <i>EFFECT</i> : You imbue your armor with a righteous aura. It gains a +1 enhancement bonus per four caster levels [maximum +5 at 20th level]. When using your judgment or smite ability, you gain DR 5/evil. An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell. [SR:Yes (harmless, object); DC:25, Will negates (harmless, object)]						
■■■■■	Shield of Fortification (Greater)	Abjuration	1 standard action	17 minutes	Touch	ACG:p.192
[V, S, DF] TARGET: creature touched; <i>EFFECT</i> : This spell functions as shield of fortification, except there is a 50% chance that the critical hit or sneak attack is negated and damage is instead be rolled normally, rather than 25%. [SR:yes (harmless); DC:25, Fortitude negates (harmless)]						
■■■■■	Stunning Barrier (Greater)	Abjuration	1 standard action	17 rounds or until discharged	Personal	ACG:p.195
[V, S] TARGET: you; <i>EFFECT</i> : This spell functions as stunning barrier, except as noted above, and it provides a +2 bonus to AC and on saving throws. It is not discharged until it has stunned a number of creatures equal to your caster level. [SR:no and yes (see text); DC:25, none and Will negates (see text)]						
■■■■■	Wrathful Mantle	Evocation [Force, Light]	1 standard action	17 minutes	Touch or 5 ft.; see text	APG:p.257
[V, S, DF] TARGET: creature touched or all creatures within 5 ft.; see text; <i>EFFECT</i> : A shimmering mantle of light shrouds the subject, casting light like a torch. The subject of the spell gains a +1 resistance bonus on all saving throws per four caster levels [maximum +5 at 20th level]. The subject can end the wrathful mantle at any time as a swift action to deal 2d8 points of force damage to all creatures within 5 feet. [SR:Yes (harmless); DC:25, Will negates (harmless)]						

LEVEL 4 / Per Day:6 / Caster Level:17

Name	School	Time	Duration	Range	Source
■■■■■	Beacon of Luck	Divination	1 standard action	1 minute/level [D]	personal; see text ISG:p.229
[V, S, MDF (a tuft of rabbit fur)] TARGET: you; <i>EFFECT</i> : You send out a burst of luck with a 30-foot radius centered around you. While the beacon of luck is in effect, you gain a +2 sacred bonus on all saving throws. As an immediate action before a saving throw is made, allies within the area can choose to benefit from this luck, rolling twice for a saving throw and taking the better result. Once a creature benefits from the beacon of luck in this way, it cannot gain the benefit of this spell for 24 hours.					
■■■■■	Bestow Grace of the Champion	Transmutation [Good, Law]	1 standard action	17 rounds [see text]	Touch UM:p.208
[V, S, DF] TARGET: Lawful good creature touched; <i>EFFECT</i> : Target gains paladin abilities. [SR:Yes (harmless); DC:26, Will negates (harmless)]					
■■■■■	Blaze of Glory	Conjuration (Healing) [Good, Mind-Affecting]	1 standard action or im	Instantaneous and 17 rounds; see text	APG:p.205
[V] TARGET: 30-ft.-radius burst centered on you; <i>EFFECT</i> : You fall unconscious but also unleash a spectacular wave of holy energy that heartens and heals your allies while leaving your opponents daunted and damaged. You can cast this spell as either a standard action on your turn, or as an immediate action when brought to below 0 hit points. If cast as a standard action, you are immediately reduced to -1 hit points, but stable, after casting the spell. When you cast this spell, any good creature within range is healed for 1d6 points of damage per two caster levels. All evil creatures within range take the same amount as damage instead [a successful Will save halves this damage]. In addition, all allies and enemies within range are affected as if by the prayer spell for 1 round per caster level. [SR:Yes; DC:26, Will partial]					
■■■■■	Break Enchantment	Abjuration	1 minute	Instantaneous	Close (19,5 m) CR:p.251
[V, S] TARGET: Up to one creature per level, all within 30 ft. of each other; <i>EFFECT</i> : This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check [1d20 + caster level, maximum +15] against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse. If the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower. If the effect comes from a permanent magic item, break enchantment does not remove the curse from the item, but it does free the victim from the item's effects. [SR:No; DC:26, See text]					
■■■■■	Burst of Glory	Enchantment (compulsion) [mind-affecting]	1 standard action	1 round/level [D; see text]	ISG:p.230
[V, S, DF] TARGET: 10-ft.-radius burst, centered on you; <i>EFFECT</i> : Allies in the area of this spell at the time of casting gain a + 1 sacred bonus on attack rolls and saves against fear effects, plus 1 temporary hit point per caster level [maximum 20]. You shine with a white or golden radiance equal to a torch for the spell's duration, though you can dismiss the glow effect as a free action. [SR:yes (harmless); DC:26, Will negates (harmless)]					
■■■■■	Crusader's Edge	Transmutation [Good]	1 standard action	17 minutes	Touch ISM:p.53
[V, S, M (dried blood from an evil outsider, sprinkled on the weapon)] TARGET: Melee weapon touched; <i>EFFECT</i> : This spell was created by the paladins of the Mendevian Crusades, and co-opted by inquisitors and rangers dedicated to tracking and fighting demons, devils, and other evil extraplanar creatures. When you cast this spell on a melee weapon you imbue it with a powerful holy energy, granting the weapon the bane weapon quality against evil outsiders. Furthermore, whenever you score a successful critical hit against an outsider with the evil subtype, you not only deal normal critical damage with the weapon but also nauseate the outsider for 1d3 rounds-the outsider can reduce this nauseated condition to sickened for 1 round with a successful Fortitude save. [SR:No; DC:26, Fortitude negates]					
■■■■■	Cure Serious Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Close (19,5 m) CR:p.263
[V, S] TARGET: Creature touched; <i>EFFECT</i> : This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level [maximum +15]. [SR:Yes (harmless) or yes; see text; DC:26, Will half (harmless) or Will half; see text]					
■■■■■	Death Ward	Necromancy	1 standard action	17 minutes	Touch CR:p.264
[V, S, DF] TARGET: Living creature touched; <i>EFFECT</i> : The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy. This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect. Death ward does not protect against other sorts of attacks, even if those attacks might be lethal. [SR:Yes (harmless); DC:26, Will negates (harmless)]					
■■■■■	Dispel Chaos	Abjuration [Lawful]	1 standard action	17 rounds or until discharged, whichever co	Touch CR:p.271
[V, S, DF] TARGET: You and a touched chaotic creature from another plane, or you and an enchantment or chaotic spell on a touched creature or object; <i>EFFECT</i> : This spell functions like dispel evil, except that you are surrounded by constant, blue lawful energy, and the spell affects chaotic creatures and spells rather than evil ones. [SR:See text; DC:26, See text]					
■■■■■	Dispel Evil	Abjuration [Good]	1 standard action	17 rounds or until discharged, whichever co	Touch CR:p.271
[V, S, DF] TARGET: You and a touched evil creature from another plane, or you and an enchantment or evil spell on a touched creature or object; <i>EFFECT</i> : Shimmering, white holy energy surrounds you. This energy has three effects. First, you gain a +4 deflection bonus to AC against attacks by evil creatures. Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save [spell resistance applies]. This use discharges and ends the spell. Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell. Spells that can't be dispelled by dispel magic also can't be dispelled by dispel evil. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell. [SR:See text; DC:26, See text]					
■■■■■	Eaglesoul	Conjuration (Summoning) [Good]	1 standard action	17 hours [see below]	Personal ISM:p.53
[V, S, M (vellum inscribed with good outsider's name)] TARGET: You; <i>EFFECT</i> : As the Inner Sea's bravest men and women answered the call of what became the Second Mendevian Crusade, constructing the wardstones that eventually kept the brutal chaos of the Worldwound at bay, they realized that they needed help beyond traditional magics. Legends say that the first eaglesoul spell was created when an agathion avoral joined his own spirit with that of a courageous paladin who was about to be overwhelmed on the field of battle. The					
* =Domain/Specialty Spell					

Paladin Spells

holy knight used the combined might of the agathion's great strength and his own to win the day for the crusaders. Now, although the spell is still in use chiefly among those that patrol the borders of the Worldwound, other champions of good have carried it with them to all corners of the Inner Sea region. When you cast this spell, you reach into the great beyond and beseech a good-aligned outsider for their aid against evil. The outsider infuses a small portion of its own power into you, making you a powerful force for good. You gain a +2 morale bonus on all Perception checks made against evil creatures, a +2 bonus on Initiative checks, and detect evil as a constant spell-like ability. In addition, once during the spell's duration you can call forth a surge of holy power when fighting an evil creature. Doing so is a swift action that shortens the spell's remaining duration so that its remaining hours of duration become rounds of duration. For the rest of this duration, the surge of power grants you the following benefits: # A +2 sacred bonus to AC # A +4 sacred bonus to Strength # Resistance 5 to acid and fire # A +5 sacred bonus on all Intimidate checks made against evil creatures # Fast healing 2 # Any critical threat roll made against an evil creature with a weapon you wield is automatically confirmed. Although this surge of power can be activated against any evil opponent, this ability activates automatically as soon as you attack any evil outsider, regardless of whether you hit or not, and regardless of whether you actually recognize that the target is in fact an evil outsider. In such cases the activation is a free action. Nongood spellcasters can cast this spell, but doing so causes them to be sickened [for spellcasters who are neither good nor evil] or staggered [for spellcasters who are evil] for the spell's duration.

Fire of Vengeance	Evocation [Fire]	1 swift action	see text	special; see text	APG:p.222
-------------------	------------------	----------------	----------	-------------------	-----------

[V, S] **TARGET:** one creature; **EFFECT:** After casting this spell, the next creature you attack using your smite evil class ability is engulfed in holy flames that flare up when the target attacks someone other than you. If at any time during the duration of your smite evil effect the target makes an attack that does not include you, it takes 3d8 points of fire damage. Once triggered in this manner, or when your smite evil ability expires, the spell ends. [SR:No]

Forced Repentance	Enchantment (Compulsion) [Mind-Affecting, It	standard action	17 rounds	Close (19.5 m)	APG:p.224
-------------------	--	-----------------	-----------	----------------	-----------

[V, S, DF] **TARGET:** one evil creature without the evil subtype; **EFFECT:** You force an evil creature that does not have the evil subtype to momentarily reflect on its past actions and be overcome by grief and conscience. The target immediately drops prone and begins to loudly confess all of its sins and transgressions to the caster for the duration of the spell. The spell immediately ends if you move out of line of sight or if the target is attacked. [SR:Yes; DC:26, Will negates]

Forceful Strike	Evocation [Force]	1 swift action	Instantaneous	Touch or reach of mele	ISM:p.55
-----------------	-------------------	----------------	---------------	------------------------	----------

[V, S] **TARGET:** 1 creature; **EFFECT:** You cast this spell as you strike a creature with a melee weapon, unarmed strike, or natural attack to unleash a concussive blast of force. You deal normal weapon damage from the blow, but also deal an additional amount of force damage equal to 1d4 points per caster level [maximum of 10d4]. The force of the blow may be enough to knock the target backward as well. To determine if the target is pushed back, make a combat maneuver check with a bonus equal to your caster level to resolve a bull rush attempt against the creature struck. You do not move as a result of this free bull rush, but it can push the target back if it defeats the target's CMD. A successful Fortitude save halves the force damage and negates the bull rush effect. [SR:Yes; DC:26, Fortitude partial]

Guardian of Faith	Abjuration [See Text]	1 standard action	17 minutes	Close (19.5 m)	ACG:p.183
-------------------	-----------------------	-------------------	------------	----------------	-----------

[V, S, M (parchment with a holy text written on it)] **TARGET:** one ally; **EFFECT:** The target gains the benefit of shield of faith and your choice of protection from chaos, evil, good, or law. As a move action, the target can transfer this spell to a touched ally, who becomes the new target of the spell. The alignment descriptor of this spell matches the alignment descriptor of the protection spell you choose when casting it. For example, granting the target protection from evil gives this spell the good descriptor. [SR:no; DC:26, Will negates (harmless)]

Holy Sword	Evocation [Good]	1 standard action	17 rounds	Touch	CR:p.297
------------	------------------	-------------------	-----------	-------	----------

[V, S] **TARGET:** Melee weapon touched; **EFFECT:** This spell allows you to channel holy power into your sword, or any other melee weapon you choose. The weapon acts as a +5 holy weapon [+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against evil opponents]. It also emits a magic circle against evil effect [as the spell]. If the magic circle ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one holy sword at a time. If this spell is cast on a magic weapon, the powers of the spell supercede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with bless weapon or any other spell that might modify the weapon in any way. This spell does not work on artifacts. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack. [SR:No]

King's Castle	Conjuration (Teleportation)	1 standard action	Instantaneous	Close (19.5 m)	APG:p.230
---------------	-----------------------------	-------------------	---------------	----------------	-----------

[V, S, DF] **TARGET:** one creature; **EFFECT:** This spell allows you to switch places with an ally. When you cast this spell, choose a single ally within range. You teleport to your ally's space while your ally teleports to your former space. [SR:Yes (harmless); DC:26, Will negates (harmless)]

Litany of Thunder	Evocation [Language-Dependent, Sonic]	1 swift action	1 round	Close (19.5 m)	UC:null
-------------------	---------------------------------------	----------------	---------	----------------	---------

[V, S, DF] **TARGET:** one creature; **EFFECT:** You call down a thunderous boom upon your enemy. The target becomes deafened until the condition is removed, and is confused for 1 round. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title. [SR:Yes; DC:26, Fortitude negates]

Litany of Vengeance	Transmutation [Language-Dependent]	1 swift action	1 round	Close (19.5 m)	UC:p.235
---------------------	------------------------------------	----------------	---------	----------------	----------

[V, S, DF] **TARGET:** one creature; **EFFECT:** This litany causes your enemy to feel the pain of blows more sharply. Anyone who hits the target with an attack gains a +5 sacred or profane bonus [depending on the alignment of the caster] to that attack's damage. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title. [SR:Yes; DC:26, no]

Magic Siege Engine (Greater)	Transmutation	1 standard action	17 hours	Close (19.5 m)	UC:p.236
------------------------------	---------------	-------------------	----------	----------------	----------

[V, S, M/DF (black powder)] **TARGET:** one siege engine touched; **EFFECT:** This spell functions like magic siege weapon, except it gives an indirect fire siege weapon an enhancement bonus on targeting and damage rolls of +4. If used on a direct-fire siege weapon, this spell functions as greater magic weapon. [SR:Yes (harmless, object); DC:26, Will negates (harmless, object)]

Mark of Justice	Necromancy [Curse]	10 minutes	Permanent; see text	Touch	CR:p.312
-----------------	--------------------	------------	---------------------	-------	----------

[V, S, DF] **TARGET:** Creature touched; **EFFECT:** You mark a subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of undesirable behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of bestow curse. Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained. Like the effect of bestow curse, a mark of justice cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. Remove curse works only if its caster level is equal to or higher than your mark of justice caster level. These restrictions apply regardless of whether the mark has activated. [SR:Yes]

Neutralize Poison	Conjuration (Healing)	1 standard action	Instantaneous or 170 minutes; see text	Touch	CR:p.316
-------------------	-----------------------	-------------------	--	-------	----------

[V, S, M/DF] **TARGET:** Creature or object of up to 17 cu. ft. touched; **EFFECT:** You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check [1d20 + caster level] against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a Will save to negate the effect. [SR:Yes (harmless, object); DC:26, Will negates (harmless, object)]

Oath of Peace	Abjuration	1 standard action	17 rounds	Personal	APG:p.234
---------------	------------	-------------------	-----------	----------	-----------

[V, S] **TARGET:** You; **EFFECT:** Entreating your deity for aid, you make a temporary oath of peace, granting you superior defenses but means you can't attack for the duration of the oath. For as long as you are subject to this spell, you gain a +5 sacred bonus to AC and on saving throws, as well as DR 10/evil. If you make a direct or indirect attack or any show any hostility toward any creature, the spell immediately ends.

Planeslayer's Call	Enchantment (Compulsion) [Mind-Affecting (t1	standard action	17 rounds	20 Ft.	ACG:p.190
--------------------	--	-----------------	-----------	--------	-----------

[V, S, DF] **TARGET:** allies within a 20-ft.-radius burst centered on you; **EFFECT:** The magic of your allies in the area becomes more potent against certain outsiders. Chose one alignment subtype [chaotic, evil, good, or lawful]. Against outsiders with that alignment component or subtype, your allies in the area gain a +2 bonus on caster level checks to overcome spell resistance, and their spells ignore the first 10 points of energy resistance [but not energy immunity]. This spell gains the alignment descriptor that is opposite the outsider alignment chosen. For example, if you choose for the spell to affect evil outsiders, then this spell has the good descriptor. [SR:yes; DC:26, none]

Raise Animal Companion	Conjuration (Healing)	1 minute	Instantaneous	Touch	UM:p.233
------------------------	-----------------------	----------	---------------	-------	----------

[V, S, M (1,000 gp diamond)] **TARGET:** Dead animal companion or bonded mount; **EFFECT:** As raise dead, but on an animal. [SR:Yes (harmless); DC:26, None, see text]

Reprobation	Transmutation [Curse]	1 minute	Permanent	Close (19.5 m)	UM:p.234
-------------	-----------------------	----------	-----------	----------------	----------

[V, S, DF] **TARGET:** One creature of your faith; **EFFECT:** Marked target is shunned by your religion. [SR:Yes]

Resounding Blow	Evocation [Sonic]	1 swift action	17 rounds	Personal	APG:p.238
-----------------	-------------------	----------------	-----------	----------	-----------

[V] **TARGET:** You; **EFFECT:** [SR:No; DC:26, Fortitude partial; see text]

Restoration	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
-------------	-----------------------	----------	---------------	-------	----------

[V, S, M] **TARGET:** Creature touched; **EFFECT:** This spell functions like lesser restoration, except that it also dispels temporary negative levels or one permanent negative level. If this spell is used to dispel a permanent negative level, it has a material component of diamond dust worth 1,000 gp. This spell cannot be used to dispel more than one permanent negative level possessed by a target in a 1-week period. Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score [your choice if more than one is drained]. It also eliminates any fatigue or exhaustion suffered by the target. [SR:Yes (harmless); DC:26, Will negates (harmless)]

Sacrificial Oath	Abjuration	1 standard action	17 minutes	Touch	APG:p.240
------------------	------------	-------------------	------------	-------	-----------

[V, S, DF] **TARGET:** creature touched; **EFFECT:** You create a powerful bond between yourself and a single creature. Until the end of the spell's duration, each time the target is hit with an attack or fails a saving throw, you can take the full damage of that attack and any other effects that creature suffers. If you choose not to take on the damage and effects, you instead take a number of points of damage equal to your Constitution score as backlash. Any resistances or immunities you have are applied normally, but you cannot otherwise reduce or negate the damage or effects of either the transfer or the backlash. If you or the subject of the spell move out of line of sight, the spell ends. [SR:Yes (harmless); DC:26, Fortitude negates (harmless)]

* =Domain/Speciality Spell

Paladin Spells

<div><div></div><div></div><div></div><div></div><div></div></div> <div>Shield of the Dawnflower</div>	Evocation [Fire, Good, Light]	1 standard action	17 rounds	Personal	ISWG:p.296
[V, S, DF] TARGET: You; EFFECT: Create disk of sunlight on one arm that provides illumination as a torch. Melee attackers suffer 1d6 + 15 points of fire damage on striking you.					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Stay the Hand</div>	Enchantment (Compulsion) [Mind-Affecting]	1 immediate action	17 rounds and special; see text	Medium (81 m)	APG:p.246
[V, S, DF] TARGET: one creature; EFFECT: You cause a creature's arm to waver and prevent it from striking another creature. You can cast this spell when the target is about to make a melee attack against another creature. On a failed saving throw, the target does not follow through with its attack, and its entire action is wasted for the round. On a successful saving throw, the target can make its attack, forcing its strike though the compulsion but losing both accuracy and power, taking a -5 penalty on its attack and damage rolls. Whether or not the target makes its initial save or not, it is subject to a -2 penalty on attack and damage rolls against the creature it originally targeted for the duration of the spell. [SR:Yes; DC:26, Will partial]					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Symbol of Healing</div>	Conjuration (Healing)	10 minutes	See text	0 ft.; see text	UM:p.241
[V, S, M (500 gp powdered diamond and opal)] TARGET: One symbol; EFFECT: Triggered rune heals living creatures. [SR:Yes (harmless); DC:26, Will half (harmless)]					

* =Domain/Speciality Spell

Class Spell-like Abilities

At Will Detect Evil

Magic Item Spell-like Abilities

Restoration (Lesser)
(DC:10)

Boots of Teleportation Spell-like Abilities

Teleport (DC:10)

Solomon

RACE	Human
AGE	16
Masculino	
GENDER	
VISION	
ALIGNMENT	Lawful Good
DIREITA	Direita
DOMINANT HAND	
HEIGHT	0 cm
WEIGHT	0 kg
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
REGION	None
DEITY	Apsu
Race Type	Humanoid

Race Sub Type

Description:
Biography: