

Calista Lifebringer

Character Name  
Paladin (Oath against Undeath) 14, Holy Vindicator 1  
CLASS  
15 (14) 635000 / 890000  
Character Level (CR) EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	8		-1		
DEX Dexterity	21		+5		
CON Constitution	14		+2		
INT Intelligence	14		+2		
WIS Wisdom	10		+0		
CHA Charisma	22		+6		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+18	= +10	+ +2	+ +0	+ +6	+ +0	
REFLEX (dexterity)	+15	= +4	+ +5	+ +0	+ +6	+ +0	
WILL (wisdom)	+16	= +10	+ +0	+ +0	+ +6	+ +0	

Conditional Save Modifiers:  
+2 vs. death  
+15 racial vs poison  
Conditional Combat Modifiers:  
You take a -1 penalty on attack rolls while using your shield arm to wield a weapon.

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE attack bonus	+14/+9/+4	=	+15/+10/+5		-1		+0		+0		0		
RANGED attack bonus	+20/+15/+10	=	+15/+10/+5		+5		+0		+0		0		
CMB attack bonus	+14/+9/+4	=	+15/+10/+5		-1		+0						
CMB	GRAPPLE +14/+9/+4	TRIP +14/+9/+4	DISARM +14/+9/+4	SUNDER +14/+9/+4	BULL RUSH +14	OVERRRUN +14							
CMD	29	29	29	29	29	29							

*Kukri +3 (Mighty Cleaving)			HAND	TYPE	SIZE	CRITICAL	REACH
			Primary	S	M	18-20/x2	5 ft.
1H-P	To Hit +24/+19/+14	Dam 1d4+2	2W-P-(OH)	To Hit +18/+13/+8		Dam 1d4+2	
1H-O	+20/+15/+10	1d4+2	2W-P-(OL)	+20/+15/+10		1d4+2	
2H	+24/+19/+14	1d4+2	2W-OH	+16		1d4+2	

Special Properties: allows an additional Cleave attack per round (with Cleave feat)

Masterwork Crossbow (Light)			HAND	TYPE	SIZE	CRITICAL	REACH
			Not Carried	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +21/+16/+11		Damage: 1d8			
80 ft.		160 ft.		240 ft.		320 ft.	
TH	+21/+16/+11	+19/+14/+9	+17/+12/+7	+15/+10/+5		+13/+8/+3	
Dam	1d8	1d8	1d8	1d8		1d8	
480 ft.		560 ft.		640 ft.		720 ft.	
TH	+11/+6/+1	+9/+4/-1	+7/+2/-3	+5/+0/-5		+3/-2/-7	
Dam	1d8	1d8	1d8	1d8		1d8	

\*: 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
*Chain Shirt +2 (Mithral)	Light	+6	+6	+0	10
30 hp/inch, hardness 15					
*Buckler +2	Shield	+3		+0	5
Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon.					

LAY ON HANDS	
Uses per day	■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■
cure 7d6 per use	

Baltazar Tavares Vanderlei

Player Name  
Vishkanya / Humanoid  
RACE  
21 Female  
AGE GENDER

HP hit points	142	WOUNDS/CURRENT HP					SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED Walk 30 ft.			
AC armor class	24	19	15	= 10	+ 6	+ 3	+ 5	+ 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	
INITIATIVE modifier	+7	= +5	+ +2			MISS CHANCE	15	+0	0								
TOTAL		DEX MODIFIER	MISC MODIFIER				Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST								

Ondisso  
Deity  
None  
Region  
Lawful Good  
Alignment  
Darkvision (120 ft.), Low-Light Vision  
VISION  
26  
Points

TOTAL SKILLPOINTS: 60		SKILLS		MAX RANKS: 15/15	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Acrobatics	DEX	5	=	5	
✓ Appraise	INT	2	=	2	
✓ Bluff	CHA	6	=	6	
✓ Climb	STR	-1	=	-1	
✓ Craft (Untrained)	INT	2	=	2	
✓ Diplomacy	CHA	10	=	6 + 1 + 3	
✓ Disguise	CHA	6	=	6	
✓ Escape Artist	DEX	22	=	5 + 15 + 2	
✓ Fly	DEX	5	=	5	
✓ Heal	WIS	0	=	0	
✓ Intimidate	CHA	6	=	6	
Knowledge (Planes)	INT	11	=	2 + 6 + 3	
Knowledge (Religion)	INT	12	=	2 + 7 + 3	
✓ Perception	WIS	17	=	0 + 15 + 2	
✓ Perception (Underground)	WIS	21	=	0 + 15 + 6	
✓ Perform (Untrained)	CHA	6	=	6	
✓ Ride	DEX	9	=	5 + 1 + 3	
✓ Sense Motive	WIS	18	=	0 + 15 + 3	
✓ Spellcraft	INT	13	=	2 + 8 + 3	
✓ Stealth	DEX	7	=	5 + 2	
✓ Survival	WIS	0	=	0	
✓ Survival (Underground)	WIS	4	=	0 + 4	
✓ Swim	STR	-1	=	-1	
Use Magic Device	CHA	11	=	6 + 5	
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

Lay on Hands	
Uses per Day	■■■■■ ■■■■■ ■■■■■ ■■■■
Lay on Hands (Su):You can heal wounds (your own or those of others) by touch. Each day you can use this ability 17 times per day. With one use of this ability, you can heal 7d6 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 7d6 points of damage. Using Lay in Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead to not receive a saving throw against this damage. [Paizo Inc. - Core Rulebook, p.61]	
Channel Positive Energy:You can unleash a wave of positive energy dealing 8d6 (DC 23 for half) / day. You can unleash a wave of positive energy. You must choose to deal 8d6 points of positive energy damage to undead creatures or to heal living creatures of 8d6 points of damage. Creatures that take damage from channeled energy receive a DC 23 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability. [Paizo Inc. - Core Rulebook]	

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 5 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +6 to your attack rolls and +14 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 +28. 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 +6 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. - Core Rulebook, p.60]	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Darklands Goggles	Equipped	1	0 / 20,000
Helm of Brilliance	Equipped	1	3 / 125,000
Kukri +3 (Mighty Cleaving)	Equipped	1	2 / 32,308
allows an additional Cleave attack per round (with Cleave feat)			
Ring of Cold Energy Resistance, Major	Equipped	1	0 / 28,000
Grants cold resistance 20			
Chain Shirt +2 (Mithral)	Equipped	1	12.5 / 5,100
30 hp/inch, hardness 15			
Boots of Levitation	Equipped	1	1 / 7,500
On command, allows the wearer to Levitate as the spell.			
Buckler +2	Equipped	1	5 / 4,155
Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon.			
Potion of Cure Serious Wounds	Equipped	2	0 (0) / 750 (1,500)
□□			
□□			
Cures 3d8+5 points of damage			
Tome of Clear Thought (+4)		1	5 / 110,000
Masterwork Crossbow (Light)		1	4 / 335
Tome of Leadership and Influence (+4)		1	5 / 110,000
TOTAL WEIGHT CARRIED/VALUE		23.5 lbs.	443,898gp

WEIGHT ALLOWANCE			
Light	26	Medium	53
Lift over head	80	Lift off ground	160
		Heavy	80
		Push / Drag	400

MONEY	
	Total= 0 gp

MAGIC
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Languages
Common, Draconic, Elven, Vishkanya

Other Companions
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Archetypes	
Oath against Undeath	[Paizo Inc. - Ultimate Magic, p.61]
You vow to restore the natural state of death to any animate corpse you encounter, and destroy the undead energy in the process.	

Traits	
Lessons of Faith	[Paizo Publishing - Inner Sea Gods]
You have a knack for avoiding trouble.	
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	
Channel Positive Energy (Su)	[Paizo Inc. - Core Rulebook]
You can unleash a wave of positive energy dealing 8d6 (DC 23 for half) /day. You can unleash a wave of positive energy. You must choose to deal 8d6 points of positive energy damage to undead creatures or to heal living creatures of 8d6 points of damage. Creatures that take damage from channeled energy receive a DC 23 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability.	
Poison Use (Ex)	[Paizo Inc. - Bestiary 3, p.208]
Vishkanyas are skilled in the use of poison and never accidentally poison themselves when using or applying poison.	
Smite Evil (Su)	[Paizo Inc. - Core Rulebook, p.60]
You can call out to the powers of good to aid you in your struggle against evil 5 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +6 to your attack rolls and +14 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 +28. 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 +6 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 Life (Su)	[Paizo Inc. - Ultimate Magic, p.61]
You gain a +4 morale bonus on saves against attacks that grant negative levels and saves to overcome negative levels. Each ally within 10 feet of you gains a +2 morale bonus on these saves. 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.	
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 14 minutes. When called, the spirit causes the weapon to shed light as a torch. This spirit grants the weapon a +4 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 3 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.	
Code of Conduct	[Paizo Inc. - Ultimate Magic, p.62]
Destroy all undead. Put to rest the poor souls turned against their will. Prevent the taint of undeath from spreading to the newly dead, blessing or burning the corpses as necessary.	
Detect Undead (Su)	[Paizo Inc. - Ultimate Magic, p.61]
This ability works like the standard paladin ability to detect evil, except as detect undead instead of detect evil.	
Divine Health (Ex)	[Paizo Inc. - Core Rulebook, p.61]
You are immune to all diseases, including supernatural and magical diseases, including mummy rot.	
Ghost Touch Aura (Su)	[Paizo Inc. - Ultimate Magic, p.61]
Your armor and shield are treated as if they had the ghost touch armor property. This does not affect the cost or effect of any other abilities of the armor or shield.	
Keen Senses (Ex)	[Paizo Inc. - Bestiary 3, p.208]
Vishkanya receive a +2 racial bonus on Perception checks.	
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 17 times per day. With one use of this ability, you can heal 7d6 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 7d6 points of damage. Using Lay in Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead to not receive a saving throw against this damage.	
Limber (Ex)	[Paizo Inc. - Bestiary 3, p.208]
Vishkanya gain a +2 racial bonus on Escape Artist and Stealth checks.	
Low-Light Vision (Ex)	[Paizo Inc. - Bestiary]
You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read	

a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

**Poison Resistance (Ex)** [Paizo Inc. - Bestiary 3, p.208]

A vishkanya has a +15 racial bonus on saves against poison.

**Superior Channeler (Su)** [Paizo Inc. - Ultimate Magic, p.62]

You can channel positive energy to harm undead by expending a single usage of your lay on hands ability instead of two.

**Toxic (Ex)** [Paizo Inc. - Bestiary 3, p.208]

A vishkanya can envenom a weapon 2/day with its toxic saliva or blood (using blood requires the vishkanya to be injured when it uses this ability). Applying venom in this way is a swift action. Vishkanya venom: save Fort DC 19; freq 1/rd for 6 rds; effect 1d2 Dex; cure 1 save.

**Vindicator's Shield (Su)** [Paizo Inc. - Advanced Player's Guide]

A vindicator can channel energy into his shield as a standard action; when worn, the shield gives the vindicator a sacred bonus (if positive energy) or profane bonus (if negative energy) to his Armor Class equal to the number of dice of the vindicator's channel energy. This bonus lasts for 24 hours or until the vindicator is struck in combat, whichever comes first. The shield does not provide this bonus to any other wielder, but the vindicator does not need to be holding the shield for it to retain this power.

**Weapon Familiarity (Ex)** [Paizo Inc. - Bestiary 3, p.208]

Vishkanya are proficient with blowguns, kukri, and shuriken.

Feats

**Alignment Channel (Evil)** [Paizo Inc. - Core Rulebook, p.117]

You can channel your divine energy to harm or heal outsiders that possess your chosen alignment subtype.

Instead of its normal effect, you can choose to have your ability to channel energy heal or harm outsiders of the chosen alignment subtype. You must make this choice each time you channel energy. If you choose to heal or harm creatures of the chosen alignment subtype, your channel energy has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged.

**Extra Channel** [Paizo Inc. - Core Rulebook, p.123]

You can channel divine energy more often.

You can channel energy two additional times per day.

**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).

**Piranha Strike** [Paizo Inc. - Sargava, the Lost Colony, p.24]

You make a combination of quick strikes, sacrificing accuracy for multiple, minor wounds that prove exceptionally deadly.

**Slashing Grace (Kukri)** [Paizo Publishing - Advanced Class Guide, p.000]

You can stab your enemies with your sword or another slashing weapon.

Choose one kind of light or one-handed slashing weapon (such as the longsword). When wielding your chosen weapon one-handed, you can treat it as a one-handed piercing melee weapon for all feats and class abilities that require such a weapon (such as a swashbuckler's or a duelist's precise strike) and you can add your Dexterity modifier instead of your Strength modifier to that weapon's damage. The weapon must be one appropriate for your size. You do not gain this benefit while fighting with two weapons or using flurry of blows, or any time another hand is otherwise occupied

**Unsanctioned Knowledge(Calista)** [Psycho Mantys Publications - Homebrew, p.159]

You have searched though forbidden texts and are privy to powerful but proscribed magic.

Pick one 1st-level spell, one 2nd-level spell, one 3rd-level spell, and one 4th-level spell from the bard, cleric, inquisitor, or oracle spell lists. Add these spells to your

paladin spell list as paladin spells of the appropriate level. Once chosen, these spells cannot be changed.

**Weapon Finesse** [Paizo Inc. - Core Rulebook, p.136]

You are trained in using your agility in melee combat, as opposed to brute strength.

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

**Weapon Focus (Kukri)** [Paizo Inc. - Core Rulebook, p.136]

You are especially good at using your chosen weapon.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Proficiencies

Aldori Dueling Sword, Amentum, Amentum (Javelin), Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), 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, Great Terbutje, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsecopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, 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, Shuriken, 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, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart

Templates

Bypass Advanced Race Spell Restrictions

# Magic Item Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will <a href="#">Levitate</a>	Transmutation, AirSchool	1 standard action	3 minutes [D]	Personal or Close	CR:p.304

[V, S, F] **TARGET:** You or one willing creature or one object [total weight up to 300 lbs.]; **EFFECT:** Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally [generally at half its base land speed]. A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1. [SR:No]

\* =Domain/Specialty Spell

## Paladin Spells

LEVEL	0	1	2	3	4
PER DAY	—	5	4	2	2
Concentration	+17				

## LEVEL 1 / Per Day:5 / Caster Level:11

Name	School	Time	Duration	Range	Source
■■■■■ <a href="#">Abstemiousness</a>	Transmutation	1 standard action	1 hour	Touch	ISG:p.??
[V] <b>TARGET:</b> a handful of berries, grains, nuts, or rice; <b>EFFECT:</b> [SR:Yes (harmless); DC:17, Fort negates (harmless)]					
■■■■■ <a href="#">Bless</a>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 minutes	50 ft.	CR:p.249
[V, S, DF] <b>TARGET:</b> The caster and all allies within a 50-ft. burst, centered on the caster; <b>EFFECT:</b> Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects. Bless counters and dispelsbane. [SR:Yes (harmless)]					
■■■■■ <a href="#">Bless Water</a>	Transmutation [Good]	1 minute	Instantaneous	Touch	CR:p.249
[V, S, M] <b>TARGET:</b> Flask of water touched; <b>EFFECT:</b> This transmutation imbues a flask [1 pint] of water with positive energy, turning it into holy water. [SR:Yes (object); DC:17, Will negates (object)]					
■■■■■ <a href="#">Bless Weapon</a>	Transmutation	1 standard action	11 minutes	Touch	CR:p.250
[V, S] <b>TARGET:</b> Weapon touched; <b>EFFECT:</b> This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the 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]					
■■■■■ <a href="#">Bowstaff</a>	Transmutation	1 swift action	11 rounds [D]	Personal	UC:p.224
[V] <b>TARGET:</b> one weapon [bow]; <b>EFFECT:</b> 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:17, Will negates (harmless, object)]					
■■■■■ <a href="#">Challenge Evil</a>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 minutes [D]	Close (50 ft.)	APG:p.210
[V, DF] <b>TARGET:</b> one evil creature; <b>EFFECT:</b> Sickens creature if it refuses to fight you. [SR:Yes; DC:17, Will negates]					
■■■■■ <a href="#">Compel Hostility</a>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 rounds	Personal	UC:null
[V, S, M (a drop of your blood)] <b>TARGET:</b> You; <b>EFFECT:</b> 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:17, see text]					
■■■■■ <a href="#">Create Water</a>	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (50 ft.)	CR:p.262
[V, S] <b>TARGET:</b> Up to 22 gallons of water; <b>EFFECT:</b> This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large-possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed. Note: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. [SR:No]					
■■■■■ <a href="#">Cure Light Wounds</a>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] <b>TARGET:</b> one weapon [bow]; <b>EFFECT:</b> When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:17, Will half (harmless); see text]					
■■■■■ <a href="#">Detect Poison</a>	Divination	1 standard action	Instantaneous	Close (50 ft.)	CR:p.268
[V, S] <b>TARGET:</b> Or Area one creature, one object, or a 5-ft. cube; <b>EFFECT:</b> 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]					
■■■■■ <a href="#">Detect Undead</a>	Divination	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	CR:p.269
[V, S, MDF] <b>TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area. 1st Round: Presence or absence of undead auras. 2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming [see below], and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the 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]					
■■■■■ <a href="#">Diagnose Disease</a>	Divination	1 standard action	Instantaneous	Close (50 ft.)	UM:p.216
[V, S] <b>TARGET:</b> One creature, one object, or a 5-ft. cube; <b>EFFECT:</b> Detect and identify diseases. [SR:No]					
■■■■■ <a href="#">Divine Favor</a>	Evocation	1 standard action	1 minute	Personal	CR:p.273
[V, S, DF] <b>TARGET:</b> You; <b>EFFECT:</b> 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.					
■■■■■ <a href="#">Endure Elements</a>	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> 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:17, Will negates (harmless)]					
■■■■■ <a href="#">Enhance Water</a>	Transmutation	1 round	Instantaneous	Touch	FOP:p.28
[V, S] <b>TARGET:</b> 11 pints of water; <b>EFFECT:</b> 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:17, Fortitude negates (object)]					
■■■■■ <a href="#">Ghostbane Dirge</a>	Transmutation	1 standard action	11 rounds	Close (50 ft.)	APG:p.225
[V, S, MDF (an old reed from a wind instrument)] <b>TARGET:</b> one incorporeal creature; <b>EFFECT:</b> Incorporeal creature takes half damage from nonmagical weapons. [SR:Yes; DC:17, Will negates]					
■■■■■ <a href="#">Grace</a>	Abjuration	1 swift action	see text	Personal	APG:p.226
[V] <b>TARGET:</b> You; <b>EFFECT:</b> Movement doesn't provoke attacks of opportunity.					
■■■■■ <a href="#">Haze of Dreams</a>	Enchantment (Charm) [Mind-Affecting]	1 standard action	11 rounds	Close (50 ft.)	FOP:p.28
[V, M] <b>TARGET:</b> One Creature; <b>EFFECT:</b> 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:17, Will negates]					

\* =Domain/Specialty Spell



## Paladin Spells

☐☐☐☐	<b>Hero's Defiance</b>	Conjuration (Healing)	1 immediate action	instantaneous	Personal	APG:p.228
[V] <b>TARGET:</b> You; <b>EFFECT:</b> Allows the use of lay on hands while falling unconscious.						
☐☐☐☐	<b>Honeyed Tongue</b>	Transmutation	1 standard action	110 minutes	Personal	APG:p.228
[V, M/DF (a drop of honey)] <b>TARGET:</b> You; <b>EFFECT:</b> Roll 2 dice when using Diplomacy, take higher roll.						
☐☐☐☐	<b>Horn of Pursuit</b>	Evocation [Sonic]	1 standard action	1 round	Personal	UM:p.223
[S] <b>TARGET:</b> 3 peals of a horn; <b>EFFECT:</b> Create three notes heard miles away. [SR:No]						
☐☐☐☐	<b>Ironbeard</b>	Transmutation	1 standard action	11 minutes	Touch	ARG:p.19
[V, S] <b>TARGET:</b> One Creature; <b>EFFECT:</b> This spell causes a brushy beard of stiff iron to erupt from the face of a willing target. The ironbeard grants a +1 armor bonus to AC, and this bonus stacks with any armor worn by the creature. The ironbeard may also be used as a weapon equivalent to cold iron armor spikes. The ironbeard makes it difficult to speak, so any spellcasting with a verbal component has a 20% spell failure chance. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]						
☐☐☐☐	<b>Knight's Calling</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (50 ft.)	APG:p.230
[V, DF] <b>TARGET:</b> one creature; <b>EFFECT:</b> Forces target to move toward you and fight you. [SR:Yes; DC:17, Will negates]						
☐☐☐☐	<b>Know the Enemy</b>	Divination	1 minute	Instantaneous	Personal	UM:p.226
[V, S, DF] <b>TARGET:</b> You; <b>EFFECT:</b> Gain +10 on a monster Knowledge check. [SR:No]						
☐☐☐☐	<b>Liberating Command</b>	Transmutation	1 immediate action	instantaneous	Close (50 ft.)	UC:p.233
[V] <b>TARGET:</b> one creature; <b>EFFECT:</b> 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:17, Will negates (harmless)]						
☐☐☐☐	<b>Linebreaker</b>	Transmutation	1 standard action	11 minutes	Personal	ARG:p.59
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> You gain a +20 foot bonus to your base speed when charging and a +2 bonus on combat maneuver checks made to bull rush or overrun. [SR:No]						
☐☐☐☐	<b>Litany of Sloth</b>	Enchantment (Compulsion) [Language-Deper1	swift action	1 round	Close (50 ft.)	UC:p.235
[V, S, DF] <b>TARGET:</b> one creature; <b>EFFECT:</b> 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:17, no]						
☐☐☐☐	<b>Longshot</b>	Transmutation	1 standard action	11 minutes	Personal	UC:p.236
[V, S, M/DF (a piece of fletching)] <b>TARGET:</b> You; <b>EFFECT:</b> This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.						
☐☐☐☐	<b>Magic Weapon</b>	Transmutation [MetalSchool]	1 standard action	11 minutes	Touch	CR:p.310
[V, S] <b>TARGET:</b> Weapon touched; <b>EFFECT:</b> 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:17, Will negates (harmless, object)]						
☐☐☐☐	<b>Protection from Chaos</b>	Abjuration [Lawful]	1 standard action	11 minutes [D]	Touch	CR:p.327
[V, S, M/DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> 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:17, Will negates (harmless)]						
☐☐☐☐	<b>Protection from Evil</b>	Abjuration [Good]	1 standard action	11 minutes [D]	Touch	CR:p.327
[V, S, M/DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> 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:17, Will negates (harmless)]						
☐☐☐☐	<b>Rally Point</b>	Enchantment (Compulsion) [Good, Mind-Affe1	standard action	11 minutes [D]	5 ft.	APG:p.237
[V, S, DF] <b>TARGET:</b> one 5-ft. square; <b>EFFECT:</b> Square gives good creatures bonuses. [SR:Yes (harmless); DC:17, Will negates (harmless)]						
☐☐☐☐	<b>Read Magic</b>	Divination	1 standard action	110 minutes	Personal	CR:p.330
[V, S, F] <b>TARGET:</b> You; <b>EFFECT:</b> 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.						
☐☐☐☐	<b>Reduce Person</b>	Transmutation	1 round	11 minutes [D]	Close (50 ft.)	CR:p.330
[V, S, M] <b>TARGET:</b> One humanoid creature; <b>EFFECT:</b> This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength [to a minimum of 1], and a +1 bonus on attack rolls and AC due to its reduced size. A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet [meaning that it must enter an opponent's square to attack]. A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed. All equipment worn or carried by a creature is similarly reduced by the spell. Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession [including a projectile or thrown weapon] instantly returns to its normal size. This means that thrown weapons deal their normal damage [projectiles deal damage based on the size of the weapon that fired them]. Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person. Reduce person can be made permanent with a permanency spell. [SR:Yes; DC:17, Fortitude negates]						
☐☐☐☐	<b>Resistance</b>	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. [SR:Yes (harmless); DC:17, Will negates (harmless)]						
☐☐☐☐	<b>Restoration (Lesser)</b>	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain. [SR:Yes (harmless); DC:17, Will negates (harmless)]						
☐☐☐☐	<b>Sanctify Corpse</b>	Evocation [Good]	1 standard action	24 hours	Touch	UM:p.236
[V, S, DF, M] <b>TARGET:</b> Corpse touched; <b>EFFECT:</b> Prevent a corpse from becoming an undead creature. [SR:No]						
☐☐☐☐	<b>Stalwart Resolve</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 rounds	Touch	PFSFG:p.58
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> 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:17, Will negates (harmless)]						
☐☐☐☐	<b>Sun Metal</b>	Transmutation [Fire]	1 standard action	11 rounds [see text]	Touch	UC:p.245
[V, S] <b>TARGET:</b> one melee weapon; <b>EFFECT:</b> 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:17, Fortitude negates (object)]						
☐☐☐☐	<b>Tactical Acumen</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 rounds [D]	30ft.	UC:p.246
[V, S, M/DF (a small piece of a map)] <b>TARGET:</b> The caster and all allies within a 30-ft.-radius burst, centered on the caster; <b>EFFECT:</b> 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:17, Will negates (harmless)]						

# Paladin Spells

■■■■■ <b>Unbreakable Heart</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 rounds	Close (50 ft.)	ISWG:p.296
[V, S] <b>TARGET:</b> One creature; <b>EFFECT:</b> 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. Supresses such effects already in place. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
■■■■■ <b><u>Veil of Heaven</u></b>	Abjuration [Good]	1 standard action	110 minutes	Personal	ARG:p.89
[V, S, DF] <b>TARGET:</b> You; <b>EFFECT:</b> You surround yourself with a veil of positive energy, making it harder for evil outsiders to harm you. For the duration of this spell, you gain a +2 sacred bonus to AC and on saves. Both of these bonuses apply only against attacks or effects created by outsiders with the evil subtype. You can dismiss this spell as a swift action to deal 1d8 points of damage + 1 point per paladin level to all such outsiders within 5 feet. A Will save halves this damage. [SR:No; DC:17, Will Half]					
■■■■■ <b><u>Veil of Positive Energy</u></b>	Abjuration [Good]	1 standard action	110 minutes [D]	Personal or 5 ft.; see te	APG:p.254
[V, S, DF] <b>TARGET:</b> You or all creatures within 5 ft.; see text; <b>EFFECT:</b> +2 AC, +2 on saves vs. undead.					
■■■■■ <b><u>Virtue</u></b>	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR:Yes (harmless)]					
■■■■■ <b><u>Wartrain Mount</u></b>	Enchantment (Compulsion) [Mind-Affecting]	1 minute	11 hours	Close (50 ft.)	UM:p.248
[V, S, M] <b>TARGET:</b> One indifferent or friendly animal; <b>EFFECT:</b> Animal gains combat training. [SR:Yes]					
■■■■■ <b><u>Weapons Against Evil</u></b>	Transmutation	1 standard action	11 rounds	Close (50 ft.)	FOP:p.29
[V, DF] <b>TARGET:</b> 11 weapons, no two of which can be more than 20 ft. apart; <b>EFFECT:</b> 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:17, Fortitude negates (object)]					
■■■■■ <b><u>Word of Resolve</u></b>	Abjuration	1 immediate action	Instantaneous	Close (50 ft.)	UM:p.249
[V, DF] <b>TARGET:</b> One ally; <b>EFFECT:</b> Ally rerolls a save against charm or fear. [SR:Yes (harmless); DC:17, Will negates (harmless)]					

## LEVEL 2 / Per Day:4 / Caster Level:11

Name	School	Time	Duration	Range	Source
■■■■■ <b><u>Arrow of Law</u></b>	Evocation [Lawful]	1 standard action	Instantaneous [1 round]; see text	Close (50 ft.)	UM:p.207
[V, S, DF] <b>TARGET:</b> Arrow-shaped projectile of lawful energy; <b>EFFECT:</b> Harm and possibly daze chaotic creatures. [SR:Yes; DC:18, Will partial (see text)]					
■■■■■ <b><u>Aura of Greater Courage</u></b>	Abjuration [Emotion]	1 standard action	10/minutes per level	Personal	APG:p.204
[V, S, DF] <b>TARGET:</b> 10-ft.-radius emanation centered on you; <b>EFFECT:</b> Increases strength of a paladin's aura of courage. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
■■■■■ <b><u>Bestow Grace</u></b>	Abjuration	1 standard action	11 minutes	Touch	APG:p.205
[V, S, DF] <b>TARGET:</b> one good creature touched; <b>EFFECT:</b> Subject gains bonus on saving throws equal to Cha modifier. [SR:Yes (harmless); DC:18, Will (harmless)]					
■■■■■ <b><u>Bestow Weapon Proficiency</u></b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 minutes	Close (50 ft.)	UC:p.224
[V, S, M (pieces of shaved metal)] <b>TARGET:</b> one creature; <b>EFFECT:</b> 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:18, Will negates (harmless)]					
■■■■■ <b><u>Blessing of Courage and Life</u></b>	Conjuration (Healing) [Emotion]	1 standard action	11 minutes [see below]	Close (50 ft.)	APG:p.205
[V, S, DF] <b>TARGET:</b> one living creature; <b>EFFECT:</b> Grants a +2 bonus on saves vs. fear and death. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
■■■■■ <b><u>Blessing of Luck and Resolve</u></b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 minutes	Touch	ARG:p.68
[V, S] <b>TARGET:</b> One creature; <b>EFFECT:</b> A favored blessing of halfling clerics, this spell grants its target a +2 morale bonus on saving throws against fear effects. If the target has the fearless racial trait, it is immune to fear instead. If the target fails a saving throw against fear, it can end the spell as an immediate action to reroll the save with a +4 morale bonus, and must take the new result, even if it is worse. [SR:No]					
■■■■■ <b><u>Blinding Ray</u></b>	Evocation [Good, Light]	1 standard action	Instantaneous	Close (50 ft.)	ARG:p.101
[V, S, DF] <b>TARGET:</b> One or more rays; <b>EFFECT:</b> You blast your enemies with blinding rays of sunlight. You may fire 0 rays. Each ray requires a ranged touch attack to hit. If a ray hits, it explodes into powerful motes of light, and the target must save or be blinded for 1 round. If the target has light blindness, light sensitivity, or is otherwise vulnerable to bright light, it instead must save or be blinded for 1d4 rounds and take 5d4 points of damage. Any creature blinded by a ray sheds light as a sunrod for the duration of its blindness. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously. [SR:Yes; DC:18, Fortitude Negates]					
■■■■■ <b><u>Bull's Strength</u></b>	Transmutation	1 standard action	11 minutes	Touch	CR:p.251
[V, S, M/DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
■■■■■ <b><u>Corruption Resistance</u></b>	Abjuration	1 standard action	110 minutes	Touch	APG:p.212
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Protects creature against damage from alignment-based attacks. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
■■■■■ <b><u>Darkvision</u></b>	Transmutation	1 standard action	11 hours	Touch	CR:p.264
[V, S, M] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision can be made permanent with a permanency spell. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
■■■■■ <b><u>Delay Disease</u></b>	Conjuration (Healing)	1 standard action	1 day	Touch	ARG:p.155
[V, S, DF] <b>TARGET:</b> One creature; <b>EFFECT:</b> The target becomes temporarily immune to disease. Any disease to which it is exposed during the spell's duration does not affect the target until the spell's duration has expired. If the target is currently infected with a disease, you must make a caster level check against the disease's DC to suspend it for the duration of the spell; otherwise, that disease affects the target normally. Delay disease does not cure any damage a disease may have already done. [SR:Yes (harmless); DC:18, Fortitude Negates (harmless)]					
■■■■■ <b><u>Delay Poison</u></b>	Conjuration (Healing)	1 standard action	11 hours	Touch	CR:p.265
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
■■■■■ <b><u>Divine Arrow</u></b>	Transmutation [Good]	1 standard action	11 rounds or until discharged	Touch	UC:p.228
[V, S] <b>TARGET:</b> one projectile; <b>EFFECT:</b> 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]					
■■■■■ <b><u>Eagle's Splendor</u></b>	Transmutation	1 standard action	11 minutes	Touch	CR:p.275
[V, S, M/DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisbased 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:18, Will negates (harmless)]					
■■■■■ <b><u>Effortless Armor</u></b>	Transmutation	1 standard action	11 minutes	Personal	UC:p.228
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> 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].					
■■■■■ <b><u>Endure Elements (Communal)</u></b>	Abjuration	1 standard action	24 hours	Touch	UC:p.228
[V, S] <b>TARGET:</b> creatures touched; <b>EFFECT:</b> This spell functions like endure elements, except you divide the duration in 1-hour increments among the creatures touched. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
■■■■■ <b><u>Fire of Entanglement</u></b>	Evocation	1 swift action	11 rounds	special; see text	APG:p.221
[V, S] <b>TARGET:</b> one creature; <b>EFFECT:</b> Your ability to smite evil also entangles your foe. [SR:Yes; DC:18, Reflex partial]					
■■■■■ <b><u>Holy Shield</u></b>	Abjuration	1 standard action	110 minutes	Personal	UM:p.223
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> Lend your shield's protection to another. [SR:No]					
■■■■■ <b><u>Instant Armor</u></b>	Conjuration (Creation) [Force]	1 standard action	11 minutes [D]	Personal	APG:p.229
[V, S, DF] <b>TARGET:</b> You; <b>EFFECT:</b> Summon armor temporarily replacing your current attire.					
■■■■■ <b><u>Light Lance</u></b>	Evocation [Good, Light]	1 standard action	12 rounds [D]	Personal	APG:p.231
[V, S] <b>TARGET:</b> lance of light; <b>EFFECT:</b> Creates a soaring beacon of light.					
■■■■■ <b><u>Litany of Defense</u></b>	Transmutation	1 swift action	1 round	Personal	UC:p.234
[V, S, DF] <b>TARGET:</b> You; <b>EFFECT:</b> 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:18, no]					
■■■■■ <b><u>Litany of Eloquence</u></b>	Enchantment (Charm) [Language-Dependent, 1 swift action]	1 round	Close (50 ft.)	UC:null	
[V, S, DF] <b>TARGET:</b> one creature; <b>EFFECT:</b> 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:18, no]					
* =Domain/Specialty Spell					

Paladin Spells

■■■■■ <b>Litany of Entanglement</b>	Conjuration (Calling) [Language-Dependent]	1 swift action	1 round	Close (50 ft.)	UC:null
[V, S, DF] <b>TARGET:</b> one creature; <b>EFFECT:</b> 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:18, Will negates]					
■■■■■ <b>Litany of Righteousness</b>	Evocation [Good, Language-Dependent]	1 swift action	1 round	Close (50 ft.)	UC:p.235
[V, S, DF] <b>TARGET:</b> one creature; <b>EFFECT:</b> 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:18, no]					
■■■■■ <b>Litany of Warding</b>	Transmutation	1 swift action	1 round	Personal	UC:p.235
[V, S, DF] <b>TARGET:</b> You; <b>EFFECT:</b> 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.					
■■■■■ <b>Magic Siege Engine</b>	Transmutation	1 standard action	11 minutes	Touch	UC:p.236
[V, S, DF] <b>TARGET:</b> one siege engine touched; <b>EFFECT:</b> 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:18, Will negates (harmless, object)]					
■■■■■ <b>Mirror Image</b>	Illusion (Figment)	1 standard action	11 minutes	Personal	CR:p.314
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you. When mirror image is cast, 1d4 images plus one image per three caster levels [maximum eight images total] are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment. An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect [although the normal miss chances still apply].					
■■■■■ <b>Owl's Wisdom</b>	Transmutation	1 standard action	11 minutes	Touch	CR:p.318
[V, S, MDF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, 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:18, Will negates (harmless)]					
■■■■■ <b>Paladin's Sacrifice</b>	Abjuration	1 immediate action	Instantaneous	Close (50 ft.)	APG:p.234
[V, DF] <b>TARGET:</b> one creature; <b>EFFECT:</b> Take the damage and effects for another creature. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
■■■■■ <b>Protection from Chaos (Communal)</b>	Abjuration [Lawful]	1 standard action	11 minutes [D]	Touch	UC:p.240
[V, S, MDF] <b>TARGET:</b> creatures touched; <b>EFFECT:</b> 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:18, Will negates (harmless)]					
■■■■■ <b>Protection from Evil (Communal)</b>	Abjuration [Good]	1 standard action	11 minutes [D]	Touch	UC:p.240
[V, S, MDF] <b>TARGET:</b> creatures touched; <b>EFFECT:</b> 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:18, Will negates (harmless)]					
■■■■■ <b>Remove Paralysis</b>	Conjuration (Healing)	1 standard action	Instantaneous	Close (50 ft.)	CR:p.332
[V, S] <b>TARGET:</b> Up to four creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> You can free one or more creatures from the effects of 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:18, Will negates (harmless)]					
■■■■■ <b>Resist Energy</b>	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	110 minutes	Touch	CR:p.334
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains 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 warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
■■■■■ <b>Righteous Vigor</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 rounds	Touch	APG:p.239
[V, S, DF] <b>TARGET:</b> creature touched; <b>EFFECT:</b> Boosts attack bonus with each hit. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
■■■■■ <b>Sacred Bond</b>	Conjuration (Healing)	1 round	110 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)] <b>TARGET:</b> creature touched; <b>EFFECT:</b> Cast touch healing spells from a distance. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
■■■■■ <b>Sacred Space</b>	Evocation [Good]	1 standard action	22 hours	Close (50 ft.)	ARG:p.89
[V, S, M] <b>TARGET:</b> <b>EFFECT:</b> This spell sanctifies an area with heavenly power. The DC to resist spells or spell-like abilities with the good descriptor or channeled energy that damages evil outsiders [as when using Alignment Channel] increases by +2. In addition, evil outsiders take a -1 penalty on attack rolls, damage rolls, and saving throws, and they cannot be called or summoned into a sacred space. If the sacred space contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or good-aligned higher power, the modifiers given above are doubled. You cannot cast sacred space in an area with a permanent fixture dedicated to a deity other than yours. [SR:No]					
■■■■■ <b>Saddle Surge</b>	Transmutation	1 standard action	11 rounds [D]; see text	Personal	APG:p.240
[V, S, DF] <b>TARGET:</b> You and your mount; <b>EFFECT:</b> Bonus damage for moving on mount.					
■■■■■ <b>Shield Other</b>	Abjuration	1 standard action	11 hours [D]	Close (50 ft.)	CR:p.342
[V, S, F] <b>TARGET:</b> One creature; <b>EFFECT:</b> This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks [including 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:18, Will negates (harmless)]					
■■■■■ <b>Undetectable Alignment</b>	Abjuration	1 standard action	24 hours	Close (50 ft.)	CR:p.363
[V, S] <b>TARGET:</b> One creature or object; <b>EFFECT:</b> An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination. [SR:Yes (object); DC:18, Will negates (object)]					
■■■■■ <b>Vestment of the Champion</b>	Abjuration	1 standard action	11 minutes	Touch	UM:p.247
[V, S] <b>TARGET:</b> Armor or shield touched; <b>EFFECT:</b> Armor or shield gains a +2 enhancement bonus. [SR:No]					
■■■■■ <b>Wake of Light</b>	Evocation [Good]	1 standard action	11 rounds	120 ft.	APG:p.254
[V, S, DF] <b>TARGET:</b> a 10-ft.-wide path in a straight line, up to 120 ft. long; <b>EFFECT:</b> Magical trail aids good creatures, hinders evil ones. [SR:Yes]					
■■■■■ <b>Weapon of Awe</b>	Transmutation [Emotion]	1 standard action	11 minutes	Touch	APG:p.256
[V, S, DF] <b>TARGET:</b> weapon touched; <b>EFFECT:</b> Weapon gets +2 on damage rolls. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]					
■■■■■ <b>Zone of Truth</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 minutes	Close (50 ft.)	CR:p.371
[V, S, DF] <b>TARGET:</b> 20-ft.-radius emanation; <b>EFFECT:</b> Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose. [SR:Yes; DC:18, Will negates]					

LEVEL 3 / Per Day:2 / Caster Level:11

Name	School	Time	Duration	Range	Source
■■■■■ <b>Archon's Aura</b>	Evocation [Good, Lawful]	1 standard action	11 minutes	20 ft.	UM:p.206
[V, S] <b>TARGET:</b> 20-ft. radius centered on you; <b>EFFECT:</b> Aura penalizes enemy attacks and AC. [SR:Yes; DC:19, Will negates]					
■■■■■ <b>Blade of Bright Victory</b>	Transmutation [Good]	1 standard action	11 minutes	Touch	UM:p.208
[V, S] <b>TARGET:</b> Your paladin bonded weapon; <b>EFFECT:</b> Bonded weapon gains ghost touch. [SR:No; DC:19, Will negates (harmless)]					
■■■■■ <b>Blessing of the Mole</b>	Transmutation	1 round	11 minutes	Close (50 ft.)	UM:p.208
[V, S] <b>TARGET:</b> 11 creatures; <b>EFFECT:</b> 11 allies gain darkvision and a +2 Stealth bonus. [SR:Yes (harmless)]					
* =Domain/Specialty Spell					



Paladin Spells

■■■■■	<a href="#">Burst of Speed</a>	Transmutation	1 swift action	see text	Personal	UC:p.225
[V] <b>TARGET:</b> You; <b>EFFECT:</b> 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.						
■■■■■	<a href="#">Cure Moderate Wounds</a>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level [maximum +10]. [SR:Yes (harmless) or yes; see text; DC:19, Will half (harmless) or Will half; see text]						
■■■■■	<a href="#">Daybreak Arrow</a>	Evocation [light]	1 standard action	110 minutes	Touch	UC:p.226
[V, S] <b>TARGET:</b> up to 50 pieces of ammunition, all of which must be together at the time of casting; <b>EFFECT:</b> 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:19, Fortitude negates (harmless, object)]						
■■■■■	<a href="#">Daylight</a>	Evocation [Light]	1 standard action	110 minutes [D]	Touch	CR:p.264
[V, S] <b>TARGET:</b> Object touched; <b>EFFECT:</b> 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]						
■■■■■	<a href="#">Deadly Juggernaut</a>	Necromancy [Death]	1 standard action	11 minutes	Personal	UC:p.226
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> 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.						
■■■■■	<a href="#">Delay Poison (Communal)</a>	Conjuration (Healing)	1 standard action	11 hours	Touch	UC:p.227
[V, S, DF] <b>TARGET:</b> creatures touched; <b>EFFECT:</b> This spell functions like delay poison, except you divide the duration in 1-hour intervals among the creatures touched. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]						
■■■■■	<a href="#">Discern Lies</a>	Divination	1 standard action	Concentration, up to 11 rounds	Close (50 ft.)	CR:p.270
[V, S, DF] <b>TARGET:</b> 11 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> 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:19, Will negates]						
■■■■■	<a href="#">Dispel Magic</a>	Abjuration	1 standard action	Instantaneous	Medium (210 ft.)	CR:p.272
[V, S] <b>TARGET:</b> One spellcaster, creature, or object; <b>EFFECT:</b> 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 stonesskin [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 stonesskin [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 stonesskin 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]						
■■■■■	<a href="#">Divine Transfer</a>	Necromancy	1 standard action	11 rounds	Touch	APG:p.216
[V, S] <b>TARGET:</b> living creature touched; <b>EFFECT:</b> Transfer hit points and give DR/evil to target creature. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]						
■■■■■	<a href="#">Fire of Judgment</a>	Evocation	1 swift action	11 rounds	special; see text	APG:p.221
[V, S] <b>TARGET:</b> one creature; <b>EFFECT:</b> Smited creature takes damage when it attacks. [SR:Yes; DC:19, Will partial]						
■■■■■	<a href="#">Fly</a>	Transmutation, AirSchool	1 standard action	11 minutes	Touch	CR:p.284
[V, S, F] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field. [SR:Yes (harmless); DC:19, Will negates (harmless)]						
■■■■■	<a href="#">Ghostbane Dirge, Mass</a>	Transmutation	1 standard action	11 rounds	Close (50 ft.)	APG:p.225
[V, S, M/DF (an old reed from a wind instrument)] <b>TARGET:</b> 11 incorporeal creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> As ghostbane dirge, but affecting multiple creatures. [SR:Yes; DC:19, Will negates]						
■■■■■	<a href="#">Heal Mount</a>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.294
[V, S] <b>TARGET:</b> Your mount touched; <b>EFFECT:</b> This spell functions like heal, but it affects only the paladin's special mount [typically a horse]. [SR:Yes (harmless); DC:19, Will negates (harmless)]						
■■■■■	<a href="#">Holy Whisper</a>	Evocation [Good]	1 standard action	Instantaneous	30 ft.	APG:p.228
[V, S] <b>TARGET:</b> cone-shaped burst; <b>EFFECT:</b> Whisper sickens evil creatures, gives good creatures bonuses. [SR:Yes; DC:19, Fortitude negates; see text]						
■■■■■	<a href="#">Lity of Escape</a>	Conjuration (Teleportation) [Language-Depen]	1 swift action	instantaneous	Close (50 ft.)	UC:null
[V, S, DF] <b>TARGET:</b> one willing creature that is grappled; <b>EFFECT:</b> 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:19, no]						
■■■■■	<a href="#">Lity of Sight</a>	Divination	1 swift action	1 round	Personal	UC:p.235
[V, S, DF] <b>TARGET:</b> You; <b>EFFECT:</b> This lity 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 "lity" in the title. [SR:Yes; DC:19, no]						
■■■■■	<a href="#">Magic Circle against Chaos</a>	Abjuration [Lawful]	1 standard action	110 minutes	Touch	CR:p.308
[V, S, M/DF] <b>TARGET:</b> 10-ft.-radius emanation from touched creature; <b>EFFECT:</b> 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:19, Will negates (harmless)]						
■■■■■	<a href="#">Magic Circle against Evil</a>	Abjuration [Good]	1 standard action	110 minutes	Touch	CR:p.308
[V, S, M/DF] <b>TARGET:</b> 10-ft.-radius emanation from touched creature; <b>EFFECT:</b> All creatures within the area gain the effects of a protection from evil spell, and 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						
* =Domain/Specialty Spell						



## Paladin Spells

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:19, Will negates (harmless)]

☐☐☐☐	<b>Magic Weapon (Greater)</b>	Transmutation [MetalSchool]	1 standard action	11 hours	Close (50 ft.)	CR:p.310
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[V, S, M/DF] **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:19, Will negates (harmless, object)]

☐☐☐☐	<b>Marks of Forbiddance</b>	Abjuration [Mind-Affecting]	1 standard action	11 rounds	Close (50 ft.)	APG:p.232
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[V, S] **TARGET:** one enemy and one ally; **EFFECT:** Makes 2 creatures pass Will saves in order to attack each other. [SR:Yes; DC:19, Will negates; see text]

☐☐☐☐	<b>Prayer</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 rounds	40 ft.	CR:p.324
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[V, S, DF] **TARGET:** All allies and foes within a 40-ft.-radius burst centered on you; **EFFECT:** You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a -1 penalty on such rolls. [SR:Yes]

☐☐☐☐	<b>Remove Blindness/Deafness</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
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[V, S] **TARGET:** Creature touched; **EFFECT:** Remove blindness/deafness cures blindness or deafness [your choice], whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged. Remove blindness/deafness counters and dispels blindness/deafness. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]

☐☐☐☐	<b>Remove Curse</b>	Abjuration	1 standard action	Instantaneous	Touch	CR:p.332
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[V, S] **TARGET:** Creature or object touched; **EFFECT:** 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:19, Will negates (harmless)]

☐☐☐☐	<b>Resilient Reservoir</b>	Transmutation	1 standard action	11 rounds	Personal	ARG:p.49
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[V, S] **TARGET:** See Description; **EFFECT:** This spell creates a magical well of retribution that a caster can unleash with blinding speed. Upon casting this spell, damage from melee attacks and touch spells gets transferred into a special pool that you then redirect before the spell's duration expires. Each time you are struck by a melee attack or touch spell that deals hit point damage, 1 point of damage is negated and transferred into the reservoir created by this spell. The total number of points in the reservoir cannot exceed your caster level [to a maximum of 20 points at 20th level]. As an immediate action, anytime before the spell's duration expires, you can release some or all of the energy of the reservoir, granting yourself an insight bonus on one skill check, attack roll, damage roll, or combat maneuver check, but you must do so before the roll is made. This bonus is equal to the number of points in the reservoir. For every five caster levels, you may call upon the reservoir one additional time [maximum of four times at 15th level]. If you are reduced to negative hit points while you are under the effect of this spell, the spell automatically release the remaining magic of the reservoir in a concussive blast of force. All creatures within a 15-foot radius take 1d6 points of force damage per 2 points remaining in the reserve [maximum of 10d6]. A successful Reflex save halves this damage, and spell resistance applies to this effect. [SR:Yes; DC:19, Reflex half]

☐☐☐☐	<b>Resist Energy (Communal)</b>	Abjuration	1 standard action	110 minutes	Touch	UC:p.242
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[V, S, DF] **TARGET:** creatures touched; **EFFECT:** This spell functions like resist energy, except you divide the duration in 10-minute intervals among the creatures touched. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]

☐☐☐☐	<b>Sanctify Armor</b>	Abjuration [Good]	1 standard action	11 minutes	Touch	APG:p.240
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[V, S] **TARGET:** armor touched; **EFFECT:** +2 AC. [SR:Yes (harmless, object); DC:19, Will negates (harmless, object)]

☐☐☐☐	<b>Searing Light</b>	Evocation	1 standard action	Instantaneous	Medium (210 ft.)	CR:p.338
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[V, S] **TARGET:** Ray; **EFFECT:** Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels [maximum 5d8]. An undead creature takes 1d6 points of damage per caster level [maximum 10d6], and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level [maximum 10d8]. A construct or inanimate object takes only 1d6 points of damage per two caster levels [maximum 5d6]. [SR:Yes]

☐☐☐☐	<b>Wrathful Mantle</b>	Evocation [Force, Light]	1 standard action	11 minutes	Touch or 5 ft.; see text	APG:p.257
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[V, S, DF] **TARGET:** creature touched or all creatures within 5 ft.; see text; **EFFECT:** Subject shines and gets 2 on all saves. [SR:Yes (harmless); DC:19, Will negates (harmless)]

## LEVEL 4 / Per Day:2 / Caster Level:11

Name	School	Time	Duration	Range	Source
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☐☐☐☐	<b>Bestow Grace of the Champion</b>	Transmutation [Good, Law]	1 standard action	11 rounds [see text]	Touch	UM:p.208
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[V, S, DF] **TARGET:** Lawful good creature touched; **EFFECT:** Target gains paladin abilities. [SR:Yes (harmless); DC:20, Will negates (harmless)]

☐☐☐☐	<b>Blaze of Glory</b>	Conjuration (Healing) [Good, Mind-Affecting]	1 standard action or im	Instantaneous and 11 rounds; see text		APG:p.205
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[V] **TARGET:** 30-ft.-radius burst centered on you; **EFFECT:** Last stand cures good creatures, hurts evil. [SR:Yes; DC:20, Will partial]

☐☐☐☐	<b>Blessing of Luck and Resolve, Mass</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 minutes	Close (50 ft.)	ARG:p.68
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[V, S] **TARGET:** 11 creatures, no two of which can be more than 30 ft. apart; **EFFECT:** This spell functions like blessing of luck and resolve, except that it affects multiple creatures. [SR:No]

☐☐☐☐	<b>Break Enchantment</b>	Abjuration	1 minute	Instantaneous	Close (50 ft.)	CR:p.251
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[V, S] **TARGET:** Up to one creature per level, all within 30 ft. of each other; **EFFECT:** 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:20, See text]

☐☐☐☐	<b>Cure Serious Wounds</b>	Conjuration (Healing)	1 standard action	Instantaneous	Close (50 ft.)	CR:p.263
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[V, S] **TARGET:** Creature touched; **EFFECT:** 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:20, Will half (harmless) or Will half; see text]

☐☐☐☐	<b>Dance of a Hundred Cuts</b>	Transmutation	1 standard action	11 rounds	Personal	UM:p.215
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[V] **TARGET:** You; **EFFECT:** Gain +3 combat bonus.

☐☐☐☐	<b>Death Ward</b>	Necromancy	1 standard action	11 minutes	Touch	CR:p.264
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[V, S, DF] **TARGET:** Living creature touched; **EFFECT:** 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:20, Will negates (harmless)]

☐☐☐☐	<b>Dispel Chaos</b>	Abjuration [Lawful]	1 standard action	11 rounds or until discharged, whichever co	Touch	CR:p.271
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[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; **EFFECT:** 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:20, See text]

☐☐☐☐	<b>Dispel Evil</b>	Abjuration [Good]	1 standard action	11 rounds or until discharged, whichever co	Touch	CR:p.271
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[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; **EFFECT:** 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:20, See text]

☐☐☐☐	<b>Fire of Vengeance</b>	Evocation [Fire]	1 swift action	see text	special; see text	APG:p.222
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[V, S] **TARGET:** one creature; **EFFECT:** Smited creature takes 3d8 damage. [SR:No]

\* =Domain/Specialty Spell

Paladin Spells

☐☐☐☐ <b>Forced Repentance</b>	Enchantment (Compulsion) [Mind-Affecting]	1 <sup>st</sup> standard action	11 rounds	Close (50 ft.)	APG:p.224
[V, S, DF] <b>TARGET:</b> one evil creature without the evil subtype; <b>EFFECT:</b> Target falls prone and confesses all of its sins. [SR:Yes; DC:20, Will negates]					
☐☐☐☐ <b>Halt Undead</b>	Necromancy	1 standard action	11 rounds	Medium (210 ft.)	CR:p.294
[V, S, M] <b>TARGET:</b> Up to three undead creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> This spell renders as many as three undead creatures immobile. A nonintelligent undead creature gets no saving throw; an intelligent undead creature does. If the spell is successful, it renders the undead creature immobile for the duration of the spell [similar to the effect of hold person on a living creature]. The effect is broken if the halted creatures are attacked or take damage. [SR:Yes; DC:20, Will negates (see text)]					
☐☐☐☐ <b>Holy Sword</b>	Evocation [Good]	1 standard action	11 rounds	Touch	CR:p.297
[V, S] <b>TARGET:</b> Melee weapon touched; <b>EFFECT:</b> 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]					
☐☐☐☐ <b>King's Castle</b>	Conjuration (Teleportation)	1 standard action	Instantaneous	Close (50 ft.)	APG:p.230
[V, S, DF] <b>TARGET:</b> one creature; <b>EFFECT:</b> Instantly switch places with a single ally. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
☐☐☐☐ <b>Litany of Thunder</b>	Evocation [Language-Dependent, Sonic]	1 swift action	1 round	Close (50 ft.)	UC:null
[V, S, DF] <b>TARGET:</b> one creature; <b>EFFECT:</b> 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:20, Fortitude negates]					
☐☐☐☐ <b>Litany of Vengeance</b>	Transmutation [Language-Dependent]	1 swift action	1 round	Close (50 ft.)	UC:p.235
[V, S, DF] <b>TARGET:</b> one creature; <b>EFFECT:</b> 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:20, no]					
☐☐☐☐ <b>Magic Siege Engine (Greater)</b>	Transmutation	1 standard action	11 hours	Close (50 ft.)	UC:p.236
[V, S, M/DF (black powder)] <b>TARGET:</b> one siege engine touched; <b>EFFECT:</b> This spell functions like magic siege weapon, except it gives an indirect fire siege weapon an enhancement bonus on targeting and damage rolls of +2. If used on a direct-fire siege weapon, this spell functions as greater magic weapon. [SR:Yes (harmless, object); DC:20, Will negates (harmless, object)]					
☐☐☐☐ <b>Mark of Justice</b>	Necromancy [Curse]	10 minutes	Permanent; see text	Touch	CR:p.312
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> 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]					
☐☐☐☐ <b>Neutralize Poison</b>	Conjuration (Healing)	1 standard action	Instantaneous or 110 minutes; see text	Touch	CR:p.316
[V, S, M/DF] <b>TARGET:</b> Creature or object of up to 11 cu. ft. touched; <b>EFFECT:</b> 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:20, Will negates (harmless, object)]					
☐☐☐☐ <b>Oath of Peace</b>	Abjuration	1 standard action	11 rounds	Personal	APG:p.234
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> Grants +5 AC and DR 10/evil, can't attack.					
☐☐☐☐ <b>Paragon Surge</b>	Transmutation (Polymorph)	1 standard action	11 minutes	personal [half-elf only]	ARG:p.48
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> You surge with ancestral power, temporarily embodying all the strengths of both elvenkind and humankind simultaneously, and transforming into a paragon of both races, something greater than elf or human alone. Unlike with most polymorph effects, your basic form does not change, so you keep all extraordinary and supernatural abilities of your half-elven form as well as all of your gear. For the duration of the spell, you receive a +2 enhancement bonus to Dexterity and Intelligence and are treated as if you possessed any one feat for which you meet the prerequisites, chosen when you cast this spell. [SR:No]					
☐☐☐☐ <b>Raise Animal Companion</b>	Conjuration (Healing)	1 minute	Instantaneous	Touch	UM:p.233
[V, S, M (1,000 gp diamond)] <b>TARGET:</b> Dead animal companion or bonded mount; <b>EFFECT:</b> As raise dead, but on an animal. [SR:Yes (harmless); DC:20, None, see text]					
☐☐☐☐ <b>Reprobation</b>	Transmutation [Curse]	1 minute	Permanent	Close (50 ft.)	UM:p.234
[V, S, DF] <b>TARGET:</b> One creature of your faith; <b>EFFECT:</b> Marked target is shunned by your religion. [SR:Yes]					
☐☐☐☐ <b>Restoration</b>	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S, M] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> 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:20, Will negates (harmless)]					
☐☐☐☐ <b>Sacrificial Oath</b>	Abjuration	1 standard action	11 minutes	Touch	APG:p.240
[V, S, DF] <b>TARGET:</b> creature touched; <b>EFFECT:</b> Take damage for an ally for many rounds. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]					
☐☐☐☐ <b>Shield of the Dawnflower</b>	Evocation [Fire, Good, Light]	1 standard action	11 rounds	Personal	ISWG:p.296
[V, S, DF] <b>TARGET:</b> You; <b>EFFECT:</b> Create disk of sunlight on one arm that provides illumination as a torch. Melee attackers suffer 1d6 + 11 points of fire damage on striking you.					
☐☐☐☐ <b>Stay the Hand</b>	Enchantment (Compulsion) [Mind-Affecting]	1 immediate action	11 rounds and special; see text	Medium (210 ft.)	APG:p.246
[V, S, DF] <b>TARGET:</b> one creature; <b>EFFECT:</b> Subject cannot attack with melee weapon. [SR:Yes; DC:20, Will partial]					
☐☐☐☐ <b>Symbol of Healing</b>	Conjuration (Healing)	10 minutes	See text	0 ft.; see text	UM:p.241
[V, S, M (500 gp powdered diamond and opal)] <b>TARGET:</b> One symbol; <b>EFFECT:</b> Triggered rune heals living creatures. [SR:Yes (harmless); DC:20, Will half (harmless)]					

\* =Domain/Specialty Spell

Magic Item Spell-like Abilities

At Will   Levitate

Spellbook: Alone

Paladin

Level 1	Level 2	Level 3	Level 4
☐☐Grace ☐☐Hero's Defiance ☐Reduce Person (DC:17)	☐Aura of Greater Courage (DC:18) ☐Mirror Image ☐Paladin's Sacrifice (DC:18) ☐Shield Other (DC:18)	☐Fly (DC:19) ☐Litany of Escape (DC:19)	☐☐Dance of a Hundred Cuts

# Calista Lifebringer

RACE	
AGE	21
AGE	
GENDER	Female
VISION	Darkvision (120 ft.), Low-Light Vision
ALIGNMENT	Lawful Good
DOMINANT HAND	Right
HEIGHT	6' 1"
WEIGHT	135 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	Ondisso
DEITY	Humanoid
Race Type	
Race Sub Type	

**Description:**  
**Biography:**