

Bless

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - 50 ft.
Area - The caster and all allies within a 50-ft. burst, centered on the caster
Duration - 1 min./level
Saving Throw - none; SR - yes (harmless)

PALADIN

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels bane.

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Bless Water

1

School - transmutation
Casting Time - 1 minute
Components - V, S, M (5 pounds of powdered silver worth 25 gp)
Range - touch
Target - flask of water touched
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

PALADIN

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Bless Weapon

1

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - weapon touched
Duration - 1 min./level
Saving Throw - none; SR - no

PALADIN

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.

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Bowstaff

1

School - transmutation
Casting Time - 1 swift action
Components - V
Range - personal
Target - one weapon (bow)
Duration - 1 round/level (D)
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

PALADIN

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.

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Challenge Evil

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one evil creature
Duration - 1 minute/level (D)
Saving Throw - Will negates; SR - yes

PALADIN

You challenge an evil creature to bring the fight to you, or suffer the consequences. You gain a +2 sacred bonus on all melee attacks against the subject of the spell. At the end of its turn, if the target has not made at least one attack on you, it becomes sickened. If you move away from the target, the spell ends.

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Compel Hostility

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a drop of your blood)
Range - personal
Target - you
Duration - 1 round/level
Saving Throw - see text; SR - see text

PALADIN

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.

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Create Water

1

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - up to 2 gallons of water/level
Duration - instantaneous
Saving Throw - none; SR - no

PALADIN

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.

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Cure Light Wounds

1

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

PALADIN

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.

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Detect Poison

1

School - divination
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Area - one creature, one object, or a 5-ft. cube
Target - one creature, one object, or a 5-ft. cube
Duration - instantaneous
Saving Throw - none; SR - no

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.

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Detect Undead

1

School - divination
Casting Time - 1 standard action
Components - V, S, M/DF (earth from a grave)
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 1 minute/level
Saving Throw - none; SR - no

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

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Detect Undead (Cont.)

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.

Diagnose Disease

1

School - divination
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Area - one creature, one object, or a 5-ft. cube
Target - one creature, one object, or a 5-ft. cube
Duration - instantaneous
Saving Throw - none; SR - no

You determine whether a creature, object, or area carries any sort of disease or infestation (including molds, slimes, and similar hazards), or any exceptional or supernatural effects causing the sickened or nauseated effects. If there is disease present, you know what disease it is and its effects. If the target is a creature, you gain a +4 bonus on Heal checks to treat the creature's disease. The spell can penetrate many 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.

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Divine Favor

1

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 minute

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.

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Endure Elements

1

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 24 hours
Saving Throw - Will negates (harmless); SR - yes (harmless)

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.

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Ghostbane Dirge

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (an old reed from a wind instrument)
Range - close (25 ft. + 5 ft./2 levels)
Target - one incorporeal creature
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

The target coalesces into a semi-physical form for a short period of time. While subject to the spell, the incorporeal creature takes half damage (50%) from nonmagical attack forms, and full damage from magic weapons, spells, spell-like effects, and supernatural effects.

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Grace

1

School - abjuration
Casting Time - 1 swift action
Components - V
Range - personal
Target - you
Duration - see text

Until the end of your turn, your movement does not provoke attacks of opportunity.

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Hero's Defiance

1

School - conjuration/healing
Casting Time - 1 immediate action
Components - V
Range - personal
Target - you
Duration - instantaneous

PALADIN

The instant before you are reduced to 0 or fewer hit points, you can expend a use of your lay on hands ability to heal yourself as if you had used lay on hands, plus an additional 1d6 hit points.

If this healing brings your hit point total above 0 hit points, you do not fall, and may continue to act. If you have no more uses of lay on hands this spell has no effect.

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Honeyed Tongue

1

School - transmutation
Casting Time - 1 standard action
Components - V, M/DF (a drop of honey)
Range - personal
Target - you
Duration - 10 minutes/level

PALADIN

This spell augments your diplomacies. While under the effects of spell, you roll two dice each time you make a Diplomacy check to change a creature's attitude, taking the highest roll.

If this results in a roll low enough to reduce the creature's attitude by a step, that creature gets some clue that you are manipulating it with a spell. Alternatively you can cast this spell before making a Diplomacy check to gather information, gaining a +5 competence bonus on the check.

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Horn of Pursuit

1

School - evocation
Casting Time - 1 standard action
Components - S
Range - personal
Effect - 3 peals of a horn
Duration - 1 round
Saving Throw - none; SR - no

PALADIN

You create the sound of a large hunting horn, blowing up to three notes as loud as a roaring dragon. These notes can be heard up to 2 miles away in typical outdoor conditions.

You can make these sounds at any point during the spell's duration as a free action, and each sounding can be short or long, allowing you to send very simple coded messages.

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Knight's Calling

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - Will negates; SR - yes

PALADIN

You compel an enemy to come and fight you. On its turn, the target moves its speed toward you, avoiding any other dangers along its path (including any movement that would provoke attacks of opportunity). The target may do nothing but move on its turn. If the target ends its move adjacent to you, you can make an attack of opportunity against the target.

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Know The Enemy

1

School - divination
Casting Time - 1 minute
Components - S, V, DF
Range - personal
Target - you
Duration - instantaneous
Saving Throw - none; SR - no

PALADIN

You commune with the divine, reflecting on one type of creature you encountered in the last day. You may make a Knowledge check regarding that creature type with a +10 insight bonus.

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Liberating Command

1

School - transmutation
Casting Time - 1 immediate action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

PALADIN

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 (maximum +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).

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Litany of Sloth

1

School - enchantment/compulsion
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - no; SR - yes

PALADIN

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.

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Longshot

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a piece of fletching)
Range - personal
Target - you
Duration - 1 minute/level

PALADIN

This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.

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Magic Weapon

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - weapon touched
Duration - 1 min./level
Saving Throw - Will negates (harmless, object);
SR - yes (harmless, object)

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.

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Protection From Chaos

1

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creature touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

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.

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Protection From Evil

1

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creature touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

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 such as charm person, command, and dominate person). 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

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Protection From Evil (Cont.)

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.

Rally Point

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - 5 ft.
Area - one 5-ft. square
Duration - 1 minute/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

You create a spot that has the power to briefly hearten any good creature who comes into contact with it. A good creature who enters this square (even if simply as part of its normal move) gains a +2 morale bonus on attacks, saving throws, and 2 temporary hit points per caster level for 1 round. Nongood creatures gain no benefit from this spell.

A creature cannot benefit more than once from the same casting of this spell.

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Read Magic

1

School - divination
Casting Time - 1 standard action
Components - V, S, F (a clear crystal or mineral prism)
Range - personal
Target - you
Duration - 10 min./level

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.

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Resistance

1

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (a miniature cloak)
Range - touch
Target - creature touched
Duration - 1 minute
Saving Throw - Will negates (harmless); SR - yes (harmless)

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.

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Restoration, Lesser

1

School - conjuration/healing
Casting Time - 3 rounds
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

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.

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Sanctify Corpse

1

School - evocation
Casting Time - 1 standard action
Components - V, S, DF, M (a pinch of silver dust)
Range - touch
Area - corpse touched
Duration - 24 hours
Saving Throw - none; SR - no

This spell blesses a corpse with positive energy, preventing it from being turned into an undead creature. Attempts to raise the corpse as an undead automatically fail. If the corpse is of a person slain by a creature that creates undead out of its slain foes (such as a shadow, vampire, or wraith), that is delayed until the end of this spell. It is possible to protect a corpse for an extended time by casting this spell each day.

Sanctify corpse can be made permanent with a permanency spell by a caster of 9th level or higher for the cost of 500 gp.

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Sun Metal

1

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - one melee weapon
Duration - 1 round/level (see text)
Saving Throw - Fortitude negates (object); SR - yes (object)

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.

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Tactical Acumen

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M/DF (a small piece of a map)
Range - 30 ft.
Area - The caster and all allies within a 30-ft.-radius burst, centered on the caster
Duration - 1 round/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

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 (maximum +4).

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Veil of Positive Energy

1

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - personal or 5 ft.; see text
Target - you or all creatures within 5 ft.; see text
Duration - 10 minutes/level (D)

You surround yourself with a veil of positive energy, making it harder for undead creatures to harm you. When under the effect of this spell, you gain a +2 sacred bonus to AC and a +2 sacred bonus on saves. Both of these bonuses apply only against attacks or effects created by undead creatures. You can dismiss this spell before its normal duration as a swift action on your turn to deal a number of points of positive energy damage equal to your level to all undead creatures within 5 feet of you.

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Virtue

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 1 min.
Saving Throw - none; SR - yes (harmless)

With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.

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Wartrain Mount

1

School - enchantment/compulsion
Casting Time - 1 minute
Components - V, S, M (a swatch of black cloth)
Range - close (25 ft. + 5 ft./2 levels)
Target - one indifferent or friendly animal
Duration - 1 hour/level
Saving Throw - none; SR - yes

You instill the target animal with the combat training general purpose (see the Handle Animal skill, Core Rulebook 98). This supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, it reverts to its previous trained purpose and known tricks.

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Word of Resolve

1

School - abjuration
Casting Time - 1 immediate action
Components - V, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one ally
Duration - instantaneous
Saving Throw - Will negate (harmless); SR - yes (harmless)

You focus your aura on one ally, allowing it to reroll a failed saving throw against a charm or fear effect with a +4 sacred bonus. If you do not have the aura of courage class ability, this spell has no effect on the target's fear. If you do not have the aura of resolve class ability, this spell has no effect on any charm effects on the target.

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Arrow of Law

2

School - evocation
Casting Time - 1 standard action
Components - V, S, DF (a holy symbol)
Range - close (25 ft. + 5 ft./2 levels)
Effect - arrow-shaped projectile of lawful energy
Duration - instantaneous (1 round); see text
Saving Throw - Will partial (see text); SR - yes

You fire a shimmering arrow of pure order from your holy symbol at any one target in range as a ranged touch attack.

A chaotic creature struck by an arrow of law takes 1d8 points of damage per two caster levels (maximum 5d8). A chaotic outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect.

This spell deals only half damage to creatures that are neither chaotic nor lawful, and they are not dazed. The arrow has no effect on lawful creatures.

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Aura of Greater Courage

2

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Area - 10-ft.-radius emanation centered on you
Duration - 10/minutes per level
Saving Throw - Will negates (harmless); SR - yes (harmless)

PALADIN

When you cast this spell you strengthen your paladin's aura of courage. Until the end of its duration, all allies within that aura are immune to fear (magical or otherwise). If you do not have the aura of courage class feature, aura of greater courage has no effect.

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Bestow Grace

2

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - one good creature touched
Duration - 1 minute/level
Saving Throw - Will (harmless); SR - yes (harmless)

PALADIN

With this spell you can bestow your divine grace on another good creature for a short amount of time, infusing that creature with a portion of your holy virtue. When you touch the subject, you grant that creature a sacred bonus to its saving throws equal to its Charisma bonus (if any) on all saving throws.

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Bestow Weapon Proficiency

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (pieces of shaved metal)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

PALADIN

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 of any type, including an exotic weapon, but the subject of the spell must be holding the weapon.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Blessing of Courage and Life

2

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 minute/level (see below)
Saving Throw - Will negates (harmless); SR - yes (harmless)

PALADIN

With this prayer you provide long-lasting succor to a wounded creature. For as long as the effect lasts, the target receives a +2 morale bonus on saving throws against fear and death effects.

At any time while the spell is in effect, the target can choose to end the spell as a swift action for a burst of healing energy. The target loses the saving throw bonus, but is healed of 1d8 points of damage +1 point per caster level (maximum +10).

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Bull's Strength

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a few hairs, or a pinch of dung, from a bull)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

PALADIN

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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Corruption Resistance

2

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 10 minutes/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

PALADIN

You grant the touched creature limited protection from magical effects that inflict damage based on the target creature's alignment, such as holy smite, order's wrath, a paladin's smite evil attack, or an unholy weapon. Choose one alignment type: chaos, evil, good, or law. The subject takes 5 less points of damage from effects that specifically harm creatures of that alignment. The value of the protection increases to 10 points at 7th level and 15 points at 11th level. The spell protects the recipient's equipment as well.

Corruption resistance protects against spells, spell-like abilities, and special abilities, not physical attacks. Corruption resistance only protects against damage. The subject can still suffer side effects from such attacks. When you use this spell to protect an alignment, it gains the descriptor of that alignment.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Delay Poison

2

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 1 hour/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

PALADIN

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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Divine Arrow

2

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - one projectile
Duration - 1 round/level or until discharged
Saving Throw - none; SR - no

PALADIN

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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Eagle's Splendor

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (feathers or droppings from an eagle)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

PALADIN

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. 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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Effortless Armor

2

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 minute/level

PALADIN

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).

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Endure Elements, Communal

2

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creatures touched
Duration - 24 hours
Saving Throw - Will negates (harmless); SR - yes (harmless)

PALADIN

This spell functions like endure elements, except you divide the duration in 1-hour increments among the creatures touched.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Fire of Entanglement

2

School - evocation
Casting Time - 1 swift action
Components - V, S
Range - special; see text
Target - one creature
Duration - 1 round/level
Saving Throw - Reflex partial; SR - yes

PALADIN

The next creature you attack using your smite evil class ability is wreathed in flames that impede its movement.

Until the end of the spell's duration, the target is entangled.

If the target starts its turn in a square adjacent to you, it is considered to be entangled to an immobile object (you) and cannot move. A target that saves against this spell is affected for only 1 round.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Holy Shield

2

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 10 minutes/level
Saving Throw - none; SR - no

PALADIN

You gain the ability to magically project the defense of your shield to protect another creature at a distance. As a swift action, you designate one target within 30 feet. The target gains your shield's shield bonus and enhancement bonus to Armor Class until your next turn; you gain no benefit from the shield's shield bonus or enhancement bonus while using this spell and cannot use any of the shield's other properties or abilities (such as magical abilities, making a shield bash, or providing cover with a tower shield). As a swift action, you may move the protection to another target (including yourself); if you move the protection to yourself, you may use any of the shield's properties or abilities as normal. If the shielded creature exceeds the 30-foot range, your shield's protection automatically reverts to you. Any circumstance that would make you lose your shield bonus (such as an enemy breaking the shield, you dropping the shield, or you becoming helpless or unconscious) means the protected creature loses the shield's benefit.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Instant Armor

2

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 minute/level (D)

PALADIN

You instantly wrap your body in a suit of armor made from opaque force. At your option, the armor can be decorated with your religion's holy symbol in a prominent place, such as upon the breastplate or helm. While it exists, this armor replaces any garments or other sort of armor worn, magical as well as mundane. You lose access to, and all benefits from, armor replaced by this spell until the spell ends and the instant armor disappears.

Instant armor acts in all ways as armor typical of its type (armor bonus, maximum Dexterity bonus, arcane spell failure chance, and so on). Since instant armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. The sort of armor you can create with this spell depends on your caster level.

Caster Level | Armor Created |

5th or lower | chainmail |

6th-8th banded | mail |

9th-11th | half-plate |

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Instant Armor (Cont.)

12th or higher | full plate |

If you choose to create lesser armor than your level allows you gain a +1 magical enhancement bonus to the armor you do create for every type of armor you pass over. For instance, if you have the capacity to create full plate instant armor you could instead choose to create +1 half-plate, +2 banded mail, or +3 chainmail. You cannot replace these bonuses with armor special properties.

Light Lance

2

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - personal
Effect - lance of light
Duration - 1 round + 1 round/level (D)

PALADIN

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

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Litany of Defense

2

PALADIN

School - transmutation
Casting Time - 1 swift action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 round
Saving Throw - no; SR - yes

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Litany Of Eloquence

2

PALADIN

School - enchantment/charm
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - no; SR - yes

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Litany of Entanglement

2

PALADIN

School - conjuration/calling
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - Will negates; SR - yes

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Litany of Righteousness

2

PALADIN

School - evocation
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - no; SR - yes

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Litany of Warding

2

PALADIN

School - transmutation
Casting Time - 1 swift action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 round

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Magic Siege Engine

2

PALADIN

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - one siege engine touched
Duration - 1 minutes/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Owl's Wisdom

2

PALADIN

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (feathers or droppings from an owl)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Paladin's Sacrifice

2

PALADIN

School - abjuration
Casting Time - 1 immediate action
Components - V, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - instantaneous
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

You open up a brief but powerful divine conduit between you and another creature, taking on the damage and any other effects that creature suffers. When a creature in range is hit by an attack or fails a saving throw, you can cast this spell and the wounds and/or effects are magically transmitted to you instead of the target. You are affected as if you were hit by the attack or failed the saving throw, taking all the damage and suffering all of the adverse effects. Any resistances or immunities you have are applied normally, but you cannot otherwise reduce or negate the damage or effects in any way.

If you use this spell against an effect that also targets you or includes you in its area, you suffer the effects for both yourself and the target you spared, potentially taking damage or suffering other consequences twice.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Protection from Chaos, Communal

2

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creatures touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

PALADIN

This spell functions like protection from chaos, except you divide the duration in 1-minute intervals among the creatures touched.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Protection from Evil, Communal

2

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creatures touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

PALADIN

This spell functions like protection from evil, except you divide the duration in 1-minute intervals among the creatures touched.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Protection from Good, Communal

2

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creatures touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

PALADIN

This spell functions like protection from good, except you divide the duration in 1-minute intervals among the creatures touched.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Protection from Law, Communal

2

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creatures touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

PALADIN

This spell functions like protection from law, except you divide the duration in 1-minute intervals among the creatures touched.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Remove Paralysis

2

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - up to four creatures, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

PALADIN

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Resist Energy

2

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 10 min./level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

PALADIN

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Righteous Vigor

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 1 round/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

PALADIN

Infusing the target with a surge of furious divine energy, you enhance a creature's ability to hit an opponent based on the number of times it has already hit that opponent with a successful attack. Each time the subject successfully strikes an opponent with a successful melee attack, the subject gains a cumulative +1 morale bonus on attack rolls (maximum +4 bonus) and gains 1d8 temporary hit points (to a maximum of 20 temporary hit points). If an attack misses, the attack bonus resets to +0 but any accumulated temporary hit points remain. The temporary hit points disappear at the end of the spell's duration.

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Sacred Bond

2

School - conjuration/healing
Casting Time - 1 round
Components - V, S, F (a pair of golden bracelets worth 100 gp each worn by both you and the target)
Range - touch; see text
Target - creature touched
Duration - 10 minutes/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

PALADIN

To use this spell, you first touch the intended recipient, creating a sympathetic field of healing energies between you.

Once the spell has been cast, you and the target may cast conjuration (healing) spells with a range of touch upon each other so long as you are within close range (25 ft. + 5 ft./2 levels). Should either you or the target remove your bracelet, the spell immediately ends.

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Saddle Surge

2

PALADIN

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you and your mount
Duration - 1 round/level (D); see text

You and your mount form a perfect synergy that endows both of you with advantages based upon how far you travel each round. For every 5 feet your mount moves in a given round, you gain a +1 competence bonus on Ride checks and both you and your mount gain a +1 morale bonus on damage rolls made with weapons or natural attacks for 1 round. For instance, if your mount traveled 40 feet in a round, you would gain a +8 bonus on Ride checks and you and your mount would both gain a +8 bonus on damage rolls for 1 round, to a maximum bonus equal to your caster level. You must be mounted to enjoy the benefits of this spell. If you dismount, get knocked off, or take any other action that separates you from your mount, the spell immediately ends.

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Shield Other

2

PALADIN

School - abjuration
Casting Time - 1 standard action
Components - V, S, F (a pair of platinum rings worth 50 gp worn by both you and the target)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 hour/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

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.

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Undetectable Alignment

2

PALADIN

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature or object
Duration - 24 hours
Saving Throw - Will negates (object); SR - yes (object)

An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Vestment of the Champion

2

PALADIN

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - armor or shield touched
Duration - 1 minute/level
Saving Throw - none; SR - no

This functions as magic vestment, except it only affects armor or a shield you are wearing or carrying. If the armor or shield is worn or carried by anyone other than you, the spell has no effect, but resumes its effect when you are wearing or carrying it again.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Wake of Light

2

PALADIN

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - 120 ft.
Effect - a 10-ft.-wide path in a straight line, up to 120 ft. long
Duration - 1 round/level
Saving Throw - none; SR - yes

You and your mount lay down a trail of glowing, heavenly mist behind you as you move that makes passage easier for good creatures but more difficult for evil creatures. This glowing trail of mist appears behind your mount in a straight line starting where you cast the spell and ending where your mount ends its movement. The mist takes the form of a path 10 feet wide and up to 120 feet long and always floats just above the ground, up to a height of 1 foot. Thereafter, the mist persists for 1 round per level.

Good creatures may walk along the top of the mist as if it were solid, treating squares of difficult terrain containing the mist as normal terrain. Evil creatures find the mist thick and cloying, and treat squares of normal terrain containing the mist as difficult terrain instead. Neutral creatures pass through the mist with no effect. The mist has no effect on obstacles or otherwise impassable terrain, and does not block sight or provide concealment.

Except for very special circumstances (such as a celestial or fiendish mount), mounts use the alignment of their rider when determining how this spell affects them. You must be mounted to enjoy the benefits of

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Wake of Light (Cont.)

this spell. If you dismount, get knocked off, or take any other action that separates you from your mount, the spell immediately ends, although the mist remains for the spell's normal duration.

A wake of light cannot follow across water, underwater, or through the air in the case of a mount capable of walking on water, swimming, or flight.

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Weapon of Awe

2

PALADIN

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - weapon touched
Duration - 1 minute/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

You transform a single weapon into an awe-inspiring instrument. The weapon gains a +2 sacred bonus on damage rolls, and if the weapon scores a critical hit, the target of that critical hit becomes shaken for 1 round with no saving throw.

This is a mind-affecting fear effect. A ranged weapon affected by this spell applies these effects to its ammunition.

You can't cast this spell on a natural weapon, but you can cast it on an unarmed strike.

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Zone of Truth

2

PALADIN

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Area - 20-ft.-radius emanation
Duration - 1 min./level
Saving Throw - Will negates; SR - yes

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.

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Archon's Aura

3

PALADIN

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - 20 ft.
Area - 20-ft. radius centered on you
Duration - 1 minute/level
Saving Throw - Will negates; SR - yes

You gain a powerful aura, similar to an archon's aura of menace.

Any hostile creature within a 20-foot radius of you must make a Will save to resist the effects of this aura. If the creature fails, it takes a -2 penalty on attack rolls and saving throws and to Armor Class for the duration of this spell, or until it successfully hits you with an attack. A creature that has resisted or broken the cannot be affected again by this particular casting of archon's aura.

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Blade of Bright Victory

3

PALADIN

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - your paladin bonded weapon
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - no

You strengthen the bond between your divine bond weapon and its celestial spirit. The weapon gains the ghost touch property. You may change your weapon's damage type (bludgeoning, piercing, slashing) as a swift action. You gain a sacred bonus to your CMD against disarm and sunder attacks directed at your bonded weapon; this bonus is equal to half your caster level.

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Blessing of the Mole

3

PALADIN

School - transmutation
Casting Time - 1 round
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Area - 1 creature/level
Duration - 1 minute/level
Saving Throw - none (harmless); SR - yes (harmless)

The targets gain darkvision 30 feet and a +2 competence bonus on Stealth checks.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Burst of Speed

3

PALADIN

School - transmutation
Casting Time - 1 swift action
Components - V
Range - personal
Target - you
Duration - see text

Until the end of your turn, you gain a +20-foot bonus to speed (or +10-foot bonus if you are wearing Medium or Heavy armor), 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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Cure Moderate Wounds

3

PALADIN

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Daybreak Arrow

3

PALADIN

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - up to 50 pieces of ammunition, all of which must be together at the time of casting
Duration - 10 minutes/level
Saving Throw - Fortitude negates (harmless, object); SR - yes (harmless, object)

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Daylight

3

PALADIN

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - object touched
Duration - 10 min./level (D)
Saving Throw - none; SR - no

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Deadly Juggernaut

3

PALADIN

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 minute/level

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Delay Poison, Communal

3

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creatures touched
Duration - 1 hour/level
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

PALADIN

This spell functions like delay poison, except you divide the duration in 1-hour intervals among the creatures touched.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Discern Lies

3

School - divination
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - concentration, up to 1 round/level
Saving Throw - Will negates; SR - no

PALADIN

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Dispel Magic

3

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - one spellcaster, creature, or object
Target - one spellcaster, creature, or object
Duration - instantaneous
Saving Throw - none; SR - no

PALADIN

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 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.

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Dispel Magic (Cont.)

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

Dispel Magic (Cont.)

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.

Divine Transfer

3

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - living creature touched
Duration - 1 round/level
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

PALADIN

With a single touch, you transfer some of your life essence to the subject, transferring your hit points and your resolve. When you touch the subject you can transfer up to a number of hit points equal to your Constitution score to the target. These hit points heal the subject, but cannot raise the subject's hit points higher than its normal hit point total. In addition, the subject gains DR/evil equal to your Charisma bonus (if any) for the duration of the spell.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Fire of Judgment

3

School - evocation
Casting Time - 1 swift action
Components - V, S
Range - special; see text
Target - one creature
Duration - 1 round/level
Saving Throw - Will partial; SR - yes

PALADIN

After casting this spell, the next creature you attack using your smite evil class ability is engulfed in flames of positive energy. At the start of its turn, the target takes 1d6 points of damage, and takes an additional 1d6 points of damage each time it attacks a creature other than you. If the creature is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature this damage increases to 1d10. With a successful saving throw, a creature is affected by this spell for only 1 round. This damage is divine in nature and bypasses any DR the creature possesses.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Ghostbane Dirge, Mass

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (an old reed from a wind instrument)
Range - close (25 ft. + 5 ft./2 levels)
Target - one incorporeal creature/level, no two of which can be more than 30 ft. apart
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

PALADIN

This spell functions as ghostbane dirge, except that it affects multiple targets.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Heal Mount

3

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - your mount touched
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

PALADIN

This spell functions like heal, but it affects only the paladin's special mount (typically a horse).

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Heroic Fortune

3

School - evocation
Casting Time - 1 standard action
Components - V, S, DF, M (diamond dust worth 100 gp)
Range - touch
Target - creature touched
Duration - 1 round/level
Saving Throw - Will negates (harmless); SR - no

PALADIN

This spell grants 1 hero point to the target. This hero point must be spent before the duration expires, or it is lost. The bonus hero point is spent before any other hero points the target might possess.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Holy Whisper

3

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - 30 ft.
Area - cone-shaped burst
Duration - instantaneous
Saving Throw - Fortitude negates; see text; SR - yes

PALADIN

You whisper a single word in the primordial language of good that is anathema to the minions of evil and strengthens the resolve of good creatures. Evil creatures within the burst must make a Fortitude saving throw or become sickened for 1 round/level. Evil outsiders with the evil subtype, evil-aligned dragons, and undead in the burst also take 2d8 points of damage if they fail their saves. Good-aligned creatures in the burst gain a +2 sacred bonus on attack and damage rolls for 1 round.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Litany of Escape

3

School - conjuration/teleportation
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one willing creature that is grappled
Duration - instantaneous
Saving Throw - no; SR - yes

PALADIN

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Litany of Sight

3

School - divination
Casting Time - 1 swift action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 round
Saving Throw - no; SR - yes

PALADIN

This litany reveals the unseen to you. You can see invisible creatures and objects within 30 feet. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Magic Circle against Chaos

3

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (a 3-ft.-diameter circle of powdered silver)
Range - touch
Area - 10-ft.-radius emanation from touched creature
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - no; see text

PALADIN

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Magic Circle against Evil

3

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (a 3-ft.-diameter circle of powdered silver)
Range - touch
Area - 10-ft.-radius emanation from touched creature
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - no; see text

PALADIN

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

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Magic Circle against Evil (Cont.)

the spell's area is the subject of the spell, the spell acts as a normal protection from evil spell for that creature only.

A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle.

A creature capable of any form of dimensional travel (astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a dimensional anchor spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task.

Magic Circle against Evil (Cont.)

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.

Magic Weapon, Greater

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (powdered lime and carbon)
Range - close (25 ft. + 5 ft./2 levels)
Target - one weapon or 50 projectiles (all of which must be together at the time of casting)
Duration - 1 hour/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Marks Of Forbiddance

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one enemy and one ally
Duration - 1 round/level
Saving Throw - Will negates; see text; SR - yes

Marks of Forbiddance magically brand two creatures, preventing them from committing violence against one another. When you cast this spell choose one enemy and one ally within range. Both targets become branded with the sigil of forbiddance. Until the end of the spell's duration, in order for the two targets to attack one another, even with a targeted spell, each attacker must attempt a Will save. If the save succeeds, that target can attack the other normally.

If the save fails, the target can't follow through with the attack and the action is lost. This spell does not prevent the targets from attacking each other with area of effect spells or abilities.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Prayer

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - 40 ft.
Area - all allies and foes within a 40-ft.-radius burst centered on you
Duration - 1 round/level
Saving Throw - none; SR - yes

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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Remove Blindness/Deafness

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Remove Curse

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature or object touched
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Resist Energy, Communal

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creatures touched
Duration - 10 min./level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

This spell functions like resist energy, except you divide the duration in 10-minute intervals among the creatures touched.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Sanctify Armor

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - armor touched
Duration - 1 minute/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

You imbue your armor with a righteous aura. It gains a +1 enhancement bonus per four caster levels (maximum +5 at 20th level). When using your judgment or smite ability, you gain DR 5/evil.

An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Wrathful Mantle

3

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch or 5 ft.; see text
Target - creature touched or all creatures within 5 ft.; see text
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

PALADIN

A shimmering mantle of light shrouds the subject, light like a torch. The subject of the spell gains a +1 resistance bonus on all saving throws per four caster levels (maximum +5 at 20th level). The subject can end the wrathful mantle at any time as a swift action to deal 2d8 points of force damage to all creatures within 5 feet.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Bestow Grace of the Champion

4

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - lawful good creature touched
Duration - 1 round/level (see text)
Saving Throw - yes (harmless); SR - yes (harmless)

PALADIN

You channel the power of good and law into the target, temporarily giving it powers similar to those of a paladin.

The target gains the ability to use detect evil at will as a spell-like ability, immunity to disease (suppressing any diseases currently affecting it), and immunity to fear (ending any fear effects currently affecting it); can lay on hands (on itself only) once as a paladin of 1/2 your caster level; and can smite evil once as a paladin of 1/2 your caster level. It adds its Charisma bonus to all its saving throws. It can use spell completion, spell trigger, or other magic items that require the ability to cast spells as a paladin. Any abilities not used by the time the spell expires are lost. This spell has no if cast on a paladin.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Blaze of Glory

4

School - conjuration/healing
Casting Time - 1 standard action or immediate action; see text
Components - V
Area - 30-ft.-radius burst centered on you
Duration - instantaneous and 1 round/level; see text
Saving Throw - Will partial; SR - yes

PALADIN

You fall unconscious but also unleash a spectacular wave of holy energy that heartens and heals your allies while leaving your opponents daunted and damaged. You can cast this spell as either a standard action on your turn, or as an immediate action when brought to below 0 hit points. If cast as a standard action, you are immediately reduced to -1 hit points, but stable, after casting the spell.

When you cast this spell, any good creature within range is healed for 1d6 points of damage per two caster levels. All evil creatures within range take the same amount as damage instead (a successful Will save halves this damage). In addition, all allies and enemies within range are affected as if by the prayer spell for 1 round per caster level.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Break Enchantment

4

School - abjuration
Casting Time - 1 minute
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - up to one creature per level, all within 30 ft. of each other
Duration - instantaneous
Saving Throw - see text; SR - no

PALADIN

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 or stone to flesh, 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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Cure Serious Wounds

4

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

PALADIN

This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +15).

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Death Ward

4

School - necromancy
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - living creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

PALADIN

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Dispel Chaos

4

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - you and a touched chaotic creature from another plane, or you and an enchantment or chaotic spell on a touched creature or object
Duration - 1 round/level or until discharged, whichever comes first
Saving Throw - see text; SR - see text

PALADIN

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Dispel Evil

4

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - you and a touched evil creature from another plane, or you and an enchantment or evil spell on a touched creature or object
Duration - 1 round/level or until discharged, whichever comes first
Saving Throw - see text; SR - see text

PALADIN

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.

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Fire of Vengeance

4

PALADIN

School - evocation
Casting Time - 1 swift action
Components - V, S
Range - special; see text
Target - one creature
Duration - see text
Saving Throw - none; SR - no

After casting this spell, the next creature you attack using your smite evil class ability is engulfed in holy flames that flare up when the target attacks someone other than you. If at any time during the duration of your smite evil effect the target makes an attack that does not include you, it takes 3d8 points of fire damage. Once triggered in this manner, or when your smite evil ability expires, the spell ends.

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Forced Repentance

4

PALADIN

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one evil creature without the evil subtype
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

You force an evil creature that does not have the evil subtype to momentarily reflect on its past actions and be overcome by grief and conscience. The target immediately drops prone and begins to loudly confess all of its sins and transgressions to the caster for the duration of the spell. The spell immediately ends if you move out of line of sight or if the target is attacked.

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Holy Sword

4

PALADIN

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - melee weapon touched
Duration - 1 round/level
Saving Throw - none; SR - no

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 supersede 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.

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King's Castle

4

PALADIN

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell allows you to switch places with an ally. When you cast this spell, choose a single ally within range. You teleport to your ally's space while your ally teleports to your former space.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Litany of Thunder

4

PALADIN

School - evocation
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - Fortitude negates; SR - yes

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Litany Of Vengeance

4

PALADIN

School - transmutation
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - no; SR - yes

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Magic Siege Engine, Greater

4

PALADIN

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (black powder)
Range - close (25 ft. + 5 ft./2 levels)
Target - one siege engine touched
Duration - 1 hour/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

This spell functions like magic siege weapon, except it gives an indirect fire siege weapon an enhancement bonus on targeting and damage rolls of +1 per four caster levels (maximum +5). If used on a direct-fire siege weapon, this spell functions as greater magic weapon.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Mark of Justice

4

PALADIN

School - necromancy
Casting Time - 10 minutes
Components - V, S, DF
Range - touch
Target - creature touched
Duration - permanent; see text
Saving Throw - none; SR - yes

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.

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Neutralize Poison

4

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, M/DF (charcoal)
Range - touch
Target - creature or object of up to 1 cu. ft./level touched
Duration - instantaneous or 10 min./level; see text
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

PALADIN

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.

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Oath Of Peace

4

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 round/level

PALADIN

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

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Raise Animal Companion

4

School - conjuration/healing
Casting Time - 1 minute
Components - V, S, M (a diamond worth 1,000 gp)
Range - touch
Target - dead animal companion or bonded mount
Duration - instantaneous
Saving Throw - none, see text; SR - yes (harmless)

PALADIN

This spell functions as raise dead, but it only affects an animal companion, familiar, or paladin's bonded mount.

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Reprobation

4

School - transmutation
Casting Time - 1 minute
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature of your faith
Duration - permanent
Saving Throw - none; SR - yes

PALADIN

You cast the target out of your religion as a curse and punishment for acts or misdeeds against the tenets of your faith. This has three effects.

First, the target is marked with a magical symbol visible only to members of your faith. This symbol indicates that the target has transgressed and that the faithful should not help it. Likewise, the target is not to be persecuted because of the mark (though this would not keep members of a lawful faith from imprisoning a known criminal if these crimes were known to have taken place after he gained the mark).

Second, the target is no longer affected by helpful spells cast by the faithful and is always treated as an enemy for the purpose of other spells cast by those of your faith. For example, cure light wounds cast by a member of your faith has no effect on the target. If the target were traveling with a cleric of your faith who cast prayer, that spell would penalize rather than aid the target, despite the target's friendship with the cleric.

Third, if the target is a divine spellcaster, a member of a prestige class of your faith, or otherwise has some ability because the target belongs to your faith, it

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Reprobation (Cont.)

cannot use those abilities while the mark remains in place. For example, a paladin of your faith would be unable to cast paladin spells or use lay on hands or other class abilities. The target can join another faith to regain the use of these abilities, but the mark remains visible to those of your faith, even if those of the new faith accept the target.

This powerful spell with no saving throw is used to punish severe transgressions that do not deserve death or when you prefer to be merciful rather than meting out a more severe punishment. However, the spell has one drawback that prevents it from being overused. If the target did not commit any acts or misdeeds against your faith, the spell does not affect it but affects you instead, even if you are innocent of the charges.

This potential backlash prevents inquisitions run by corrupt members of the faith, and it means that most accusations of misconduct are carefully investigated (and usually verified with magic) before this sentence is handed down.

This mark can be removed like any other curse effect. In addition, a member of your faith can use atonement to break the curse if he makes a caster level check against your caster level; remove curse also requires a caster of your faith and a caster level check to end the reprobation.

Resounding Blow

4

School - evocation
Casting Time - 1 swift action
Components - V
Range - personal
Target - you
Duration - 1 round/level
Saving Throw - Fortitude partial; see text; SR - no

PALADIN

You must have a melee weapon in hand to cast this spell.

On a successful melee attack, your weapon resounds with a thunderous clash. The target takes 1d6 points of sonic damage. Your weapon is not harmed by this attack.

If you are using your judgment ability or smite ability against the target, it is staggered for 1 round on a successful attack. A successful Fortitude save negates the staggering effect.

On a successful critical hit, the target is stunned for 1 round and deafened for 1d6 rounds. A successful Fortitude save negates the stunning and deafening effects. If you are also using judgment or smite, your foe makes only a single save against all effects.

This spell immediately ends if your weapon leaves your hand.

Resounding blow stacks with the thundering weapon property.

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Restoration

4

School - conjuration/healing
Casting Time - 3 rounds
Components - V, S, M (diamond dust worth 100 gp or 1,000 gp, see text)
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

PALADIN

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.

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Sacrificial Oath

4

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 1 minute/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

PALADIN

You create a powerful bond between yourself and a single creature. Until the end of the spell's duration, each time the target is hit with an attack or fails a saving throw, you can take the full damage of that attack and any other effects that creature suffers. If you choose not to take on the damage and effects, you instead take a number of points of damage equal to your Constitution score as backlash. Any resistances or immunities you have are applied normally, but you cannot otherwise reduce or negate the damage or effects of either the transfer or the backlash. If you or the subject of the spell move out of line of sight, the spell ends.

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Stay the Hand

4

School - enchantment/compulsion
Casting Time - 1 immediate action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Target - one creature
Duration - 1/round per level and special; see text
Saving Throw - Will partial; SR - yes

PALADIN

You cause a creature's arm to waver and prevent it from striking another creature. You can cast this spell when the target is about to make a melee attack against another creature. On a failed saving throw, the target does not follow through with its attack, and its entire action is wasted for the round. On a successful saving throw, the target can make its attack, forcing its strike through the compulsion but losing both accuracy and power, taking a -5 penalty on its attack and damage rolls. Whether or not the target makes its initial save or not, it is subject to a -2 penalty on attack and damage rolls against the creature it originally targeted for the duration of the spell.

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Symbol of Healing

4

School - conjuration/healing
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 500 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will half (harmless) (see text); SR - yes (harmless) (see text)

PALADIN

This spell functions as symbol of death, except all creatures within 60 feet of the symbol of healing instead are bathed in positive energy and heal 2d8 points + 1 point of damage per caster level (maximum +15). Undead and other creatures harmed by positive energy instead take 2d8 points of damage + 1 point per caster level (maximum +15); a Will save reduces this damage by half. A creature can only be healed or harmed by the symbol once in any 24-hour period. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of healing can be made permanent with a permanency spell by a caster of 10th level or higher for the cost of 10,000 gp.

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