Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.





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BLESS

School enchantment (compulsion) [mind-affecting]; Level paladin 1; 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; Spell Resistance yes (harmless)

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.

Uses Per Day:____

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BLESS WATER

School transmutation [good]; Level paladin 1; 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); Spell Resistance yes (object)

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

Uses Per Day:__

র্জ ওম্ওগুর্পার প্রতির্দে এর্ডার্জ এরা রাওরেরারের এরা প্রায় হারা প্রায়ার্থ বর্ষারেরে বরারেরা হারা হারা রাজনের ব্রায়

BLESS WEAPON

School transmutation; Level paladin 1; Casting Time 1 standard action; Components V, S; Range touch; Target weapon touched; Duration 1 min/level; Saving Throw none; Spell Resistance no

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 projectile 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.

Uses Per Day:___

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CREATE WATER

School conjuration (*creation*) [*water*]; Level paladin 1; 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; Spell Resistance no

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.

Uses Per Day:____

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CURE LIGHT WOUNDS

School conjuration (*healing*); Level paladin 1; Casting Time 1 standard action; Components V, S; Range touch; Target creature touched; Duration instantaneous; Saving Throw Will half (*harmless*); see text; Spell Resistance yes (*harmless*); see text

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.

Uses Per Day:____

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DETECT POISON

School divination; Level paladin 1; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Target or Area one creature, one object, or a 5-ft. cube; Duration instantaneous; Saving Throw none; Spell Resistance 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.

Uses Per Day:____

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DETECT UNDEAD

School divination; Level paladin 1; 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 (D); Saving Throw none; Spell Resistance 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 long the aura lingers at this dim level depends on its original power, as given on the table below.

Uses Per Day:____

DETECT UNDEAD (CONT'D)

School divination; Level paladin 1; 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 (D); Saving Throw none; Spell Resistance no

HD Strength	Lingering	Aura Duration
1 or lower	Faint	1d6 rounds
2-4	Moderate	1d6 minutes
5-10	Strong	1d6 × 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.

Uses Per Day:_____

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DIVINE FAVOR

School evocation; Level paladin 1; 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.

Uses Per Day:___

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School abjuration; Level paladin 1; Casting Time 1 standard action; Components V, S; Range touch; Target creature touched; Duration 24 hours; Saving Throw Will negates (*harmless*); Spell Resistance 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.

Uses Per Day:____

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MAGIC WEAPON

School transmutation; Level paladin 1; Casting Time 1 standard action; Components V, S, DF; Range touch; Target weapon touched; Duration 1 min/kevel; Saving Throw Will negates (harmless, object); Spell Resistance 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.

Uses Per Day:_____

Uses:

PROTECTION FROM CHAOS/EVIL

School abjuration [good]; Level paladin 1; 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); Spell Resistance 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. 电子的现在分词 化合物学的 计子的分子 化自己的 化化合成合金

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

PROTECTION FROM CHAOS/EVIL (CONT'D)

School abjuration [good]; Level paladin 1; 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); Spell Resistance no; see text

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.

Uses Per Day:_____

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READ MAGIC

School divination; Level paladin 1; 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.

Uses Per Day:____

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School abjuration; Level paladin 1; 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); Spell Resistance 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.

Uses Per Day:_____

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RESTORATION, LESSER

School conjuration (*healing*); Level paladin 1; Casting Time 3 rounds; Components V, S; Range touch; Target creature touched; Duration instantaneous; Saving Throw Will negates (*harmless*); Spell Resistance 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.

Uses Per Day:_____

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VIRTUE

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

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

Uses Per Day:

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BULL'S STRENGTH

School transmutation; Level paladin 2; 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*); Spell Resistance yes (*harmless*)

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.

Uses Per Day:____

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DELAY POISON

School conjuration (*healing*); Level paladin 2; Casting Time 1 standard action; Components V, S, DF; Range touch; Target creature touched; Duration 1 hour/level; Saving Throw Fortitude negates (*harmless*); Spell Resistance yes (*harmless*)

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.

Uses Per Day:

EAGLE'S SPLENDOR

School transmutation; Level paladin 2; 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*); Spell Resistance ves

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.

Uses Per Day:____

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OWL'S WISDOM

School transmutation; Level paladin 2; 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*); Spell Resistance 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.

Uses Per Day:____

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REMOVE PARALYSIS

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

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.

Uses Per Day:

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School abjuration; Level paladin 2; Casting Time 1 standard action; Components V, S, DF; Range touch; Target creature touched; Duration 10 min./level; Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

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.

Uses Per Day:____

SHIELD OTHER

School abjuration; Level paladin 2; 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); Spell Resistance 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 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.

Uses Per Day:____

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UNDETECTABLE ALIGNMENT

School abjuration; Level paladin 2; 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); Spell Resistance yes (object)

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

Uses Per Day:____

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ZONE OF TRUTH

School enchantment (compulsion) [mind-affecting]; Level paladin 2; 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; Spell Resistance ves

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.

Uses Per Day:___

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CURE MODERATE WOUNDS

School conjuration (*healing*); Level paladin 3; Casting Time 1 standard action; Components V, S; Range touch; Target creature touched; Duration instantaneous; Saving Throw Will half (*harmless*); see text; Spell Resistance yes (*harmless*); see text

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage + 1 point per caster level (maximum + 10). 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.

Uses Per Day:____

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DAYLIGHT

School evocation [*light*]; Level paladin 3; Casting Time 1 standard action; Components V, S; Range touch; Target object touched; Duration 10 min./level (*D*); Saving Throw none; Spell Resistance 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.

Uses Per Day:____

DISCERN LIES

School divination; Level paladin 3; Casting Time 1 standard action; Components V, S, DF; Range close (25 ft. + 5 ft./2 levels); Targets 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; Spell Resistance no

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.

Uses Per Day:____

Uses:

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DISPEL MAGIC

School abjuration; Level paladin 3; Casting Time 1 standard action; Components V, S; Range medium (100 ft. + 10 ft./level); Target or Area one spellcaster, creature, or object; Duration instantaneous; Saving Throw none; Spell Resistance no

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (*but not counter*) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

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Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + yourcaster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (*caster level 12th*) and fly (*caster level 6th*). The caster level check results in a 19. This check is not high enough to end the stoneskin (*which would have required a 23 or higher*), but it is high enough to end the fly (*which only required a 17*). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel

check been a 16 or less, no spells would have been affected.

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

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

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

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Uses Per Day:

HEAL MOUNT

School conjuration (*healing*); Level paladin 3; Casting Time 1 standard action; Components V, S; Range touch; Target your mount touched; Duration instantaneous; Saving Throw Will negates (*harmless*); Spell Resistance yes (*harmless*)

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

Heal Mount enables you to channel positive energy into the paladin's special mount to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

Heal does not remove negative levels or restore permanently drained ability score points.

If used against an undead creature, heal mount instead acts like harm mount.

Uses Per Day:____

MAGIC CIRCLE AGAINST CHAOS/EVIL

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

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 enemics' spell resistance. 化加加加加加 化分子分子 的现在分词 计分子的 化分子的分子 化分子分子 化分子分子 化分子分子

This spell has an alternative version that you may choose when casting it. A magic circle against evil can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (*such as those called by the lesser planar binding, planar binding, and greater planar binding spells*) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal protection from evil spell for that creature only.

MAGIC CIRCLE AGAINST CHAOS/EVIL (CONT'D)

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

that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport, and similar abilities*) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a dimensional anchor spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (*ranged weapons, spells, magical abilities, and the like*) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself. You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor

MAGIC CIRCLE AGAINST CHAOS/EVIL (CONT'D)

School abjuration [good]; Level paladin 3; Casting Time 1 standard action; Components V, S, M/DF (a 3-f1-diameter circle of powdered silver); Range touch; Area 10-f1-radius emanation from touched creature; Duration 10 min/level; Saving Throw Will negates (harmless); Spell Resistance no; see text

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.

Uses Per Day:____

প্ৰদান প্ৰতিমাধ কি প্ৰতিষ্ঠাৰ মাজ প্ৰথম বিষ্ঠান দিয়ে দেই প্ৰতিমাধ কৰা মাজ প্ৰতিষ্ঠান বিজ্ঞান কৰা মাজিকে বিষ্ঠান বিষ
MAGIC WEAPON, GREATER

School transmutation; Level paladin 3; 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); Spell Resistance 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.

Uses Per Day:_

PRAYER

School enchantment (compulsion) [mind-affecting]; Level paladin 3; 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; Spell Resistance 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.

Uses Per Day:____

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School conjuration (*healing*); Level paladin 3; Casting Time 1 standard action; Components V, S; Range touch; Target creature touched; Duration instantaneous; Saving Throw Fortitude negates (*harmless*); Spell Resistance 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.

Uses Per Day:_____

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School abjuration; Level paladin 3; Casting Time 1 standard action; Components V, S; Range touch; Target creature or object touched; Duration instantaneous; Saving Throw Will negates (harmless); Spell Resistance 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.

Uses Per Day:____

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BREAK ENCHANTMENT

School abjuration; Level paladin 4; Casting Time 1 minute; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets up to one creature per level, all within 30 ft. of each other; Duration instantaneous; Saving Throw see text; Spell Resistance no

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 (Id20+ caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse.

If the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower.

If the effect comes from a permanent magic item, break enchantment does not remove the curse from the item, but it does free the victim from the item's effects.

Uses Per Day:____

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CURE SERIOUS WOUNDS

School conjuration (*healing*); Level paladin 4; Casting Time 1 standard action; Components V, S; Range touch; Target creature touched; Duration instantaneous; Saving Throw Will half (*harmless*); see text; Spell Resistance yes (*harmless*); see text

When laying your hand upon a living creature, you channel positive energy that cures 3d8 points of damage + 1 point per caster level (maximum +15). 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.

Uses Per Day:____

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DEATH WARD

School necromancy; Level paladin 4; Casting Time 1 standard action; Components V, S, DF; Range touch; Target living creature touched; Duration 1 min./level; Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

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.

Uses Per Day:_____

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DISPEL CHAOS

School abjuration [*lawful*]; Level paladin 4; Casting Time 1 standard action; Component V, S, DF; Range 60 ft; Area coneshaped emanation; Duration concentration, up to 10 min./ level (D); Saving Throw none; Spell Resistance no

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. You can sense the presence of chaos. The amount of information revealed depends on how long you study a particular area or subject. 空车空空性性的 黑面巴性 山宫黑馬铁 更起 穷

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1st Round: Presence or absence of chaos.

2nd Round: Number of chaos auras (*creatures, objects, or spells*) in the area and the power of the most potent evil aura present. If you are of lawful alignment, and the strongest chaos aura's power is overwhelming (*see below*), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: An chaos aura's power depends on the type of chaos creature or object that you're detecting and its HD, caster level, or (*in the case of a cleric*) class level; see the table below. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Lingering Aura: An chaos aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker

DISPEL CHAOS (CONT'D)

School abjuration [lawful]; Level paladin 4; Casting Time 1 standard action; Component V, S, DF; Range 60 ft; Area coneshaped emanation; Duration concentration, up to 10 min./ level (D); Saving Throw none; Spell Resistance no 「米 の田島の見たの のの田市 たちのの米 史を い

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than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 × 10 minutes
Overwhelming	1d6 days
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Animals, traps, poisons, and other potential perils are not chaos, and as such this spell does not detect them. Creatures with actively chaos intents count as chaos creatures for the purpose of this spell.

Each round, you can turn to detect chaos 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.

Aligned creature1 (*HD*) None: 5 or lower; Faint 5–10; Moderate 11–25; Strong 26–50; Overwhelming 51 or higher

Aligned Undead (*HD*) None: -; Faint: 2 or lower; Moderate 3–8; Strong 9-20; Overwhelming 21 or higher

Aligned outsider (HD) None: -; Faint: 1 or lower; Moderate 2-4; Strong 5-10; Overwhelming 11 or higher

Cleric or paladin of an aligned deity2 (class levels) None: -; Faint: 1; Moderate 2-4; Strong 5-10; Overwhelming 11 or higher

DISPEL CHAOS (CONT'D)

School abjuration [*lawful*]; Level paladin 4; Casting Time 1 standard action; Component V, S, DF; Range 60 ft; Area coneshaped emanation; Duration concentration, up to 10 min./ level (D); Saving Throw none; Spell Resistance no

Aligned magic item or spell (caster level) None: 5th or lower; Faint: 6th–10th; Moderate 11th–15th ; Strong 16th–20th; Overwhelming 21st or higher

1 Except for undead and outsiders, which have their own entries on the table. 2 Some characters who are not cleries may radiate an aura of equivalent power. The class description will indicate whether this applies.

Uses Per Day:____

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DISPEL EVIL

School abjuration [good]; Level paladin 4; Casting Time 1 standard action; Components V, S, DF; Range touch; Target or Targets 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; Spell Resistance see text

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.

Uses Per Day:

LOBLES LARES ON ORLINE LAS

HOLY SWORD

School evocation [good]; Level paladin 4; Casting Time 1 standard action; Components V, S; Range touch; Target melee weapon touched; Duration 1 round/level; Saving Throw none; Spell Resistance 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 supercede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with bless weapon or any other spell that might modify the weapon in any way. This spell does not work on artifacts. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Uses Per Day:___

MARK OF JUSTICE

School necromancy; Level paladin 4; Casting Time 10 minutes; Components V, S, DF; Range touch; Target creature touched; Duration permanent; see text; Saving Throw none; Spell Resistance 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.

Uses Per Day:____

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NEUTRALIZE POISON

School conjuration (healing); Level paladin 4; 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); Spell Resistance yes (harmless, object)

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 (Id20+ 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.

Uses Per Day:____

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RESTORATION

School conjuration (healing); Level paladin 4; Casting Time 1 minute; 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); Spell Resistance yes (harmless)

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.

Uses Per Day:___

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