

## Paladin Spell Book

### V 4.1 (3.5 Edition)

All spells taken from the *Wizards of the Coast, Player's Handbook* if not otherwise noted.

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1<sup>st</sup> – Level

*Bless* – Enchantment (Compulsion) (Mind-Affecting)

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** 50ft

**Area:** The caster and all allies within a

50ft burst, centered on the caster

**Duration:** 1 minute / level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

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

*Bless* counters and dispels *Bane*.

*Bless Weapon* – Transmutation

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Weapon touched

**Duration:** 1 min / level

**Saving Throw:** None

**Spell Resistance:** No

This transmutation make a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of evil creature or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good, which means it can bypass the damage reduction of certain creatures, particularly evil outsiders. (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 weapon.

*Detect Poison* – Divination

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Close (25ft + 5ft / 2 levels)

**Target:** One creature, one object, or 5ft 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 first.

The spell can penetrate barriers, but 1ft of stone, 1 in. of common metal, a thin sheet of lead, or 3ft of wood or dirt blocks it.

*Bless Water* – Transmutation (Good)

**Components:** V, S, M

**Casting Time:** 1 minute

**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 (pg 128).

**Material Component:** 5 lbs. of powdered silver (worth 25gp).

*Create Water* – Conjunction (Creation) (Water)

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Close (25ft + 5ft / 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.

Note: Conjunction spells can't create substances or objects within a creature.

*Cure Light Wounds* – Conjunction (Healing)

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Saving Throw:** Will ½ (harmless)

**Spell Resistance:** Yes (harmless)

Cures 2d8 points of damage +1 point per caster level (max. +10). An undead creature can apply spell resistance and can attempt a Will save of half damage

*Detect Undead* – Divination

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** 60ft

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 min. / level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can detect the aura that surrounds undead. The amount of information revealed depends on how long you study a particular area.

*1<sup>st</sup> Round:* Presence of absence of undead auras.

*2<sup>nd</sup> Round:* Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, 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.

*3<sup>rd</sup> round:* The strength 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 Strength:* The strength of an undead aura is determined by the HD of the undead creature, as given on the following table:

HD	Strength
1 or lower	Faint
2 – 4	Moderate
5 – 10	Strong
11 or higher	Overwhelming

*Lingering Aura:* An undead aura lingers after its original source is destroyed. If *Detect Undead* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

Each round, you can turn to detect undead in a new area. The spell penetrates barriers, but 1ft of common stone, 1 in. of common metal, a thin sheet of lead, or 3ft of wood or dirt blocks it.

*Divine Favor* – Evocation

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus to attack and weapon damage rolls for every three caster levels you have (at least +1, max. +6)

The bonus doesn't apply to spell damage.

*Endure Elements* – Abjuration

**Components:** V, S

**Casting Time:** 1 Standard Action

**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 (as described in the *Dungeon Master's Guide*). 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.

*Magic Weapon* – Transmutation

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Weapon touched

**Duration:** 1 minute / level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

*Magic Weapon* gives a weapon a +1 enhancement bonus to 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 natural weapons, 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.

*Protection from (Chaos/Evil)* – Abjuration  
(Lawful/Good)

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute / level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No (see text)

This spell wards a creature from attacks by creatures of the same alignment as chosen when spell was cast. Also, protects from mental control, and from summoned or conjured 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 gets a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by creatures of chosen alignment.

Second, the barrier blocks any attempt to possess the warded creature (as by a *Magic Jar* attack, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as *Dominate Person*). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *Protection from Alignment* effect. If the protection from chosen alignment effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures of the opposite alignment from that of the spell (Good creatures vs. *Protection from 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.

*Arcane Material Component:* A little powered silver with which you trace a 3ft diameter circle on the floor (or ground) around the creature to be warded.

*Read Magic* – Divination

**Components:** V, S, F

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** 10 minutes / level

This spell allows you to read magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll.

Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *Read Magic*. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a *Glyph of Warding* with a DC 13 Spellcraft check, a *Greater Glyph of Warding* with a DC 16 Spellcraft check, or any *Symbol* spell with a Spellcraft check (DC 10 + spell level).

*Read Magic* can be made permanent with a *Permanency* spell.

*Focus:* A clear crystal or mineral prism.

*Restoration, Lesser* – Conjuraton (Healing)

**Components:** V, S

**Casting Time:** 3 Rounds

**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 (such as *Ray of Enfeeblement*) or cures 1d4 points of temporary ability damage to one of the subject's ability scores (such as from a shadow's touch or from poison). It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

*Virtue* – Transmutation

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject gains one temporary hit point.

## 2<sup>nd</sup> – Level

### *Bull's Strength* – Transmutation

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**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.

*Arcane Material Component:* A few hairs, or a pinch of dung, from a bull.

### *Eagle's Splendor* – Transmutation

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Sorcerers and bards (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

*Arcane Material Component:* A few feathers or a pinch of droppings from an eagle.

### *Remove Paralysis* – Conjunction (Healing)

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Close (25ft + 5ft / 2 levels)

**Target:** Up to four creatures, no two of which can be more than 30ft apart

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You can free one of more creatures from the effects of any temporary paralysis or related magic, including a ghoul's touch or a *slow* spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus. 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.

### *Delay Poison* – Conjunction (Healing)

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**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 to 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.

### *Owl's Wisdom* – Transmutation

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, paladins, and rangers (and other Wisdom-based spellcasters) who receive *Owl's Wisdom* do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

*Arcane Material Component:* A few feathers, or a pinch of droppings, from an owl.

*Resist Energy* – Abjuration

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touch

**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 energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7<sup>th</sup> level and to a maximum of 30 points at 11<sup>th</sup> level. The spell protects the recipient's equipment as well. *Resist Energy* absorbs only damage.

The subject could still suffer unfortunate side effects, such as drowning in acid (since drowning damage comes from lack of oxygen) or becoming encased in ice.

*Note:* *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.

*Undetectable Alignment* – Abjuration

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Close (25ft +5ft / 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.

*Shield Other* – Abjuration

**Components:** V, S, F

**Casting Time:** 1 Standard Action

**Range:** Close (25ft + 5ft / 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 that 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.

*Focus:* A pair of platinum rings (worth at least 50gp each) worn by both you and the warded creature.

*Zone of Truth* – Enchantment (Compulsion)  
(Mind-Affecting)

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Close (25ft + 5ft / 2 levels)

**Area:** 20ft radius emanation

**Duration:** 1 minute / level

**Saving Throw:** Will negates

**Spell Resistance:** 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.

3<sup>rd</sup> – Level

Cure Moderate Wounds – Conjunction (Healing)

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will ½ (harmless)

**Spell Resistance:** Yes (harmless)

Cures 2d8 points of damage +1 point per caster level (max. +10). An undead creature can apply spell resistance and can attempt a Will save of half damage.

*Discern Lies* – Divination

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Close (25ft + 5ft / 2 levels)

**Target:** One creature / level, no two of which can be more than 30ft apart

**Duration:** Concentration, up to 1 round / level

**Saving Throw:** Will negates

**Spell Resistance:** No

Each round, you concentrate on one subject, who must be within range. You know if the subject 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 subject.

*Daylight* – Evocation (Light)

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Object touched

**Duration:** 10 minutes / level (D)

**Saving Throw:** None

**Spell Resistance:** No

The object touched sheds light as bright as full daylight in a 60ft radius, and a dim light for an additional 60ft beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light (such as vampires). If *Daylight* is cast on a small object that is then placed inside or under a lightproof 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*.

*Heal Mount* – Conjunction (Healing)

**Components:** V, S

**Casting Time:** 1 Standard Action

**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 warhorse).

*Heal Description:* It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, *Feeble-minded*, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15<sup>th</sup> level.

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

*Magic Circle against (Chaos / Evil) –*

Abjuration (Lawful / Good)

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Area:** 10ft radius emanation from touched creature

**Duration:** 10 minutes / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No (see text)

when casting it. A *Magic Circle Against Alignment* can be focused inward, the spell binds a opposite aligned 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 *Arcane* 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 Alignment* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*Astral Projection*, *Blink*, *Dimension Door*, *Etherealness*, *Gate*, *Plane Shift*, *Shadow walk*, *Teleport*, and similar abilities) can simply leave the circle through that means. You can prevent the creature's extradimensional escape by casting a *Dimensional Anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the *anchor* effect 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. The DM makes this check secretly. If the check fails, the diagram is ineffective. You can take 10 (see page 65 of the PHB) when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a *Dimensional Anchor* spell on the *magic circle* during the round before casting any summoning spell. The *anchor* holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *Lesser Planar Binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram – even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

The spell is not cumulative with *Protection from Alignment* and vice versa.

*Arcane Material Component:* A little powdered silver with which you trace a 3ft diameter circle on the floor (or ground) around the creature to be warded.

*Magic Weapon, Greater – Transmutation*

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Close (25ft + 5ft / 2 levels)

**Target:** One weapon of fifty projectiles (all of which must be in contact with each other 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 (max. +5). Alternatively, you can affect as many as fifty arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation when used. (Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.)

*Arcane Material Component:* Powdered lime and carbon.

All creatures within the area gain the effects of a *Protection from Alignment* spell, and no opposite aligned summoned creatures can enter the area either. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *Protection from Alignment*), 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

*Prayer – Enchantment (Compulsion)*  
(Mind-Affecting)  
**Components:** V, S, DF  
**Casting Time:** 1 Standard Action  
**Range:** 40ft  
**Area:** All allies and foes within a 30ft radius burst centered on you  
**Duration:** 1 round / level  
**Saving Throw:** None  
**Spell Resistance:** Yes  
You bring special favor upon your self 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.



*Remove Blindness / Deafness* – Conjuraction (Healing)

**Components:** V, S

**Casting Time:** 1 Standard Action

**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*.

4<sup>th</sup> – Level

*Break Enchantment* – Abjuration

**Components:** V, S

**Casting Time:** 1 minute

**Range:** Close (25ft + 5ft / 2 levels)

**Targets:** Up to one creature per level,  
all within 30ft 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, such as *Flesh to Stone*. For each such effect, you make a caster level check (1d20 + caster level, max. +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 25.

If the spell is one that cannot be dispelled by *Dispel Magic*, *Break Enchantment* works only if that spell is 5<sup>th</sup> level or lower. For instance, *Bestow Curse* cannot be dispelled by *Dispel Magic*, but *Break Enchantment* can dispel it.

If the effect comes from some permanent magic item, such as a cursed sword, *Break Enchantment* does not remove the curse from the item, but it does free the victim from the item's effects. For example, a cursed item can change the alignment of its user. *Break Enchantment* allows the victim to be rid of the item and negates the alignment change, but the item's curse is intact and affects the next creature to pick up the item – even if it's the recent recipient of the *Break Enchantment* spell.

*Remove Curse* – Abjuration

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*Remove Curse* instantaneously removes all curses on an object or creature. *Remove Curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the person afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

*Remove Curse* counters and dispels *Bestow Curse*.

*Cure Serious Wounds* – Conjuraction (Healing)

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will ½ (harmless)

**Spell Resistance:** Yes (harmless)

Cures 3d8 points of damage +1 point per caster level (max. +15). An undead creature can apply spell resistance and can attempt a Will save of half damage.

*Death Ward* – Necromancy

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 min / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects (such as from *inflict* spells or *Chill Touch*).

This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level.

*Death Ward* does not protect against other sorts of attacks, such as hit point loss, poison, petrification, even if those attacks might be lethal.

*Dispel (Chaos/Evil)* – Abjuration (Lawful/Good)

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target or Targets:** You and a touched aligned creature from another plane; or you and an enchantment or aligned 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

Various colors of varying energies (depends on which alignment is chosen at casting) surrounds you.

This power has three effects.

First, you gain a +4 deflection bonus to AC against attacks by chosen aligned creatures.

Second, on making a successful melee touch attack against an aligned 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 a creature of the alignment chosen at casting of this spell or any one aligned spell.

*Exception:* Spells that can't be dispelled by *Dispel Magic* also can't be dispelled by *Dispel Alignment*. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

*Mark of Justice* – Transmutation

**Components:** V, S, DF

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent; see text

**Saving Throw:** None

**Spell Resistance:** Yes

When moral suasion fails to win a criminal over to right conduct, you can use *Mark of Justice* to encourage the criminal to walk the straight and narrow path.

You draw an indelible mark on the 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 criminal 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 the caster is equal to or higher than your *Mark of Justice* caster level. These restrictions apply regardless of whether the mark has activated.

*Holy Sword* – Evocation (Good)

**Components:** V, S

**Casting Time:** 1 Standard Action

**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 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.

*Note:* A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

*Neutralize Poison* – Conjuration (Healing)

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature or object of up to 1 cu. ft / level touched

**Duration:** 10 min / level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. A poisoned 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. For example, if a poison has dealt 3 points of Constitution damage to a character and threatens to deal more damage later, this spell prevents the future damage but does not repair the damage already done.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with *Delay Poison*, such effects aren't postponed until after the duration – the creature need not make any saves against poison effects applied to it during the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

*Arcane Material Component:* A bit of charcoal.

*Restoration* – Conjunction (Healing)

**Components:** V, S, M

**Casting Time:** 3 rounds

**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 negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. Thus, if a 10<sup>th</sup> level character has been struck by a wight and drained to 9<sup>th</sup> level, *Restoration* brings the character up to exactly the minimum number of experience points necessary to restore him to 10<sup>th</sup> level (45,000 XP), gaining him an additional Hit Die and level functions accordingly.

*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.

*Restoration* does not restore levels or Constitution points lost due to death.

**Material Component:** Diamond dust worth 100gp that is sprinkled over the target.

...And knowing is half the battle.

...Ken Stanford