

## NPC

# Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
At Will	Detect Evil	10	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
	<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.				<i>Target:</i> Cone-shaped emanation				

\* =Domain/Specialty Spell

## Paladin Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	0	3	2	2	1	0	0	0	0	0

## LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
00000	Bless	15	None	1 standard action	14 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.				<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster				
00000	Bless Water	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
	<i>Effect:</i> Makes holy water.				<i>Target:</i> Flask of water touched				
00000	Bless Weapon	15	None	1 standard action	14 minutes	Touch	V, S	No	Transmutation
	<i>Effect:</i> Weapon strikes true against evil foes.				<i>Target:</i> Weapon touched				
00000	Create Water	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Conjuration (Creation) [Water]
	<i>Effect:</i> Creates 28 gallons of pure water.				<i>Target:</i> Up to 28 gallons of water				
00000	Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 1d8+5 damage				<i>Target:</i> Creature touched				
00000	Detect Poison	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Divination
	<i>Effect:</i> Detects poison in one creature or small object.				<i>Target:</i> One creature, one object, or a 5-ft. cube				
00000	Detect Undead	15	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S, M/DF	No	Divination
	<i>Effect:</i> Reveals undead within 60 ft.				<i>Target:</i> Cone-shaped emanation				
00000	Divine Favor	15	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain +4 on attack and damage rolls.				<i>Target:</i> You				
00000	Endure Elements	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Exist comfortably in hot or cold environments.				<i>Target:</i> Creature touched				
00000	Magic Weapon	15	Will negates (harmless, object)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Weapon gains +1 bonus.				<i>Target:</i> Weapon touched				
00000	Protection from Chaos	15	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
00000	Protection from Evil	15	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
00000	Read Magic	15	None	1 standard action	140 minutes	Personal	V, S, F	No	Divination
	<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				
00000	Resistance	15	Will negates (harmless)	1 standard action	14 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject gains +1 on saving throws.				<i>Target:</i> Creature touched				
00000	Restoration, Lesser	15	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched				
00000	Virtue	15	Fortitude negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains 1 temporary hp.				<i>Target:</i> Creature touched				

## LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
00000	Bear's Endurance	16	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Con for 14 minutes.				<i>Target:</i> Creature touched				
00000	Bull's Strength	16	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains +4 to Str for 14 minutes.				<i>Target:</i> Creature touched				
00000	Delay Poison	16	Fortitude negates (harmless)	1 standard action	14 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Stops poison from harming subject for 14 hours.				<i>Target:</i> Creature touched				
00000	Eagle's Splendor	16	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Cha for 14 minutes.				<i>Target:</i> Creature touched				
00000	Owl's Wisdom	16	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Wis for 14 minutes.				<i>Target:</i> Creature touched				
00000	Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.				<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart				
00000	Resist Energy	16	Fortitude negates (harmless)	1 standard action	140 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				
00000	Shield Other	16	Will negates (harmless)	1 standard action	14 hours [D]	Close (60 Feet)	V, S, F	Yes (harmless)	Abjuration
	<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
00000	Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (60 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				
00000	Zone of Truth	16	Will negates	1 standard action	14 minutes	Close (60 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects within range cannot lie.				<i>Target:</i> 20-ft.-radius emanation				

## LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
00000	Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+10 damage				<i>Target:</i> Creature touched				
00000	Daylight	17	None	1 standard action	140 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
00000	Discern Lies	17	Will negates	1 standard action	Concentration, up to 14 rounds	Close (60 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
00000	Dispel Magic	17	None	1 standard action	Instantaneous	Medium (240 Feet)	V, S	No	Abjuration
	<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
00000	Heal Mount	17	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> As heal on warhorse or other special mount.				<i>Target:</i> Your mount touched				
00000	Magic Circle against Chaos	17	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 140 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
00000	Magic Circle against Evil	17	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 140 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
00000	Magic Weapon, Greater	17	Will negates (harmless, object)	1 standard action	14 hours	Close (60 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> +1/four levels 5.				<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
00000	Prayer	17	None	1 standard action	14 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion)

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# Paladin Spells

[Mind-Affecting]

*Effect:* Allies +1 bonus on most rolls, enemies -1 penalty.

*Target:* All allies and foes within a 40-ft.-radius burst centered on you

Remove Blindness/Deafness 17 Fortitude negates (harmless) 1 standard action  
*Effect:* Cures normal or magical conditions.

Instantaneous Touch V, S Yes (harmless) Conjuraton (Healing)  
*Target:* Creature touched

Remove Curse 17 Will negates (harmless) 1 standard action  
*Effect:* Frees object or person from curse.

Instantaneous Touch V, S Yes (harmless) Abjuration  
*Target:* Creature or item touched

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Break Enchantment	18	See text	1 minute	Instantaneous	Close (60 Feet)	V, S	No	Abjuration
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 14 creatures, all within 30 ft. of each other				
Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuraton (Healing)
<i>Effect:</i> Cures 3d8+14 damage				<i>Target:</i> Creature touched				
Death Ward	18	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
<i>Effect:</i> Grants immunity to death spells and negative energy effects.				<i>Target:</i> Living creature touched				
Dispel Chaos	18	See text	1 standard action	14 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
Dispel Evil	18	See text	1 standard action	14 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
Holy Sword	18	None	1 standard action	14 rounds	Touch	V, S	No	Evocation [Good]
<i>Effect:</i> Weapon becomes +5, deals +2d6 damage against evil.				<i>Target:</i> Melee weapon touched				
Mark of Justice	18	None	10 minutes	Permanent;see text	Touch	V, S, DF	Yes	Necromancy
<i>Effect:</i> Designates action that will trigger curse on subject.				<i>Target:</i> Creature touched				
Neutralize Poison	18	Will negates (harmless, object)	1 standard action	140 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuraton (Healing)
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 14 cu. ft. touched				
Restoration	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuraton (Healing)
<i>Effect:</i> Restores level and ability score drains.				<i>Target:</i> Creature touched				

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