

## NPC

# Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐	<b>Speak with Animals</b> <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes	Personal	V, S	No	Divination
☐	<b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	<i>Target:</i> You (CASTERLEVEL) minute [D]	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	<b>Ghost Sound</b> <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Up to four lights, all within a 10-ft.-radius area (CASTERLEVEL) rounds [D]	Close (25 Feet)	V, S, M	No	Illusion (Figment)
☐	<b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	<i>Target:</i> Illusory sounds (CASTERLEVEL) hour	10 ft.	V, S	No	Universal
At Will	<b>Detect Evil</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	10	None	1 standard action	<i>Target:</i> See text Concentration, up to 10 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S, DF	No	Divination

\* =Domain/Speciality 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	3	2	2	0	0	0	0	0

## LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	<b>Bless</b> <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	15	None	1 standard action	16 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	<b>Bless Water</b> <i>Effect:</i> Makes holy water.	15	Will negates (object)	1 minute	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
☐☐☐☐☐	<b>Bless Weapon</b> <i>Effect:</i> Weapon strikes true against evil foes.	15	None	1 standard action	<i>Target:</i> Flask of water touched 16 minutes	Touch	V, S	No	Transmutation
☐☐☐☐☐	<b>Create Water</b> <i>Effect:</i> Creates 32 gallons of pure water.	15	None	1 standard action	<i>Target:</i> Weapon touched Instantaneous	Close (65 Feet)	V, S	No	Conjuration (Creation) [Water]
☐☐☐☐☐	<b>Cure Light Wounds</b> <i>Effect:</i> Cures 1d8+5 damage	15	Will half (harmless); see text	1 standard action	<i>Target:</i> Up to 32 gallons of water Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐☐	<b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	Close (65 Feet)	V, S	No	Divination
☐☐☐☐☐	<b>Detect Undead</b> <i>Effect:</i> Reveals undead within 60 ft.	15	None	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube Concentration, up to 16 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S, M/DF	No	Divination
☐☐☐☐☐	<b>Divine Favor</b> <i>Effect:</i> You gain +5 on attack and damage rolls.	15	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
☐☐☐☐☐	<b>Endure Elements</b> <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	<i>Target:</i> You 24 hours	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐☐	<b>Magic Weapon</b> <i>Effect:</i> Weapon gains +1 bonus.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Creature touched 16 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
☐☐☐☐☐	<b>Protection from Chaos</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Weapon touched 16 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
☐☐☐☐☐	<b>Protection from Evil</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 16 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
☐☐☐☐☐	<b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	<i>Target:</i> Creature touched 160 minutes	Personal	V, S, F	No	Divination
☐☐☐☐☐	<b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	<i>Target:</i> You 16 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐☐	<b>Restoration, Lesser</b> <i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.	15	Will negates (harmless)	3 rounds	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
☐☐☐☐☐	<b>Virtue</b> <i>Effect:</i> Subject gains 1 temporary hp.	15	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 16 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

## LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	<b>Bear's Endurance</b> <i>Effect:</i> Subject gains +4 to Con for 16 minutes.	16	Will negates (harmless)	1 standard action	16 minutes	Touch	V, S, DF	Yes	Transmutation
☐☐☐☐☐	<b>Bull's Strength</b> <i>Effect:</i> Subject gains +4 to Str for 16 minutes.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 16 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
☐☐☐☐☐	<b>Delay Poison</b> <i>Effect:</i> Stops poison from harming subject for 16 hours.	16	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 16 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
☐☐☐☐☐	<b>Eagle's Splendor</b> <i>Effect:</i> Subject gains +4 to Cha for 16 minutes.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 16 minutes	Touch	V, S, M/DF	Yes	Transmutation
☐☐☐☐☐	<b>Owl's Wisdom</b> <i>Effect:</i> Subject gains +4 to Wis for 16 minutes.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 16 minutes	Touch	V, S, M/DF	Yes	Transmutation
☐☐☐☐☐	<b>Remove Paralysis</b> <i>Effect:</i> Frees one or more creatures from paralysis or slow effect.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched Instantaneous	Close (65 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
☐☐☐☐☐	<b>Resist Energy</b> <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	16	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart 160 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
☐☐☐☐☐	<b>Shield Other</b> <i>Effect:</i> You take half of subject's damage.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 16 hours [D]	Close (65 Feet)	V, S, F	Yes (harmless)	Abjuration
☐☐☐☐☐	<b>Undetectable Alignment</b> <i>Effect:</i> Conceals alignment for 24 hours.	16	Will negates (object)	1 standard action	<i>Target:</i> One creature 24 hours	Close (65 Feet)	V, S	Yes (object)	Abjuration
☐☐☐☐☐	<b>Zone of Truth</b> <i>Effect:</i> Subjects within range cannot lie.	16	Will negates	1 standard action	<i>Target:</i> One creature or object 16 minutes	Close (65 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]

## LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	<b>Cure Moderate Wounds</b> <i>Effect:</i> Cures 2d8+10 damage	17	Will half (harmless); see text	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐☐	<b>Daylight</b> <i>Effect:</i> 60-ft. radius of bright light.	17	None	1 standard action	<i>Target:</i> One creature 160 minutes [D]	Touch	V, S	No	Evocation [Light]
☐☐☐☐☐	<b>Discern Lies</b> <i>Effect:</i> Reveals deliberate falsehoods.	17	Will negates	1 standard action	<i>Target:</i> Object touched Concentration, up to 16 rounds	Close (65 Feet)	V, S, DF	No	Divination
☐☐☐☐☐	<b>Dispel Magic</b> <i>Effect:</i> Cancels magical spells and effects.	17	None	1 standard action	<i>Target:</i> 16 creatures, no two of which can be more than 30 ft. apart Instantaneous	Medium (260 Feet)	V, S	No	Abjuration

\* =Domain/Speciality Spell

## Paladin Spells

☐☐☐☐☐	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				
☐☐☐☐☐	Magic Circle against Chaos	17	Will negates (harmless)	1 standard action	160 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> As protection spells, but 10-ft. radius and 160 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Evil	17	Will negates (harmless)	1 standard action	160 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect:</i> As protection spells, but 10-ft. radius and 160 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Weapon, Greater	17	Will negates (harmless, object)	1 standard action	16 hours	Close (65 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]				
☐☐☐☐☐	Prayer	17	None	1 standard action	16 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.					<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you				
☐☐☐☐☐	Remove Blindness/Deafness	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures normal or magical conditions.					<i>Target:</i> Creature touched				
☐☐☐☐☐	Remove Curse	17	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Frees object or person from curse.					<i>Target:</i> 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 (65 Feet)	V, S	No	Abjuration
Effect: Frees subjects from enchantments, alterations, curses, and petrification.				Target: Up to 16 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	Conjuration (Healing)
Effect: Cures 3d8+15 damage				Target: Creature touched				
☐☐☐☐☐ Death Ward	18	Will negates (harmless)	1 standard action	16 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
Effect: Grants immunity to death spells and negative energy effects.				Target: Living creature touched				
☐☐☐☐☐ Dispel Chaos	18	See text	1 standard action	16 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
Effect: +4 bonus against attacks.				Target: 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	16 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
Effect: +4 bonus against attacks.				Target: 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	16 rounds	Touch	V, S	No	Evocation [Good]
Effect: Weapon becomes +5, deals +2d6 damage against evil.				Target: Melee weapon touched				
☐☐☐☐☐ Mark of Justice	18	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy
Effect: Designates action that will trigger curse on subject.				Target: Creature touched				
☐☐☐☐☐ Neutralize Poison	18	Will negates (harmless, object)	1 standard action	160 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
Effect: Immunizes subject against poison, detoxifies venom in or on subject.				Target: Creature or object of up to 16 cu. ft. touched				
☐☐☐☐☐ Restoration	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
Effect: Restores level and ability score drains.				Target: Creature touched				

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