

Bless 1 1

Enchantment (Compulsion) [Mind-Affecting]
 Level: Adp 1, Clr 1, Pal 1
 Components: V, S, DF
 Casting Time: 1 standard action
 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.

Bless Water DC: 1 1

Transmutation [Good]
 Level: Clr 1, Pal 1
 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.
 Material Components: 5 pounds of powdered silver (worth 25 gp).

Bless Weapon 1

Transmutation
 Level: Pal 1
 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 makes 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 creatures 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. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot. In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

Break Enchantment DC: 4 5 4 5

Abjuration
 Level: Adp 5, Brd 4, Clr 5, Luck 5, Pal 4, Sor/Wiz 5
 Components: V, S
 Casting Time: 1 minute
 Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to one creature per level, all within 30 ft. of each other
 Duration: Instantaneous
 Saving Throw: See text
 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 (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25. 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 some permanent magic item break enchantment does not remove the curse from the item, but it does free the victim from the item's effects.

Bull's Strength DC: 2 2 2 2

Transmutation
 Level: Adp 2, Blk 2, Clr 2, Drd 2, Pal 2, Sor/Wiz 2, Strength 2
 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 Components: A few hairs, or a pinch of dung, from a bull.

Create Water 0 0 1

Conjuration (Creation) [Water]
 Level: Adp 0, Clr 0, Drd 0, Pal 1
 Components: V, S
 Casting Time: 1 standard action
 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. Note: Conjunction 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.

Detect Poison

Divination
 Level: Asn 1, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0
 Components: V, S
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)
 Area: One creature, one object, or a 5-ft. cube

Target: One creature, one object, or a 5-ft. cube
 Duration: Instantaneous
 Saving Throw: None
 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.

Detect Undead

Divination
 Level: Clr 1, Pal 1, Sor/Wiz 1
 Components: V, S, M/DF
 Casting Time: 1 standard action
 Range: 60 ft.
 Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/level (D)
 Saving Throw: None
 Spell Resistance: No

HD	Strength
<= 1	Faint
2-4	Moderate
5-10	Strong
11+	Overwhelming

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 following table:

Original Strength	Duration
Faint	1d6 rounds
Moderate	1d6 min
Strong	1d6x10 min
Overwhelming	1d6 days

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. 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.

Discern Lies

Divination
 Level: Clr 4, Pal 3
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart
 Duration: Concentration, up to 1 round/level
 Saving Throw: Will negates
 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.

Dispel Chaos

Abjuration [Lawful]
 Level: Clr 5, Law 5, Pal 4
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Touch

Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object
 Duration: 1 round/level or until discharged, whichever comes first
 Saving Throw: See text
 Spell Resistance: See text

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.

Dispel Evil

Abjuration [Good]
 Level: Clr 5, Good 5, Pal 4
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Touch

Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object
 Duration: 1 round/level or until discharged, whichever comes first
 Saving Throw: See text
 Spell Resistance: See text

Shimmering, white, holy energy surrounds you. This power 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. Exception: 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.

Dispel Magic

Abjuration
 Level: Brd 3, Clr 3, Drd 4, Magic 3, Pal 3, Sor/Wiz 3
 Components: V, S
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)
 Area: One spellcaster, creature, or object; or 20-ft.-radius burst

Target: One spellcaster, creature, or object; or 20-ft.-radius burst
 Duration: Instantaneous
 Saving Throw: None
 Spell Resistance: No

You can use dispel magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, 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. Note: 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 three ways: a targeted dispel, an area dispel, or a counterspell: Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make a dispel check (1d20 + your caster level, maximum +10) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect. If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by monster summoning), 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. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item

Dispel Magic (continued)

becomes nonmagical for the duration of the effect. An interdimensional interface (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. Area Dispel: When dispel magic is used in this way, the spell affects everything within a 30-foot radius. For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the dispel magic spell so far as that target is concerned) or until you fail all your checks. The creature's magic items are not affected. For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel. For each ongoing area or effect spell whose point of origin is within the area of the dispel magic spell, you can make a dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the dispel magic spell, you can make a dispel check to end the effect, but only within the overlapping area. If an object or creature that is the effect of an ongoing spell (such as a monster summoned by monster summoning) is in the area, you can make a dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object. You may choose to automatically succeed on dispel checks against any spell that you have cast. Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Divine Favor

Evocation

Level: Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 standard action

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 +6). The bonus doesn't apply to spell damage.

Eagle's Splendor

DC: [] [2] [2] [] [2] [] [2]

Transmutation

Level: Blk 2, Brd 2, Clr 2, Pal 2, Sor/Wiz 2

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

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 the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase. Arcane Material Components: A few feathers or a pinch of droppings from an eagle.

Endure Elements

DC: [] [] [1] [1] [1] [1] [1]

Abjuration

Level: Adp 1, Clr 1, Drd 1, Pal 1, Rgr 1, Sor/Wiz 1, Sun 1

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. 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.

Heal Mount

DC: [] [] [] [] [3] [] []

Conjuration (Healing)

Level: Pal 3

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).

Holy Sword



Evocation [Good]

Level: Pal 4

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.

Read Magic

Divination
Level: Adp 0, Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0
Components: V, S, F
Casting Time: 1 standard action
Range: Personal

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By means of read magic, 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 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.

Remove Blindness/Deafness

Conjuration (Healing)
Level: Clr 3, Pal 3
Components: V, S
Casting Time: 1 standard action
Range: Touch

DC: [] [] [3] [] [3] [] []

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.

Remove Curse

Abjuration
Level: Adp 3, Brd 3, Clr 3, Pal 3, Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Touch

DC: [] [3] [3] [] [3] [] [4]

Target: Creature or item touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Remove curse instantaneously removes all curses on an object or a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature 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.

Remove Paralysis

Conjuration (Healing)
Level: Clr 2, Pal 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

DC: [] [] [2] [] [2] [] []

Target: 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 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 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.

Resistance

Abjuration
Level: Brd 0, Clr 0, Drd 0, Pal 1, Sor/Wiz 0
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch

DC: [] [0] [0] [0] [1] [] [0]

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.
Arcane Material Components: A miniature cloak.

Resist Energy

Abjuration
Level: Adp 2, Clr 2, Drd 2, Fire 3, Pal 2, Rgr 1, Sor/Wiz 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch

DC: [] [] [2] [2] [2] [1] [2]

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 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 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. 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.

