



# PATHFINDER

ROLEPLAYING GAME

SPELL CARDS

PALADIN

# Pathfinder Spell Cards – Paladin Core Rulebook Spells

These spell cards are intended for use with the Pathfinder RPG and use the spell text from the Pathfinder Roleplaying Game Reference Document (<http://paizo.com/pathfinderRPG/prd/>).

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If you have any issues to report, or questions please contact me at [Caedwyr@gmail.com](mailto:Caedwyr@gmail.com), or on the Paizo forums in the thread “Free Spell Cards” (<http://paizo.com/paizo/messageboards/paizoPublishing/pathfinder/pathfinderRPG/licensees/freeSpellCards>).

## Spell List Information

An <sup>M</sup> or <sup>F</sup> appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch.

**Order of Presentation:** In the spell lists and the short descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains. When a spell's name begins with “lesser,” “greater,” or “mass,” the spell is alphabetized under the second word of the spell name instead.

**Hit Dice:** The term “Hit Dice” is used synonymously with “character levels” for effects that affect a specific number of Hit Dice of creatures. Creatures with Hit Dice only from their race, not from classes, still have character levels equal to their Hit Dice.

**Caster Level:** A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word “level” in the short descriptions that follow always refers to caster level.

**Creatures and Characters:** The words “creature” and “character” are used synonymously in the short descriptions.

## Paladin Spells

### 1st-Level Paladin Spells

**Bless:** Allies gain +1 on attack rolls and saves against fear.

**Bless Water**<sup>M</sup>: Makes holy water.

**Bless Weapon**: Weapon strikes true against evil foes.

**Create Water**: Creates 2 gallons/level of pure water.

**Cure Light Wounds**: Cures 1d8 damage + 1/level (max +5).

**Detect Poison**: Detects poison in one creature or small object.

**Detect Undead**: Reveals undead within 60 ft.

**Divine Favor**: You gain +1 per three levels on attack and damage rolls.

**Endure Elements**: Exist comfortably in hot or cold regions.

**Magic Weapon**: Weapon gains +1 bonus.

**Protection from Chaos/Evil**: +2 to AC and saves, plus additional protection against selected alignment.

**Read Magic**: Read scrolls and spellbooks.

**Resistance**: Subject gains +1 on saving throws.

**Restoration, Lesser**: Dispels magical ability penalty or repairs 1d4 ability damage.

**Virtue**: Subject gains 1 temporary hp.

## 2nd-Level Paladin Spells

**Bull's Strength**: Subject gains +4 to Str for 1 min./level.

**Delay Poison**: Stops poison from harming subject for 1 hour/level.

**Eagle's Splendor**: Subject gains +4 to Cha for 1 min./level.

**Owl's Wisdom**: Subject gains +4 to Wis for 1 min./level.

**Remove Paralysis**: Frees one or more creatures from paralysis or slow effect.

**Resist Energy**: Ignores 10 or more points of damage per attack from specified energy type.

**Shield Other**<sup>F</sup>: You take half of subject's damage.

**Undetectable Alignment**: Conceals alignment from magical detection for 24 hours.

**Zone of Truth**: Subjects within range cannot lie.

## 3rd-Level Paladin Spells

**Cure Moderate Wounds**: Cures 2d8 damage +1/level (max. +10).

**Daylight**: 60-ft. radius of bright light.

**Discern Lies**: Reveals deliberate falsehoods.

**Dispel Magic**: Cancels one magical spell or effect.

**Heal Mount**: As *heal* on horse or other special mount.

**Magic Circle against Chaos/Evil**: As *protection from chaos*, but 10-ft. radius and 10 min./level.

**Magic Weapon, Greater**: Weapon gains +1 bonus/four levels (max +5).

**Prayer**: Allies get +1 bonus on most rolls, enemies –1 penalty.

**Remove Blindness/Deafness**: Cures normal or magical blindness or deafness.

**Remove Curse**: Frees object or person from curse.

## **4th-Level Paladin Spells**

**Break Enchantment**: Frees subjects from enchantments, transmutations, and curses.

**Cure Serious Wounds**: Cures 3d8 damage + 1/level (max +15).

**Death Ward**: Grants bonuses against death spells and negative energy.

**Dispel Chaos**: +4 bonus against attacks by chaotic creatures.

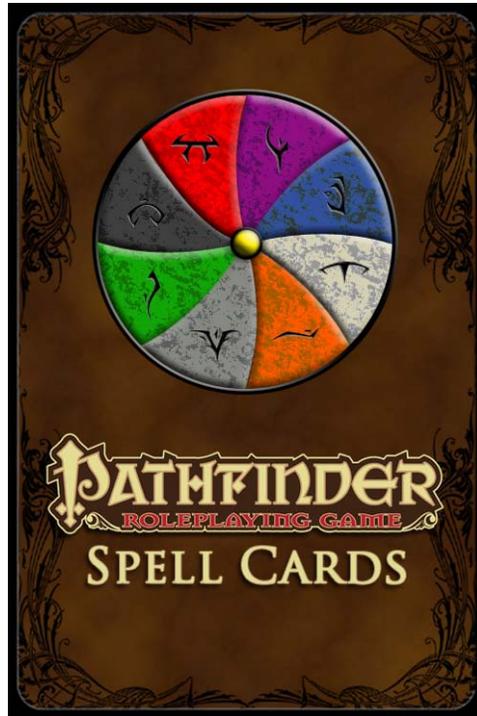
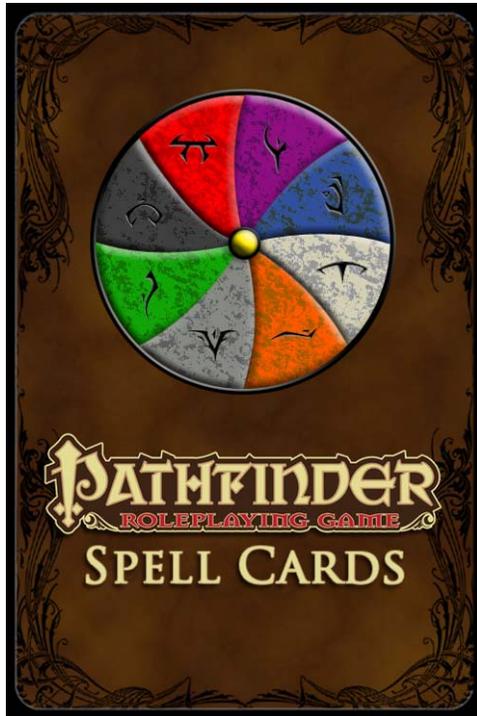
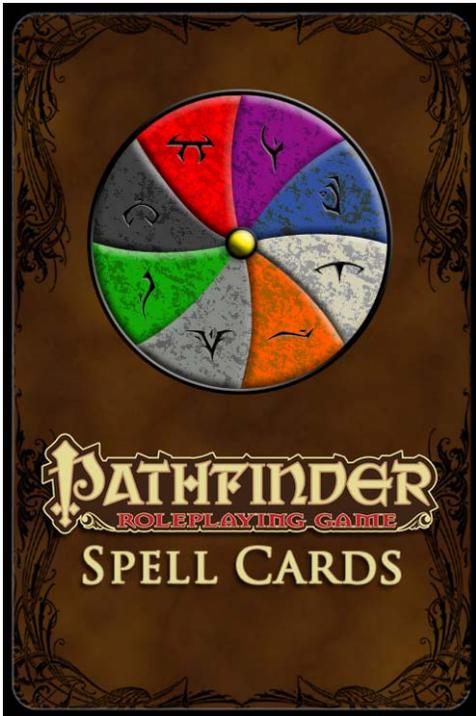
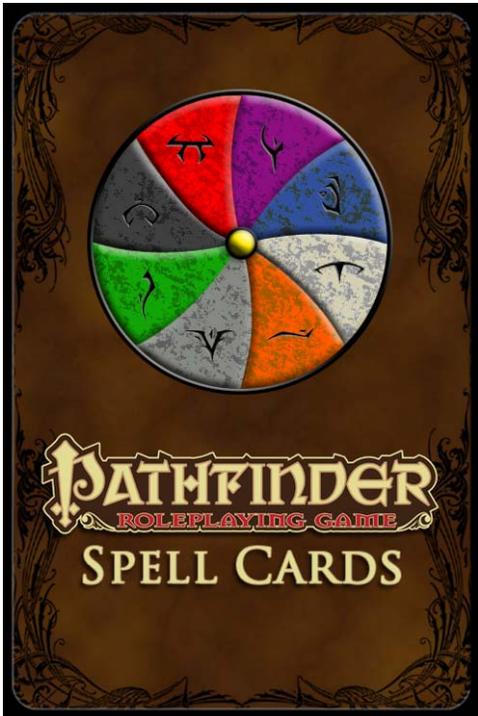
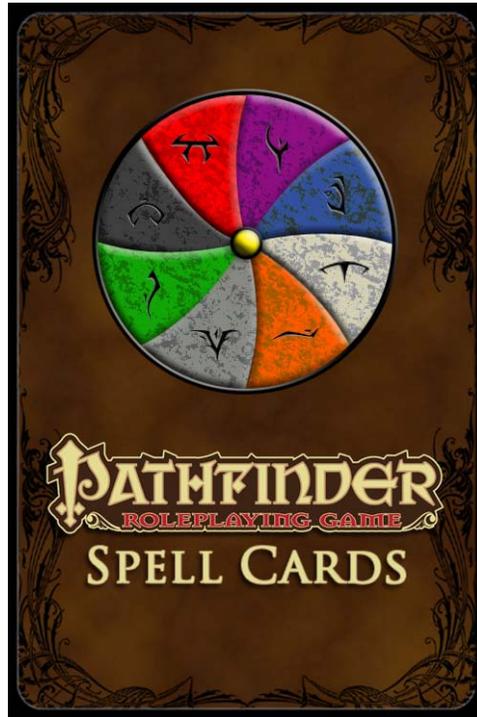
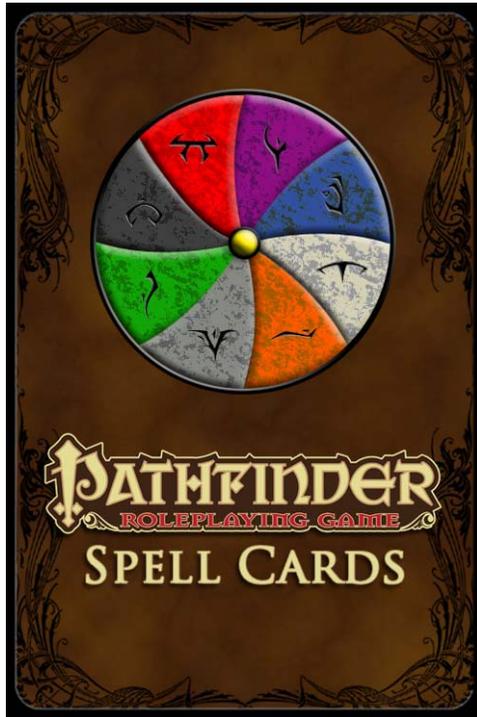
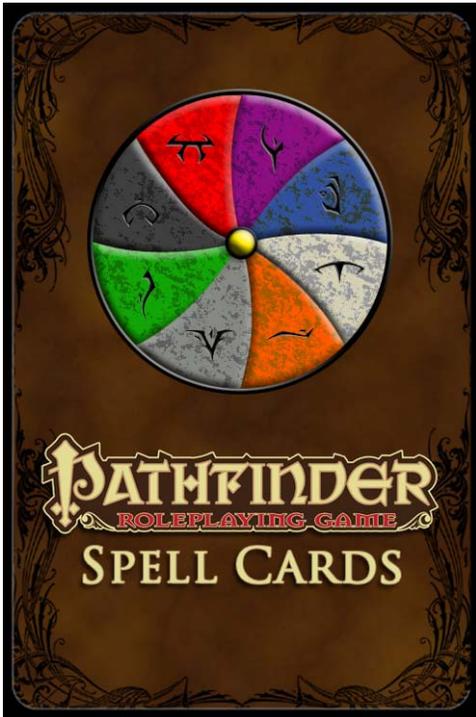
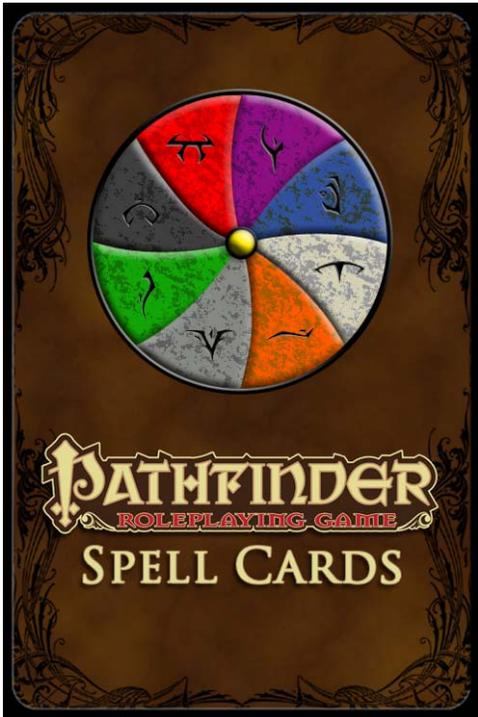
**Dispel Evil**: +4 bonus against attacks by evil creatures.

**Holy Sword**: Weapon becomes +5, deals +2d6 damage against evil.

**Mark of Justice**: Designates action that triggers *curse* on subject.

**Neutralize Poison**: Immunizes subject against poison, detoxifies venom in or on subject.

**Restoration**<sup>M</sup>: Restores level and ability score drains.





**Bless**  
Enchantment (compulsion) [mind-affecting]

**V** Casting Time: 1 standard action  
**S** Components: V, S, DF  
Range: 60 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)

**DF** 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.

**Level Cle1, Pal1**

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**Bless Water**  
Transmutation [good]

**V** Casting Time: 1 minute  
**S** Components: V, S, M (5 lbs. 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.  
Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.  
Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.  
A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

**Level Cle1, Pal1**

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**Bless Weapon**  
Transmutation

**V** Casting Time: 1 standard action  
**S** 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 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.

**Level Pal1**

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**Create Water**  
Conjuration (creation) [water]

**V** Casting Time: 1 standard action  
**S** Components: V, S  
Range: close (25 ft + 5 ft/2levels)  
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.

**Level Cle0, Dru0, Pal1**

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**Cure Light Wounds**  
Conjuration (healing)

**V** Casting Time: 1 standard action  
**S** 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.

**Level Brd1, Cle1, Dru1, Pal1, Ran2**

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**Detect Poison**  
Divination

**V** Casting Time: 1 standard action  
**S** Components: V, S  
Range: close (25 ft + 5 ft/2levels)  
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.

**Level Cle0, Dru0, Pal1, Ran1, Sor0, Wiz0**

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**Divine Favor**  
Evocation

**V** Casting Time: 1 standard action  
**S** Components: V, S, DF  
Range: personal  
Target: you  
Duration: 1 min

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.

**DF**

**Level Cle1, Pal1**

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**Endure Elements**  
Abjuration

**V** Casting Time: 1 standard action  
**S** 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.

**Level Cle1, Dru1, Pal1, Ran1, Sor1, Wiz1**

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## Magic Weapon

Transmutation

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target:** weapon touched  
**Duration:** 1 min/level  
**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.

DF

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.

Level Cle1, Pal1, Sor1, Wiz1

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## Protection from Chaos

Abjuration [lawful]

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, 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 chaotic 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.

DF

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 chaotic 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 chaotic creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by chaotic 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 that are not chaotic 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.

Level Cle1, Pal1, Sor1, Wiz1

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## Protection from Evil

Abjuration [good]

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, 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.

DF

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.

Third, the spell prevents bodily contact by evil 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 that are not 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.

Level Cle1, Pal1, Sor1, Wiz1

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## Read Magic

Divination

V  
S

**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.

Level Brd0, Cle0, Dru0, Pal1, Ran1, Sor0, Wiz0

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## Resistance

Abjuration

V  
S  
M

**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.

DF

*Resistance* can be made permanent with a *permanency* spell.

Level Brd0, Cle0, Dru0, Pal1, Sor0, Wiz0

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## Lesser Restoration

Conjuration (healing)

V  
S

**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.

Level Cle2, Dru2, Pal1

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## Virtue

Transmutation

V  
S

**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.

DF

Level Cle0, Dru0, Pal1

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## Bull's Strength

Transmutation

V  
S  
M

**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.

Level Cle2, Dru2, Pal2, Sor2, Wiz2

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## Delay Poison

Conjuration (healing)

**V** **S** **DF**  
**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.



Level Brd2, Cle2, Dru2, Pal2, Ran1

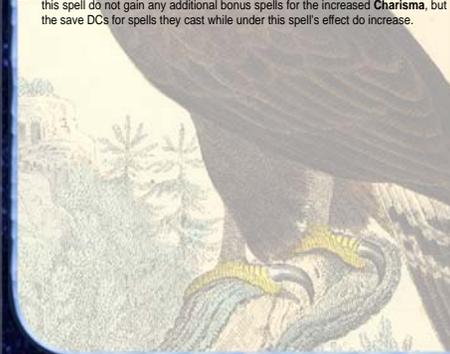
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## Eagle's Splendor

Transmutation

**V** **S** **M** **DF**  
**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:** 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. 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.



Level Brd2, Cle2, Pal2, Sor2, Wiz2

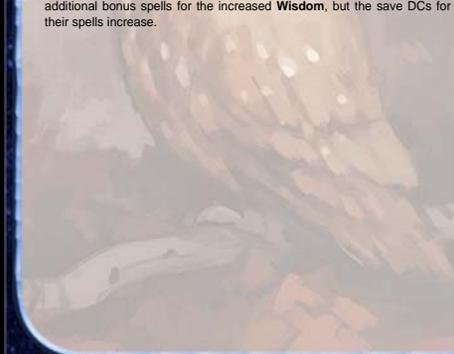
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## Owl's Wisdom

Transmutation

**V** **S** **M** **DF**  
**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.



Level Cle2, Dru2, Pal2, Ran2, Sor2, Wiz2

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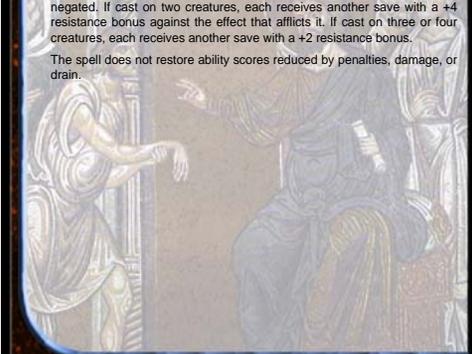
## Remove Paralysis

Conjuration (healing)

**V** **S** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**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.



Level Cle2, Pal2

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## Resist Energy

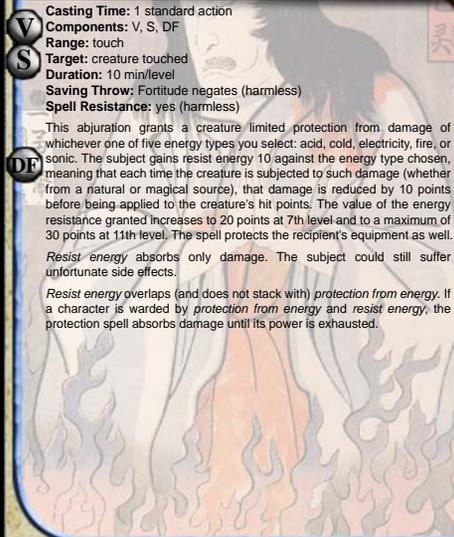
Abjuration

**V** **S** **DF**  
**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.



Level Cle2, Dru2, Pal2, Ran1, Sor2, Wiz2

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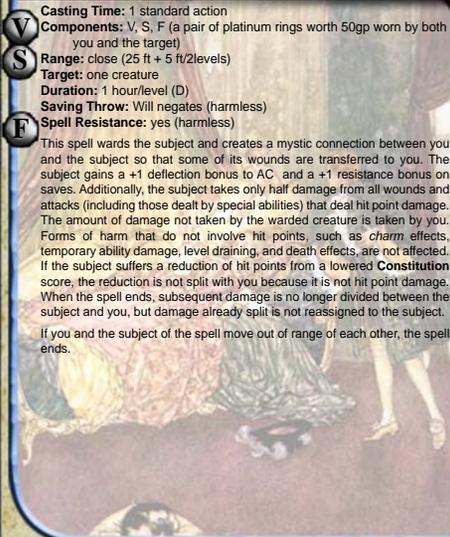
## Shield Other

Abjuration

**V** **S** **F**  
**Casting Time:** 1 standard action  
**Components:** V, S, F (a pair of platinum rings worth 50gp worn by both you and the target)  
**Range:** close (25 ft + 5 ft/2levels)  
**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 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.



Level Cle2, Pal2

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## Undetectable Alignment

Abjuration

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**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.



Level Brd1, Cle2, Pal2

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## Zone of Truth

Enchantment (compulsion) [mind-affecting]

**V** **S** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** close (25 ft + 5 ft/2levels)  
**Area:** 20-ft radius emanation  
**Duration:** 1 min/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.



Level Cle2, Pal2

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## Cure Moderate Wounds

Conjuration (healing)

V  
S

**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.

Level Brd2, Cle2, Dru3, Pal3, Ran3

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## Daylight

Evocation [light]

V  
S

**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*.

Level Brd3, Cle3, Dru3, Pal3, Sor3, Wiz3

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## Discern Lies

Divination

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** close (25 ft + 5 ft/2levels)  
**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.

Level Cle4, Pal3

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## Heal Mount

Conjuration (healing)

V  
S

**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)

*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**, **feble-minded**, insanity, **nauseated**, **poisoned**, **sickened**, and **stunned**. It also cures 10 hit points of damage per level of the caster, to a maximum of 250 points at 15th level.

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

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

Level Pal3

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## Greater Magic Weapon

Transmutation

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (powdered lime and carbon)  
**Range:** close (25 ft + 5 ft/2levels)  
**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)

DF

This spell gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5). An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. 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.

You can't cast this spell on a natural weapon, such as an unarmed strike. A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Level Cle4, Pal3, Sor3, Wiz3

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## Prayer

Enchantment (compulsion) [mind-affecting]

V  
S

**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

DF

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.

Level Cle3, Pal3

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## Remove Blindness/Deafness

Conjuration (healing)

V  
S

**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*.

Level Cle3, Pal3

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## Remove Curse

Abjuration

V  
S

**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*.

Level Brd3, Cle3, Pal3, Sor4, Wiz4

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## Break Enchantment

Abjuration

**V** **S** **Casting Time:** 1 minute  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**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 (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 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.

Level Brd4, Cle5, Pal4, Sor5, Wiz5

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## Cure Serious Wounds

Conjuration (healing)

**V** **S** **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.

Level Brd3, Cle3, Dru4, Pal4, Ran4

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## Death Ward

Necromancy

**V** **S** **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.

Level Cle4, Dru5, Pal4

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## Dispel Chaos

Abjuration [lawful]

**V** **S** **Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target(s):** you and a touched chaotic creature from another plane, or you and an enchantment or chaotic 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

**DF** Constant, blue lawful energy surrounds you. This energy has three effects. First, you gain a +4 deflection bonus to AC against attacks by chaotic creatures.

Second, on making a successful melee touch attack against a chaotic 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 chaotic creature or any one chaotic spell. Spells that can't be dispelled by *dispel magic*, as detailed in their descriptions, also can't be dispelled by *dispel chaos*. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel chaos* can take effect. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

Level Cle5, Pal4

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## Dispel Evil

Abjuration [good]

**V** **S** **Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target(s):** 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

**DF** 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*, as detailed in their descriptions, also can't be dispelled by *dispel evil*. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel evil* can take effect. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

Level Cle5, Pal4

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## Holy Sword

Evocation [good]

**V** **S** **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.

Level Pal4

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## Mark of Justice

Necromancy

**V** **S** **Casting Time:** 10 minutes  
**Components:** V, S, DF  
**Range:** touch  
**Target:** creature touched  
**Duration:** permanent, see text  
**Saving Throw:** none  
**Spell Resistance:** yes

**DF** 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 to the effect of *bestow curse*.

When activated a curse is placed on the subject. Choose one of the following.

- \* -2 decrease to an ability score (minimum 1).
- \* -4 penalty on attack rolls, saves, ability checks, and skill checks.
- \* Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

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.

Level Cle5, Pal4

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## Neutralize Poison

Conjuration (healing)

**V** **S** **Casting Time:** 1 standard action  
**Components:** V, S, M/DF (charcoal)  
**Range:** touch  
**Target:** creature or object of up to 1 ft<sup>3</sup>/level touched  
**Duration:** instantaneous or 10 min/level; see text  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** yes (harmless, object)

**DF** 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 (1d20 + 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.

Level Brd4, Cle4, Dru3, Pal4, Ran3

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## Restoration

Conjuration (healing)

V  
S  
M

**Casting Time:** 1 minute

**Components:** V, S, M (diamond dust worth 100gp or 1,000gp, see text)

**Range:** touch

**Target:** creature touched

**Duration:** instantaneous

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

**Spell Resistance:** yes (harmless)

*Restoration* dispels any magical effects reducing one of the subject's ability scores, dispels all temporary **negative levels** or one permanent **negative level**, cures all points of temporary ability damage, and 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.

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.

Level Cle4, Pal4

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## Detect Undead

Divination

**V** **S** **M**  
**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 min/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.

**DE** **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.

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

Level Cle1, Pal1, Sor1, Wiz1

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## Dispel Magic

Abjuration

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Target or Area:** one spellcaster, creature, or object; or a 20-ft radius burst  
**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:

**Targeted Dispel:** One object, creature, or spell is the target of the *dispel magic* spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with the 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's caster 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 with a +4 bonus to counter the other spellcaster's spell.

Level Brd3, Cle3, Dru4, Pal3, Sor3, Wiz3

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## Magic Circle Against Chaos

Abjuration [lawful]

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, M/DF (a 3-ft diameter circle of powdered silver)  
**M** **Range:** touch  
**Area:** 10-ft radius emanation from touched creature  
**DF** **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 chaos* spell, and chaotic 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 chaos*), 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 when casting it. A *magic circle against chaos* can be focused inward rather than outward. When focused inward, the spell binds a nonlawful 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 chaos* 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 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 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 chaos* and vice versa.

Level Cle3, Pal3, Sor3, Wiz3

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## Magic Circle Against Evil

Abjuration [good]

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, M/DF (a 3-ft diameter circle of powdered silver)  
**M** **Range:** touch  
**Area:** 10-ft radius emanation from touched creature  
**DF** **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 enemies' spell resistance.

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.

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 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 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.

Level Cle3, Pal3, Sor3, Wiz3

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*Alejandro Mollá Consuelo* – (*Entropic Shield*)

*Vera Gentinetta* – (*Touch of Fatigue*)

*George Grie* – (*Control Water, Major Image, Permanent Image, Programmed Image*)

*Manuel Domínguez Guerra* – (*Move Earth*)

*redheadstock* – [redheadstock.deviantart.com](http://redheadstock.deviantart.com) – (*Arcane Mark*)

*Nobu Tamura* – (*Summon Nature's Ally II*)

*Trine* – [www.trine-thegame.com](http://www.trine-thegame.com) – (*Detect Magic*)

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*Ivan Konstantinovich Aivazovsky (1817-1900) – (Project Image)*

*Peter Nicolai Arbo (1831–1892) – (Restoration-Lesser)*

*Giuseppe Arcimboldo (1527-1593) – (Liveoak, Minor Creation, Polymorph Any Object)*

*John James Audubon (1785-1851) – (Owl's Wisdom-Mass)*

*Wright Barker (1864-1941) – (Hold Monster-Mass)*

*William Blake (1757-1827) – (Cloak of Chaos, Gate, Gentle Repose, Globe of Invulnerability, Sanctuary, Sunburst, Symbol of Sleep)*

*Arnold Böcklin (1827-1901) – (Deathwatch, Hide from Animals, Invisibility-Mass, Invisibility, Meld Into Stone, Secure Shelter, Spectral Hand)*

*Giotto di Bondone (1267-1337) – (Create Water)*

*Giorgio Bonola (1657-1700) – (Cure Disease)*

*Hieronymus Bosch (1450-1516) – (Inflict Serious Wounds)*

*Pieter Bruegel the Elder (1525-1569) – (Antilife Shell)*

*Ippitsusai Buncho (1485-1548) – (Fire Shield)*

*Edward Coley Burne-Jones (1833-1898) – (Ventriloquism, Wall of Thorns)*

*Toyohara Chikanobu (1838-1912) – (Fire Trap, Speak with Dead)*

*Steve Clabuesch – photolibrary.usap.gov (Wall of Ice)*

*Thomas Cole (1801-1848) – (Dimension Door, Magic Aura)*

*John Constable (1776-1837) – (Control Weather, Displacement, See Invisibility)*

*John Singleton Copley (1738-1815) – (Helping Hand)*

*José Villegas Cordero (1844-1921) – (Contingency)*

*Jean Désiré Gustave Courbet (1819-1877) – (Detect Animals or Plants)*

*Walter Crane (1845-1915) – (Mind Fog, Secret Chest)*

*Ferdinand Victor Eugène Delacroix (1798-1863) – (Waves of Fatigue)*

*Jean Delville (1867-1953) – (Cure Moderate Wounds, Detect Law, Enthrall, Ethereal Jaunt, Explosive Runes, Freedom of Movement, Hold Person-Mass, Inflict Serious Wounds-Mass, Magic Circle Against Goods, Restoration, Sequester, Shield of Law, Spell Immunity-Greater, Time Stop, Wood Shape)*

*Lucien Lévy-Dhurmer (1865-1953) – (Repel Wood)*

*Paul Gustave Doré (1832-1883) – (Hold Person, True Ressurrection)*  
*Dosso Dossi (1490-1542) – (Permenancy)*  
*Herbert James Draper (1863-1920) – (Stabilize)*  
*Edmund Dulac (1882-1953) – (Blink, Elemental Body II, Magic Jar, Minor Image, Shield Other, Sympathy)*  
*Pavel Nikolayevich Filonov (1883-1941) – (Color Spray, Prismatic Wall)*  
*Melozzo da Forlì (1438-1494) – (Summon Instrument)*  
*Frater Francke (1380-1440) – (Wall of Stone)*  
*Caspar David Friedrich (1774-1840) – (Blight, Hallow, Obscuring Mist, Prismatic Sphere)*  
*Johann Heinrich Füssli (1741-1825) – (Align Weapon, Daze Monster, Scrying-Greater, Silence, Trap the Soul)*  
*Eugène Henri Paul Gauguin (1848-1903) – (Detect Snares and Pits)*  
*Jean Ignace Isidore Gérard (JJ Grandville) (1803-1847) – (Rainbow Pattern)*  
*Jean-Léon Gérôme (1824-1904) – (Simulacrum, Stone to Flesh)*  
*Giorgione (1477-1510) – (Clone)*  
*Warwick Goble (1862-1943) – (Feather Fall, Fly, Water Walk)*  
*Sigismund Christian Hubert Goetze (1866-1939) – (Cure Moderate Wounds-Mass)*  
*Vincent Willem van Gogh (1853-1890) – (Disguise Self, Shadow Walk)*  
*Francisco José de Goya y Lucientes (1746-1828) – (Detect Thoughts, Flare, Giant Form II, Misdirection, Planar Ally, Shades, Shillelagh)*  
*El Greco (1541-1614) – (Consecrate, Remove Blindness/Deafness, Zone of Truth)*  
*Mathis Gothart Grünewald (1470-1528) – (Guidance, Holy Word, Protection from Good)*  
*Dudley Hardy (1866-1922) – (Elemental Body I)*  
*Kawase Hasui (1883-1957) – (Ice Storm)*  
*M. Hayes – (Animal Trance)*  
*Martin Johnson Heade (1819-1904) – (Silent Image)*  
*Bernard Higham (1817-1919) – (Web)*  
*Robert Alexander Hillingford (1825-1904) – (Restoration-Greater)*  
*Andō Hiroshige (1797-1858) – (Claraudience/Clairvoyance)*  
*Ferdinand Hodler (1853 –1918) – (Persistent Image, Tree Shape)*  
*Katsushika Hokusai (1760-1849) – (Blasphemy, Cause Fear, Heroism, Scare)*  
*Edward Robert Hughes (1851-1914) – (Antimagic Field, Bless Weapon)*  
*Simon David Hutchinson – (Planar Binding-Lesser)*  
*Louis Janmot (1814-1892) – (Ressurrection)*  
*Geertgen tot Sint Jans (1460-1488) – (Ray of Exhaustion)*  
*Frans Francken der Jüngere (1581-1642) – (Summon Monster Summoning Chart (Table 10-1))*  
*Wassily Kandinsky (1866-1944) – (Confusion, Nightmare, Weird)*  
*Angelica Katharina Kauffmann (1741-1807) – (Dictum)*  
*Ferdinand Keller (1842-1922) – (Antipathy)*  
*Ferdinand van Kessel (1648-1696) – (Heroes' Feast)*  
*Max Klinger (1857-1920) – (Darkness, Inflict Moderate Wounds)*  
*Johann Christoph Kolb (1680-1743) – (Eagle's Splendor)*  
*Johann Peter Krafft (1780-1856) – (Halt Undead)*  
*Toyohara Kunichika (1835-1900) – (Beast Shape III)*  
*Utagawa Kunisada (1786-1865) – (Gaseous Form)*  
*Utagawa Kuniyoshi (1797-1861) – (Bane, Banishment, Bear's Endurance, Break Enchantment, Call Lightning, Detect Undead, Endure Elements, Flame Strike, Floating Disk, Freedom, Geas-Lesser, Ghost Sound, Nondetection, Phantasmal Killer, Plant Shape I, Polymorph-Greater, Protection from Energy, Resist Energy, Shatter, Shield, Summon Monster II, Summon Monster IV, Sunbeam, True Seeing, Unholy Aura, Unholy Blight, Whirlwind, Zone of Silence)*  
*Giovanni Lanfranco (1582-1647) – (Cure Light Wounds)*  
*Lascaux Cave Paintings (15,000 BCE) – (Bull's Strength-Mass)*  
*Henri Fantin-Latour (1836-1904) – (Blur)*  
*Edmund Blair Leighton (1853-1922) – (Message)*  
*Frederic Leighton (1830-1896) – (Virtue)*  
*Hans Leu the Elder (1460-1510) – (Lullaby)*  
*Lorenzo Lotto (1480-1556) – (Cure Critical Wounds-Mass)*  
*Daniel Maclise (1806-1870) – (Protection from Chaos)*

**Jacek Malczewski (1854-1929)** – (Slay Living, Status)  
**Jan Mandyn (1500-1559)** – (Legend Lore)  
**Andrea Mantegna (1431-1506)** – (Mnemonic Enhancer)  
**Franz Marc (1880-1916)** – (Cat's Grace, Cat's Grace-Mass, Fox's Cunning, Fox's Cunning-Mass, Shadow Conjuraton, Shadow Evocation-Greater)  
**John Martin (1789-1854)** – (Destruction)  
**Girolamo Francesco Maria Mazzola (Parmigianino) (1503-1540)** – (Polymorph)  
**Adolph Friedrich Erdmann von Menzel (1815-1905)** – (Veil)  
**Michelangelo (1475-1564)** – (Inflict Light Wounds, Mass, Reverse Gravity)  
**Claude Monet (1840-1926)** – (Obscure Object)  
**Gustave Moreau (1826-1898)** – (Bestow Curse, Calm Emotions, Daze, Discern Lies, Heroism-Greater, Hypnotism, Invisibility Purge, Pass Without Trace, Speak with Animals, Suggestion-Mass, Unseen Servant, Waves of Exhaustion)  
**Evelyn de Morgan (1855-1919)** – (Control Winds, Crushing Despair, Detect Poison, Diminish Plants, Dispel Good, Eagle's Splendor-Mass, Elemental Swarm, Globe of Invulnerability-Lesser, Neutralize Poison, Prismatic Spray, Protection from Evil, Remove Curse, Rope Trick, Sepia Snake Sigil, Shield of Faith, Sound Burst, Teleport, Teleport Object, Tree Stride, Vision)  
**Alphonse Maria Mucha (1860-1939)** – (Dimensional Lock, Mage's Lucubration)  
**Edvard Munch (1863-1944)** – (Fear)  
**Caspar Netscher (1639-1684)** – (Poison)  
**Kay Nielsen (1886-1957)** – (Illusory Wall, Protection from Spells)  
**Ida Rentoul Outhwaite (1888-1960)** – (Resilient Sphere, Summon Nature's Ally III)  
**Maxfield Parrish (1870-1966)** – (Dream, Enlarge Person-Mass, Stoneskin)  
**Edward John Poynter (1836-1919)** – (Power Word Stun)  
**Gaetano Previati (1852-1920)** – (Detect Good, Temporal Stasis)  
**Pierre-Paul Prud'hon (1758-1823)** – (Mark of Justice)  
**Witold Pruszkowski (1846-1896)** – (Dimensional Anchor)  
**Raffaello Sanzio da Urbino (Raphael) (1483-1520)** – (Passwall, Protection from Arrows, Spell Immunity, True Strike)  
**José de Ribera (1591-1652)** – (False Life, Inflict Light Wounds)  
**Rembrandt Harmenszoon van Rijn (1606-1669)** – (Atonement, Blindness/Deafness, Erase, Raise Dead, Secret Page, Sending, Teleport-Greater)  
**Salvator Rosa (1615-1673)** – (Detect Evil)  
**Dante Gabriel Rossetti (1828-1882)** – (Acid Arrow, Bless Water)  
**Henri Rousseau (1844-1910)** – (Calm Animals)  
**Peter Paul Rubens (1577-1640)** – (Create Food and Water, Magic Stone, Magic Vestment, Magic Weapon-Greater, Touch of Idiocy)  
**John Singer Sargent (1856-1925)** – (Spike Stones)  
**Friedrich Wilhelm Schadow (1789-1862)** – (Charm Monster-Mass)  
**Egon Schiele (1890-1918)** – (Enervation)  
**Carl Friedrich Schinkel (1781-1841)** – (Deeper Darkness, Order's Wrath)  
**Carlos Schwabe (1866-1926)** – (Regenerate, Sculpt Sound, Symbol of Pain, Transmute Mud to Rock)  
**Charles Spencelayh (1865-1958)** – (Mending)  
**Spettro84** – (Mage's Faithful Hound)  
**Carl Spitzweg (1808-1885)** – (Analyze Dweomer, Command, Dispel Evil, Doom, Hold Animal, Scrying, Stone Tell)  
**John Roddam Spencer Stanhope (1829-1908)** – (Cure Light Wounds-Mass)  
**Virginia Frances Sterrett (1900-1931)** – (Wall of Iron)  
**Wilhelm I Steuerwaldt (1791-1863)** – (Hold Portal)  
**Sebastian Stoskopff (1597-1657)** – (Goodberry)  
**Franz von Stuck (1863-1928)** – (Blade Barrier)  
**William Holmes Sullivan (1870-1908)** – (Reduce Person-Mass)  
**Arthur Fitzwilliam Tait (1819-1905)** – (Snare)  
**Henry Herbert La Thangue (1859 - 1929)** – (Plant Growth)  
**Tintoretto (1518-1594)** – (Cure Serious Wounds-Mass)  
**James Jacques Joseph Tissot (1836-1902)** – (Astral Projection, Death Ward)  
**Jan Toorop (1858-1928)** – (Transmute Metal to Wood)  
**Joseph Mallord William Turner (1775-1851)** – (Daylight, Death Knell, Solid Fog, Tiny Hut)

**Unknown** – (*Animal Messenger, Baleful Polymorph, Bear's Endurance-Mass, Beast Shape I, Beast Shape II, Bull's Strength, Circle of Death, Cone of Cold, Delay Poison, Demand, Divination, Fire Storm, Fog Cloud, Glyph of Warding-Greater, Gust of Wind, Hallucinatory Terrain, Inflict Critical Wounds, Instant Summons, Invisibility Sphere, Greater Invisibility, Mislead, Phantom Steed, Power Word Kill, Reduce Person, Remove Paralysis, Seeming, Sleep, Song of Discord, Stinking Cloud, Summon Swarm, Tongues*)

**Felix Vallotton (1865-1925)** – (*Air Walk, Undeath to Death*)

**Viktor Mikhailovich Vasnetsov (1848-1926)** – (*Detect Scrying, Dominate Animal, Geas/Quest, Heal Mount, Heal-Mass, Holy Smite, Inflict Critical Wounds-Mass, Overland Flight, Shapechange, Symbol of Death*)

**Jan Vermeer (1632-1675)** – (*Discern Location, Fabricate, Suggestion*)

**Leonardo da Vinci (1452-1519)** – (*Charm Animal*)

**John Cimon Warburg (1867-1931)** – (*Transport via Plants*)

**John William Waterhouse (1849-1917)** – (*Alter Self, Charm Person, Curse Water, Mage's Disjunction, Magic Circle Against Evil*)

**John Reinhard Weguelin (1849-1927)** – (*Commune*)

**Albert Welti (1862-1912)** – (*Wind Walk*)

**James Abbott McNeill Whistler (1834-1903)** – (*Pyrotechnics*)

**Hugh William Williams (1773-1829)** – (*Protection from Law*)

**Philips Wouwerman (1619-1668)** – (*Mount*)

**Francisco de Zurbarán (1598-1664)** – (*Holy Aura*)