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, 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 M or F 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: 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: 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**\(^M\): Restores level and ability score drains.
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Bless

Casting Time: 1 standard action
Components: V, S, DF
Range: 60 ft
Area: The caster and all allies within a 60-ft burst, centered on the caster
Duration: Concentration
Saving Throw: none
Spell Resistance: yes (harmless)

This transmutation imbues a target 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 fashioned into a holy weapon.

A flask of holy water deals 2d4 points of damage to any undead creature or evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash. A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Bless Water

Casting Time: 1 minute
Components: V, S, M (5 lbs. of powdered silver worth 25 gp)
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 fashioned into a holy weapon.

A flask of holy water deals 2d4 points of damage to any undead creature or evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash. A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Bless Weapon

Casting Time: 1 standard action
Components: V, S
Range: Touch
Target: Weapon touched
Duration: 1 minute
Saving Throw: none
Spell Resistance: no

This transmutation imbues a weapon with positive energy, turning it into holy water. Holy water damages undead creatures and evil outsiders almost as if it were acid. A weapon imbued with holy water can be used as a holy weapon.

A weapon imbued with holy water deals 2d4 points of damage to any undead creature or evil outsider. Each such creature within 5 feet of the point where the weapon hits takes 1 point of damage from the splash. A direct hit by a weapon imbued with holy water deals 2d4 points of damage to an undead creature or evil outsider. Each such creature within 5 feet of the point where the weapon hits takes 1 point of damage from the splash.

Create Water

Casting Time: 1 standard action
Components: V, S, DF
Range: Close (25 ft + 5 ft/2 levels)
Effect: Up to 2 gallons of water per 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 dissolves after 1 day if not consumed. After Corruption spells can't create substances or objects within a plot. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Cure Light Wounds

Casting Time: 1 standard action
Components: V, S
Range: Touch
Target: One creature, one object, or a 5-ft cube
Duration: Instantaneous
Saving Throw: Will half (harmless); see text
Spell Resistance: yes (harmless)

When laying your hand upon a living creature, you channel positive energy that cures 10 hit points of damage +1 point per caster level (maximum +30). 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.

Detect Poison

Casting Time: 1 standard action
Components: V, S
Range: Close (25 ft + 5 ft/2 levels)
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 cannot determine the exact type of poison with a DC 20 Wisdom check. A character with Craft (alchemy) and may try a DC 20 Craft (alchemy) check or the Wisdom (Craft) check prior to the Wisdom (Craft) 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.

Divine Favor

Casting Time: 1 standard action
Components: V, S, DF
Range: Personal
Target: You
Duration: 1 minute

Casting 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. You determine whether a creature, object, or area has been poisoned or is poisonous. You cannot determine the exact type of poison with a DC 20 Wisdom check. A character with Craft (alchemy) and may try a DC 20 Craft (alchemy) check or the Wisdom (Craft) check prior to the Wisdom (Craft) 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.

Endure Elements

Casting Time: 1 standard action
Components: V
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 source is a likewise protected. Endure elements doesn’t provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.
**Magic Weapon**

Casting Time: 1 standard action  
Components: V, S, DF  
Range: touch  
Target: creature touched  
Duration: instantaneous  
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 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon’s +1 bonus. When you cast this spell on a weapon, you apply it to that weapon. You cannot cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A magic fanged unarmed strike is considered a weapon, and thus can be enhanced by the spell.

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**Protection from Chaos**

**Abjuration [lawful]**

Casting Time: 1 standard action  
Components: V, S, DF  
Range: touch  
Target: creature touched  
Duration: 1 minute/level  
Saving Throw: Will negates (harmless)  
Spell Resistance: yes (harmless)

This spell allows you to protect the subject 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.

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 (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 the spell. The effects reappear when the duration of the 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 stop or counteract the effects completely, but it does prevent them from continuing 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 the subject cannot control 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 tracking creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

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**Protection from Evil**

**Abjuration [good]**

Casting Time: 1 standard action  
Components: V, S, F (a clear crystal or mineral prism)  
Range: personal  
Target: you  
Duration: 10 minutes

You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A magic fanged unarmed strike is considered a weapon, and thus can be enhanced by the spell.

This spell imbues the subject with magical energy that protects it from harm, allowing it to regain 1 point of temporary hit points as a free action. The subject becomes stronger. The spell grants a +4 enhancement bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

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).

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**Resistance**

**Abjuration**

Casting Time: 1 standard action  
Components: V, S, MDF (a singing clock)  
Range: touch  
Target: creature touched  
Duration: instantaneous  
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 enhancement bonus on attack and damage rolls. Resistance can be made permanent with a permanency spell.
Delay Poison
Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: creature touched
Duration: 1 hour (D)
Saving Throw: Will 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.

Eagle's Splendor
Casting Time: 1 standard action
Components: V, S, DF (feathers or droppings from an eagle)
Range: close (25 ft + 5 ft/2 levels)
Target: creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

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

Owl's Wisdom
Casting Time: 1 standard action
Components: V, S, MDF (feathers or droppings from an owl)
Range: close (25 ft + 5 ft/2 levels)
Target: one creature or object
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefits to Wisdom-based skill checks and other uses of the Wisdom modifier. Barricade, calls, and commands (and other Wisdom-based spells) that rely on Wisdom affected by the spell do not gain any additional bonus spells for the increased Wisdom, but the save DC for spells cast while under this spell's effect do increase.

Remove Paralysis
Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2 levels)
 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. The spell affects only 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 more creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores damaged by paralysis, damage, or disease.

Resist Energy
Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: creature touched
Duration: 10 rounds
Saving Throw: Fortitude negates (harmless)
Spell Resistance: yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of the 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 this creature is subjected to touch 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. Resist energy protects the recipient's equipment as well. Resist energy absorb only damage. The subject could still suffer unfortunate side effects.

Resist energy spells and effects do not stack with protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorb damage until its power is exhausted.
**Cure Moderate Wounds**  
_Conjuration (healing)_

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** creature touched  
**Duration:** instantaneous  
**Saving Throw:** Will negates (harmless); see text  
**Spell Resistance:** yes (harmless); see text

When using your hand upon a living creature, you channel positive energy that cures 288 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.

**Daylight**  
_Evocation [light]_

**Casting Time:** 1 standard action  
**Components:** V, S  
**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:** none  
**Spell Resistance:** no

Each round, you concentrate on one target, who must be within range. You cause bright light 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 source, 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, but not darkness that is brought into an area of magical darkness (or vice versa). Daylight removes the effects of bestow curse, dispels counters and dispels any darkness spell of equal or lower level, but not darkness that is brought into an area of magical darkness (or vice versa). Daylight removes the effects of bestow curse, dispels darkness, counters darkness, and dispels darkness.

**Discern Lies**  
_Divination_

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**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 target, who must be within range. You cause dark light for the purposes of creatures that are damaged or destroyed by such light. If darkness is cast on a small object that is then placed inside or under a light source, the spell's effects are blocked until the covering is removed.

Discern lies breaks down a creature's surrogated defenses and blinds its hidden truths. This spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. A creature can apply spell resistance, and attempt a Will save to conceal information.

**Heal Mount**  
_Conjuration (healing)_

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** 40 ft  
**Target:** one weapon or 50 projectiles (all of which must be together at the time of casting)  
**Duration:** 1 hour/level  
**Saving Throw:** Fortitude negates (harmless)  
**Spell Resistance:** yes (harmless, object)

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. For example, a +1 masterwork longbow with a +2 enhancement bonus on attack rolls gains a +3 bonus on damage rolls.

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). Proprietary, but not masterwork, bolts lose their transmutation after they are used. Treat shrunken as projectiles, rather than as known 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 can be enhanced by this spell.

**Greater Magic Weapon**  
_Transmutation_

**Casting Time:** 1 standard action  
**Components:** V, S, DF (concentration and material component)  
**Range:** 40 ft  
**Target:** one weapon or 50 projectiles (all of which must be together at the time of casting)  
**Duration:** 1 hour/level  
**Saving Throw:** none  
**Spell Resistance:** yes (harmless, object)

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). Proprietary, but not masterwork, bolts lose their transmutation after they are used. Treat shrunken as projectiles, rather than as known 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 can be enhanced by this spell.

**Prayer**  
_Abjuration_

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** 40 ft  
**Target:** all allies and foes within a 40-foot radius centered on you  
**Duration:** 1 round/level  
**Saving Throw:** none  
**Spell Resistance:** yes

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.

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). Proprietary, but not masterwork, bolts lose their transmutation after they are used. Treat shrunken as projectiles, rather than as known 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 can be enhanced by this spell.

**Remove Blindness/Deafness**  
_Conjuration (healing)_

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** creature touched  
**Duration:** instantaneous  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

Remove blindness/defearness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not remove 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 barrier curse.
Break Enchantment
Abjuration

**Casting Time:** 1 standard action
**Components:** V, S, DF
**Range:** Close (25 ft + 5 ft/level)
**Targets:** up to one creature per level, all in 30 ft of each other
**Duration:** Instantaneous
**Saving Throw:** see list
**Spell Resistance:** yes (harmless)

This spell breaks victim's enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check (20 + caster level, maximum +15) against a DC of 11 + caster level + level. If you succeed, the enchantment or curse is dispelled at the end of your next turn, even if the target is not normally affected. The subject is immune to energy drain and any negative energy effects, including charmed negative energy.

The target gains a +4 morale bonus on saves against all death spells and can reverse even an instantaneous effect. For each such effect, you make a caster level check (20 + caster level, maximum +15) against a DC of 11 + caster level + level. If you succeed, the enchantment or curse is dispelled at the end of your next turn, even if the target is not normally affected. The subject is immune to energy drain and any negative energy effects, including charmed 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.

**Instantaneous**
**Saving Throw:** none
**Spell Resistance:** yes (harmless)

When laying your hand upon a living creature, you channel positive energy that can reverse even an instantaneous effect. For each such effect, you make a caster level check (20 + caster level, maximum +15) against a DC of 11 + caster level + level. If you succeed, the enchantment or curse is dispelled at the end of your next turn, even if the target is not normally affected. The subject is immune to energy drain and any negative energy effects, including charmed negative energy.

The subject gains a +4 morale bonus on saves against all death spells and can reverse even an instantaneous effect. For each such effect, you make a caster level check (20 + caster level, maximum +15) against a DC of 11 + caster level + level. If you succeed, the enchantment or curse is dispelled at the end of your next turn, even if the target is not normally affected. The subject is immune to energy drain and any negative energy effects, including charmed negative energy.

When marching a curse is placed on the subject. Choose one of the following:
- **First, a –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 not be more powerful than those described above. Since this spell takes 10 minutes to cast and involves writing on the target, you can use it only on a creature that is willing or restrained. Like the effect of break enchantment, a mark of justice cannot be dispelled, but it can be removed with a blessed weapon (mixed with an enchanter's removal curse, or wish spell). Remove curse works only if the caster level is equal to or higher than your mark of justice caster level. These restrictions apply regardless of whether the mark has activated.

**Neutralize Poison**
Conjuration (healing)

**Casting Time:** 1 standard action
**Components:** V, S
**Range:** Touch
**Target:** creature or object of up to 1 ft³/level touched
**Duration:** Instantaneous or 10 minutes, see list
**Saving Throw:** Will save (harmless, object)
**Spell Resistance:** yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you can choose to drive the 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.

This spell neutralizes any poison in a creature or object. If cast on a creature, the creature receives a Will save to negate the effect.
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.
Detect Undead

**Divination**

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<tr>
<td>Spell Resistance:</td>
<td>no</td>
</tr>
</tbody>
</table>

You can infer 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: Presence or absence of undead auras.

3rd 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 automatically alarmed for 1 round and the spell ends.

**Lingering Aura:** An allowed aura lingering for an extended period is disobfuscated. If detect undead is used and affected as such a location, the spell indicates an aura 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.

<table>
<thead>
<tr>
<th>HD</th>
<th>Strength</th>
<th>Lingering Aura (Duration)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 or lower</td>
<td>Faint</td>
<td>1d6 rounds</td>
</tr>
<tr>
<td>2–4</td>
<td>Moderate</td>
<td>1d6 minutes</td>
</tr>
<tr>
<td>5–10</td>
<td>Strong</td>
<td>1d6 hours</td>
</tr>
<tr>
<td>11 or higher</td>
<td>Overwhelming</td>
<td>1d6 days</td>
</tr>
</tbody>
</table>

Each round, you can tell if detect undead is affected by the spell cast by one of the following: the spell’s caster, a spellcaster of at least 20th level, or any other spellcaster. If detect undead is used in a new area, the affected area’s strength and lingering duration of the lingering aura is determined.

**Lingering Aura:** A detect undead lingering for an extended period is disinfected. If detect undead is used and affected as such a location, the spell indicates an aura 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.

**Lingering Aura:** An allowed aura lingering for an extended period is disobfuscated. If detect undead is used and affected as such a location, the spell indicates an aura 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.

Level Cle1, Pal1, Sor1, Wiz1

---

Dispel Magic

**Abjuration**

<table>
<thead>
<tr>
<th>Casting Time:</th>
<th>1 standard action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Components:</td>
<td>V, S</td>
</tr>
<tr>
<td>Target or Area:</td>
<td>one spellcaster, creature, or object; or a 20-ft radius burst</td>
</tr>
<tr>
<td>Duration:</td>
<td>instantaneous</td>
</tr>
<tr>
<td>Saving Throw:</td>
<td>none</td>
</tr>
<tr>
<td>Spell Resistance:</td>
<td>no</td>
</tr>
</tbody>
</table>

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 dispelled by dispel magic. Duple 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 by dispel magic. A dispelled 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:** Target 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’s DC (11 + spell’s caster level). If successful, the spell ends. If not, you can’t dispel the spell until its new caster level is dispelled within a new area.

**Counterspell:** 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 targeted spell. You also have a targeted dispel to specifically end 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 you fail your level check, the spell ends. Had the dispel check been a 23 or higher, the targeted spell would have been dispelled, leaving the monster intact. If you fail your level check, the spell would have been dispelled, leaving the monster intact. If you fail your level check, the spell would have been dispelled, leaving the monster intact.

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 targeted spell. If you target an object or creature that is the effect of a targeted dispel, the spell ends. If you target an object or creature that is the effect of a targeted dispel, the spell ends. If you target an object or creature that is the effect of a targeted dispel, the spell ends.

**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
Magic Circle Against Chaos
Abjuration [lawful]

** Casting Time:** 1 standard action  
** Components:** V, S, MDF (a 3-ft-diameter circle of powdered silver)  
** Range:** Touch  
** Area:** 10-ft-radius emanation from touched creature  
** Duration:** 10 minutes  
** 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 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 encumbered 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 nonlawful called creature (such as those called by the lesser planar binding, lesser 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 to disturb the circle, directly or indirectly. Other creatures can (if the called creature has spell resistance), but the deflection and resistance bonuses and the protection from mental control apply regardless of encumbered spell resistance.

This spell is not cumulative with protection from chaos and vice versa.

---

Magic Circle Against Evil
Abjuration [good]

** Casting Time:** 1 standard action  
** Components:** V, S, MDF (a 3-ft-diameter circle of powdered silver)  
** Range:** Touch  
** Area:** 10-ft-radius emanation from touched creature  
** Duration:** 10 minutes  
** 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 chaos), but the deflection and resistance bonuses and the protection from mental control apply regardless of encumbered 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 good-aligned called creature (such as those called by the lesser planar binding, lesser 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 to disturb the circle, directly or indirectly. Other creatures can (if the called creature has spell resistance), but the deflection and resistance bonuses and the protection from mental control apply regardless of encumbered spell resistance.

This spell is not cumulative with protection from evil and vice versa.
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**John James Audubon (1785-1851)** — (Owl's Wisdom-Mass)
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**Jean Désiré Gustave Courbet (1819-1877)** — (Detect Animals or Plants)
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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) – (Ressurection)
Geergeren 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 Kuniyoshi (1797-1861) – (Gaseous Form)
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)
John Martin (1789-1854) – (Destruction)
Giroloano 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)
Alphonse Maria Mucha (1860-1939) – (Dimensional Lock, Mage's Lucubration)
Edward 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)
Henry Tayler (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 (1866-1896) – (Regenerate, Sculpt Sound, Symbol of Pain, Transmute Mud to Rock)
Charles Spencelayh (1865-1958) – (Mending)
Spettro84 – (Mage's Faithful Hound)
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) – (Snares)
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)

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