

## NPC

Lawful Good
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

SUBBUDAL DAMAGE							DAMAGE REDUCTION		SPEED		
									Walk 30'		
+ [0]	+ [0]	+ [5]	+ [0]	+ [0]	+ [0]	[ ]	[0]	[+0]	[0]		
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL	ARMOR CHECK	SPELL RESISTANCE		

Combat Casting	See Text
Endurance	See Text
Eschew Materials	See Text
Extend Spell	See Text
Negotiator	See Text

LANGUAGES
Common, Draconic, Elven

# Innate Racial Spells

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

\* =Domain/Specialty Spell

# Paladin Spells

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

## LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
000000	Bless	14	None	1 standard action	13 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Allies gain +1 on attack rolls and +1 on saves against fear.				Target: The caster and all allies within a 50-ft. burst, centered on the caster				
000000	Bless Water	14	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
	Effect: Makes holy water.				Target: Flask of water touched				
000000	Bless Weapon	14	None	1 standard action	13 minutes	Touch	V, S	No	Transmutation
	Effect: Weapon strikes true against evil foes.				Target: Weapon touched				
000000	Create Water	14	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Conjuration (Creation) [Water]
	Effect: Creates 26 gallons of pure water.				Target: Up to 26 gallons of water				
000000	Cure Light Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	Effect: Cures 1d8+5 damage				Target: Creature touched				
000000	Detect Poison	14	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Divination
	Effect: Detects poison in one creature or small object.				Target: One creature, one object, or a 5-ft. cube				
000000	Detect Undead	14	None	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	V, S, M/DF	No	Divination
	Effect: Reveals undead within 60 ft.				Target: Cone-shaped emanation				
000000	Divine Favor	14	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
	Effect: You gain +4 on attack and damage rolls.				Target: You				
000000	Endure Elements	14	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
	Effect: Exist comfortably in hot or cold environments.				Target: Creature touched				
000000	Magic Weapon	14	Will negates (harmless, object)	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	Effect: Weapon gains +1 bonus.				Target: Weapon touched				
000000	Protection from Chaos	14	Will negates (harmless)	1 standard action	13 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				Target: Creature touched				
000000	Protection from Evil	14	Will negates (harmless)	1 standard action	13 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				Target: Creature touched				
000000	Read Magic	14	None	1 standard action	130 minutes	Personal	V, S, F	No	Divination
	Effect: Read scrolls and spellbooks.				Target: You				
000000	Resistance	14	Will negates (harmless)	1 standard action	13 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
	Effect: Subject gains +1 on saving throws.				Target: Creature touched				
000000	Restoration, Lesser	14	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	Effect: Dispels magical ability penalty or repairs 1d4 ability damage.				Target: Creature touched				
000000	Virtue	14	Fortitude negates (harmless)	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
	Effect: Subject gains 1 temporary hp.				Target: Creature touched				

## LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
000000	Bear's Endurance	15	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, DF	Yes	Transmutation
	Effect: Subject gains +4 to Con for 13 minutes.				Target: Creature touched				
000000	Bull's Strength	15	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	Effect: Subject gains +4 to Str for 13 minutes.				Target: Creature touched				
000000	Delay Poison	15	Fortitude negates (harmless)	1 standard action	13 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	Effect: Stops poison from harming subject for 13 hours.				Target: Creature touched				
000000	Eagle's Splendor	15	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Cha for 13 minutes.				Target: Creature touched				
000000	Owl's Wisdom	15	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Wis for 13 minutes.				Target: Creature touched				
000000	Remove Paralysis	15	Will negates (harmless)	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
	Effect: Frees one or more creatures from paralysis or slow effect.				Target: Up to four creatures, no two of which can be more than 30 ft. apart				
000000	Resist Energy	15	Fortitude negates (harmless)	1 standard action	130 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.				Target: Creature touched				
000000	Shield Other	15	Will negates (harmless)	1 standard action	13 hours [D]	Close (55 Feet)	V, S, F	Yes (harmless)	Abjuration
	Effect: You take half of subject's damage.				Target: One creature				
000000	Undetectable Alignment	15	Will negates (object)	1 standard action	24 hours	Close (55 Feet)	V, S	Yes (object)	Abjuration
	Effect: Conceals alignment for 24 hours.				Target: One creature or object				
000000	Zone of Truth	15	Will negates	1 standard action	13 minutes	Close (55 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects within range cannot lie.				Target: 20-ft.-radius emanation				

## LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
000000	Cure Moderate Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	Effect: Cures 2d8+10 damage				Target: Creature touched				
000000	Daylight	16	None	1 standard action	130 minutes [D]	Touch	V, S	No	Evocation [Light]
	Effect: 60-ft. radius of bright light.				Target: Object touched				
000000	Discern Lies	16	Will negates	1 standard action	Concentration, up to 13 rounds	Close (55 Feet)	V, S, DF	No	Divination
	Effect: Reveals deliberate falsehoods.				Target: 13 creatures, no two of which can be more than 30 ft. apart				
000000	Dispel Magic	16	None	1 standard action	Instantaneous	Medium (230 Feet)	V, S	No	Abjuration
	Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
000000	Heal Mount	16	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	Effect: As heal on warhorse or other special mount.				Target: Your mount touched				
000000	Magic Circle against Chaos	16	Will negates (harmless)	1 standard action	130 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	Effect: As protection spells, but 10-ft. radius and 130 minutes.				Target: 10-ft.-radius emanation from touched creature				
000000	Magic Circle against Evil	16	Will negates (harmless)	1 standard action	130 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	Effect: As protection spells, but 10-ft. radius and 130 minutes.				Target: 10-ft.-radius emanation from touched creature				
000000	Magic Weapon, Greater	16	Will negates (harmless, object)	1 standard action	13 hours	Close (55 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
	Effect: +1/four levels 5.				Target: One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
000000	Prayer	16	None	1 standard action	13 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion)

\* =Domain/Specialty Spell

## Paladin Spells

<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.							<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you		[Mind-Affecting]
Remove Blindness/Deafness	16	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	
<i>Effect:</i> Cures normal or magical conditions.				<i>Target:</i> Creature touched					
Remove Curse	16	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration	
<i>Effect:</i> Frees object or person from curse.				<i>Target:</i> Creature or item touched					
* =Domain/Speciality Spell									