

Paladin

CASTER LVL

5

SPELL SAVE

+2

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

	13	14							
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
	2	2							

Character: **Gabriel Nichodemus**

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	35 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	150 ft.
LONG RANGE (400 ft. + 40 ft. / level)	600 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
— 1st-Level Spells —										
	Axiomatic Water	tra[lawful]	vsm	1 min	Touch	inst	Will neg(o)	Yes(o)	Makes lawful-aligned water.	spc:22
	Blaze of Light	evo[light]	vs	1sa	60 ft.	inst	Fort neg.	Yes	60-ft. cone of light dazzles creatures.	hb:125
	Bless	en[comp][mind]	vsdf	1sa	50 ft.	5 min	None	Yes(h)	Allies gain +1 morale bonus on attack rolls and saves against fear.	ph:205
	Bless Water	tra[good]	vsm	1 min	Touch	inst	Will neg(o)	Yes(o)	Makes holy water.	ph:205
	Bless Weapon	tra	vs	1sa	Touch	5 min	None	No	Weapon strikes true against evil foes.	ph:205
	Bless Weapon, Swift	tra	v	1 swift	Touch	1 rd	None	No	Weapon strikes true against evil foes for 1 round(swift).	spc:31
	Blessed Aim	div	vs	1sa	50 ft.	5 min	Will neg(h)	No	All allies' within a 50 ft r spread gain a +2 on ranged attacks.	spc:31
	Clear Mind	abj	vsdf	1sa	Personal	50 min			You gain a +4 sacred bonus on saves vs mind-affecting spells and effects.	spc:47
	Create Water	con[creation][water]	vs	1sa	Close	inst	None	No	Creates 10 gallons of pure water.	ph:215
	Cure Light Wounds	con[healing]	vs	1sa	Touch	inst	Will half(h)*	Yes(h)*	Cures 1d8+5 damage.	ph:215
	Deafening Clang	tra[sonic]	vsdf	1 swift	Touch	1 rd	Fort prt!	No	Weapon deals 1d6 sonic damage and creatures struck must save or be deafened for 1 min.	spc:59
	Detect Poison	div	vs	1sa	Close	inst	None	No	Detects poison in one creature or object.	ph:219
	Detect Undead	div	vsm/df	1sa	60 ft.	[c]->5 min(D)	None	No	Reveals undead within 60 ft.	ph:220
	Detect Weaponry	div	vs	1sa	Close	[c], up to 50 mins(L)	None	No	You can detect the presence of weapons in a cone emanating from you.	cty:66
	Divine Favor	evo	vsdf	1sa	Personal	1 min			You gain +1 on attack and damage rolls.	ph:224
	Divine Inspiration	div	Sac	1sa	Touch	1d4 rds	None	Yes	Target gains +3 sacred bonus on attack rolls against evil creatures.	be:96
	Divine Sacrifice	evo	vs	1sa	Personal	5 rd			1st attack ea rd deal extra 5d6 but take 10 points of damage	spc:70
	Endure Elements	abj	vs	1sa	Touch	24 hrs	Will neg(h)	Yes(h)	Exist comfortably in hot or cold environments.	ph:226
	Energized Shield, Lesser	abj[see text]	vsdf	1sa	Touch	5 rd	None	No	Shield of one type of energy, resistance 5, & shield bash 1d6 energy damage.	spc:79
	Faith Healing	con[healing]	vs	1sa	Touch	inst	Will half(h)	Yes(h)	Heal 13 points of damage to follower of same deity as you.	spc:87
	Find Temple	div	vsdf	1sa	15 miles	50 min	None	No	Sense the direction of the nearest temple to your god or of your alignment.	spc:91
	Golden Barding	con[creation]	vdf	1sa	Touch	5 hr	None	No	You create a suit of barding with no armor check penalty for your mount.	spc:106
	Grave Strike	div[good]	vdf	1 swift	Personal	1 rd			Sneak attack undead.	spc:107
	Holy Spurs	tra	v	1 swift	Close	1 rd	Will neg(h)	Yes(h)	Special mount's speed increases by 40 ft. for 1 round(swift).	spc:115
	Know Greatest Enemy	div	vdf	1sa	60 ft.	[c] upto 5 rds.	None	Yes	Determines relative power level of creatures in area.	spc:129
	Lantern Light	evo[good,light]	sFeat	1sa	Close	5 rd	None	Yes	Ranged touch attacks deal 1d6 points of damage.	be:101
	Lionheart	abj[mind]	vsm	1sa	Touch	5 rd	Will neg(h)	Yes(h)	Subject gains immunity to fear effects.	spc:132
	Magic Weapon	tra	vsdf	1sa	Touch	5 min	Will neg(h,o)	Yes(h,o)	Weapon gains +1 bonus.	ph:251
	Moment of Clarity	abj	vsdf	1sa	Touch	inst	None	No	Target immediately makes a new saving throw to resist a [mind] spell or effect.	spc:142
	Peacebond	tra	vsf	1sa	Close	50 mins(D)	Will neg(o)	Yes(o)	The weapon targeted remains stuck in its sheath, holder etc.	cty:67
	Protection from Chaos	abj[lawful]	vsm/df	1sa	Touch	5 min(D)	Will neg(h)	No*	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	ph:266
	Protection from Evil	abj[good]	vsm/df	1sa	Touch	5 min(D)	Will neg(h)	No*	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	ph:266
	Read Magic	div	vsf	1sa	Personal	50 min			Read scrolls and spellbooks.	ph:269
	Resist Planar Alignment	abj	vsdf	1sa	Touch	50 min	Fort neg (h)	Yes (h)	Subject can resist penalties for having an opposed alignment on an aligned plane	spc:174
	Resistance	abj	vsm/df	1sa	Touch	1 min	Will neg(h)	Yes(h)	Subject gains +1 on saving throws.	ph:272
	Restoration, Lesser	con[healing]	vs	3 rds	Touch	inst	Will neg(h)	Yes(h)	Dispels magical ability penalty or repairs 1d4 ability damage.	ph:272
	Resurgence	abj	vsdf	1sa	Touch	inst	Will neg(h)	Yes(h)	You grant a subject a second chance at a saving throw.	spc:174
	Rhino's Rush	tra	vs	1 swift	Personal	1 rd			You deal double damage on a charge made this round.	spc:176
	Second Wind	tra	vsdf	1sa	Touch	inst & 5 hr*	Will neg(h)	Yes(h)	Removes fatigue & provides a +4 bonus on Con checks.	spc:182
	Seething Eyebane	tra[acid,evil]	vsCorrupt	1sa	Touch	inst	Fort neg	Yes	Subject is blinded and all within 5 ft. take 1d6 damage.	bv:103
	Sense Heretic	div	vsdf	1sa	Touch	50 min	None	No	Causes an item to glow blue if an evil creature able to cast divine spells comes w/in 100'.	spc:182
	Silverbeard	tra	vdf	1sa	Personal	5 min			Grow a hard silver beard (+2 sacred bonus to AC).	spc:190
	Silvered Weapon	tra	vs	1sa	Touch	5 rd	Fort neg	Yes	Transforms one weapon into a silvered weapon.	be:107

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	Sticky Saddle	tra	vsdf	1 imm	Personal	5 min(D)			You are glued to your saddle w/ a +10 Ride check for staying in the saddle.	spc:206
	Strategic Charge	abj	vdf	1 swift	Personal	5 rd			Gain benefits of the Mobility feat (PH 98).	spc:210
	Traveler's Mount	tra	vs	1sa	Touch	5 hr	Will neg	Yes	Creature moves faster but can't attack.	spc:223
	Twilight Luck	abj[good]	vFeat	1sa	Touch	5 min	None	Yes	Grants +1 luck bonus on all saving throws.	be:110
	Virtue	tra	vsdf	1sa	Touch	1 min	Fort neg(h)	Yes(h)	Subject gains 1 temporary hp.	ph:298
	Vision of Glory	div	vsdf	1sa	Touch	1 min(D)	None	Yes	Target gains morale bonus on next save equal to your charisma modifier.	spc:231
	Warning Shout	tra[sonic]	v	1 imm	30 ft.	Inst	None	No	Allies are no longer flat-footed. Sleeping creatures awoken.	spc:236
— 2nd-Level Spells —										
	Angelskin	abj[good]	vsdf	1sa	Touch	5 rd	Will neg(h)	Yes(h)	Target gains DR 5/evil.	spc:11
	Aura of Glory	tra	vdf	1swift	10 ft.	Inst	None	No	Removes any fear effects from all allies	spc:18
	Awaken Sin	en[comp][fear,good,mind]	vsdf	1sa	Touch	Inst	Will neg	Yes	5d6 non lethal damage & stunned for 1 rd. If unconscious 1d6 points Wis dam.	spc:21
	Ayaila's Radiant Burst	evo[good]	vsSac	1sa	60 ft.	Inst	Fort neg, Ref half*	Yes	Evil creatures are blinded for 1 round and take 2d6 damage.	be:91
	Bull's Strength	tra	vsm/df	1sa	Touch	5 min	Will neg(h)	Yes(h)	Subject gains +4 to Str.	ph:207
	Call Mount	con[calling][good]	v	1r	10 ft.	5 hr	None	No	Call your special mount, even if you have already called it today.	be:93
	Checkmate's Light	evo[law]	vsdf	1sa	Touch	5 rd(D)	None	No	You imbue a weapon with a 1 enhancement bonus, and lawful-alignment.	spc:46
	Cloak of Bravery	abj[mind]	vs	1sa	60 ft.	50 min	Will neg(h)	Yes(h)	You and your allies gain a +5 bonus on saves against fear.	spc:47
	Delay Poison	con[healing]	vsdf	1sa	Touch	5 hr	Fort neg(h)	Yes(h)	Stops poison from harming subject.	ph:217
	Devil's Tongue	tra[evil]	sCorrupt	1sa	Personal	5 min			Tongue grapples with a 15 ft. reach.	bv:92
	Divine Insight	div	vsdf	1sa	Personal	5 hr(D)			Insight bonus of 10 on single skill check.	spc:70
	Divine Protection	en[comp][mind]	vsdf	1sa	Med	5 min	Will neg(h)	Yes(h)	Allies gain +1 morale bonus to AC, saves.	spc:70
	Eagle's Splendor	tra	vsm/df	1sa	Touch	5 min	Will neg(h)	Yes	Subject gains +4 to Cha.	ph:225
	Energized Shield	abj[see text]	vsdf	1sa	Touch	5 rd	None	No	Shield of one type of energy, resistance 10, shield bash deals 2d6 energy damage.	spc:79
	Estanna's Stew	con[healing]	vsf	1r	0 ft.	Inst	Will half(h)	Yes	Conjures stew that heals 1d6+1 per serving.	be:99
	Fell the Greatest Foe	tra	vsm	1sa	Touch	5 rd	Fort neg(h)	Yes(h)	Grants the ability to deal greater damage against Large or Larger creatures.	spc:90
	Flame of Faith	evo	vsm	1sa	Touch	5 rd	None	No	Gives weapon the flaming burst quality.	spc:95
	Freedom of Breath	abj	vsm	1sa	Touch	50 min	Will neg(h)	Yes	Protects against suffocation and dangerous vapors.	sa:116
	Hand of Divinity	evo[see text]	vsdf	1 min	Touch	5 min	None	No	+2 sacred/profane bonus to worshippers of your patron or your patrons alignment.	spc:109
	Holy Mount	tra	vs	1sa	Touch	5 rd	None	Yes(h)	Your special mount gains the celestial template	spc:115
	Hydrate	con[healing]	vs	1sa	Touch	Inst	Will half	Yes	Heals desiccation damage.	sa:117
	Insignia of Alarm	abj	vsf	1sa	Long	Inst	None	Yes(h)	Creatures wearing special insignia are warned similar to alarm spell	rd:166
	Knight's Move	tra[teleport]	vsdf	1 swift	2 ft.*	Inst			Teleport to a square that leaves you flanking an enemy.	spc:129
	Lahm's Finger Darts	tra[evil]	vsCorrupt	1a	Med	Inst	None	Yes	Your fingers become projectiles that deal 1d4 Dex damage.	bv:98
	Loyal Vassal	abj[lawful]	vsdf	1sa	Touch	50 min*	Will neg(h)	Yes(h)	Protects up to 1 allies, +3 saves vs mind-affecting spells & abilities, and they can't harm you or each other.	spc:134
	Luminous Armor	abj	Sac	1sa	Touch	5 hr	None	Yes	Light grants +5 armor bonus, dispels magical darkness; -4 to enemy melee attacks.	be:102
	Mark of Doom	nec	vsdf	1a	Medium	5 rd	None	No	Subject takes 1d6 damage for each hostile action	ph2:119
	Owl's Wisdom	tra	vsm/df	1sa	Touch	5 min	Will neg(h)	Yes	Subject gains +4 to Wis.	ph:259
	Quick March	tra	vsdf	1 swift	Med	1 rd	Will neg(h)	Yes(h)	Allies' speed increases by 30 ft.	spc:164
	Remove Paralysis	con[healing]	vs	1sa	Close	Inst	Will neg(h)	Yes(h)	Frees one or more creatures from paralysis or slow effect.	ph:271
	Resist Energy	abj	vsdf	1sa	Touch	50 min	Fort neg(h)	Yes(h)	Subject ignores 10 points of damage/attack from specified energy type.	ph:272
	Shield of Warding	abj[good]	vs	1sa	Touch	5 min	Will neg(o,h)	No	The touched shield grants its wielder +2 sacred bonus to AC & reflex saves.	spc:188
	Shield Other	abj	vsf	1sa	Close	5 hr(D)	Will neg(h)	Yes(h)	You take half of subject's damage.	ph:278
	Spiritual Chariot	con[creation][force]	vsdf	1sa	Close	5 hr	None	No	Creates ghostly chariot behind your mount.	spc:202
	Stabilize	con[healing]	vsdf	1 swift	0 ft.	Inst	Will neg(h)*	Yes(h)	Cures 1 point of damage in a 50' radius burst.	spc:204
	Steed of the Seas	tra	vsdf	1sa	Touch	10 hrs(D)	None	No	Make your special mount amphibious.	sto:122

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	Stone Fist	tra	vsdf	1sa	Personal	5 rd(D)			Fists become like cold iron, increase in damage and deal lethal damage.	rs:163
	Strength of Stone	tra	vsdf	1 swift	Personal	1 rd			You gain +8 to Str that ends if you lose contact with the ground.	spc:211
	Undetectable Alignment	abj	vs	1sa	Close	24 hrs	Will neg(o)	Yes(o)	Conceals alignment for 24 hours.	ph:297
	Zeal	abj	vs	1 swift	Personal	5 rd			You move through foes to attack the enemy you want and gain +4 AC against AoOs.	spc:244
	Zone of Truth	en[comp][mind]	vsdf	1sa	Close	5 min	Will neg	Yes	Subjects within range cannot lie.	ph:303
— 3rd-Level Spells —										
	Absorb Mind	div[evil]	vsfCorrupt	1sa	Personal	5 min			You gain 25% chance of knowing information in a brain eaten.	bv:84
	Axiomatic Storm	con[creation][lawful,water]	vsmdf	1sa	20 ft.	5 rd(D)	None	No	Lawful-aligned rain falls in 20-ft. radius.	spc:22
	Binding Snow	tra[cold]	vsdfFrostfe	1sa	Med	5 hr(D)	Ref neg	Yes	Snow field freezes impeding movement	fr:89
	Blessed Sight	div	vs	1sa	Personal	5 min			Evil auras become visible to you.	be:92
	Blessing of Bahamut	abj[good]	vsm	1sa	Personal	5 rd			You gain damage reduction 10/magic.	spc:31
	Brilliant Emanation	evo[good]	Sac	1sa	Med	1d4 rds	Fort prtl	Yes	Wearer blinds evil creatures.	be:92
	Celestial Aspect	tra[good]	vSac	1sa	Touch	5 min	Fort neg	Yes	Target gains one of four celestial properties.	be:93
	Crown of Smiling	evo	vsf	1a	Touch	5 hr(D)	Will neg (h)	Yes (h)	+2 damage to chosen alignment, 1/min, discharge for +8 on final attack	phb2:105
	Cure Moderate Wounds	con[healing]	vs	1sa	Touch	Inst	Will half(h)*	Yes(h)*	Cures 2d8+5 points of damage.	ph:216
	Daylight	evo[light]	vs	1sa	Touch	50 min(D)	None	No	60-ft. radius of bright light.	ph:216
	Diamondsteel	tra	vsm	1sa	Touch	5 rd	Will neg(o)	Yes(o)	Armor has DR Half the AC bonus/adamantine	spc:84
	Discern Lies	div	vsdf	1sa	Close	[c]->5 rd	Will neg	No	Reveals deliberate falsehoods.	ph:221
	Dispel Magic	abj	vs	1sa	Med	Inst	None	No	Cancels magical spells and effects with dispell check of 1d20+5.	ph:223
	Earth Hammer	tra	v	1 swift	Touch	5 rd	Will neg(h)	Yes(h)	Melee weapon improves base damage, acts like adamantite bludgeoning weap.	rs:162
	Enduring Scrutiny	div	vs	1sa	Close	5 days	None	Yes	Become aware when target performs designated action.	cm:103
	Find the Gap	div	v	1sa	Personal	5 rd			You gain the ability to perceive weak points in your opponents armor.	spc:91
	Hammer of Righteousness	evo[force,good]	vsSac	1sa	Med	Inst	Fort half	Yes	5d6 damage or 5d8 damage if the target is evil.	be:100
	Hand of the Faithful	abj[see text]	vsdf	1 min	10 ft.	5 hr	Fort neg	Yes	Immobile warded zone, stuns those with different patrons.	spc:109
	Heal Mount	con[healing]	vs	1sa	Touch	Inst	Will neg(h)	Yes(h)	As heal on warhorse or other special mount.	ph:239
	Healing Spirit	con[healing]	vs	1a	Close	10 rd	Will half (h); see te	Yes (h)	Ball of light heals 1d8/round	phb2:114
	Holy Storm	con[creation][good,water]	vsmdf	1sa	20 ft.	5 rd (D)	None	No	Driving rain falls in 20-ft. -4 on Listen, Spot, Search, & ranged attacks. Extinguish flames & 2d6 points of dam	spc:115
	Insignia of Blessing	en[comp][mind]	vsf	1sa	Long	5 min	None	Yes(h)	Creatures wearing special insignia warned and affected as though by a Bless.	rd:166
	Insignia of Warding	abj	vsf	1sa	Long	5 min	Will neg(h)	Yes(h)	Creatures wearing special insignia warned and gain +1 to AC and Fort saves.	rd:166
	Invoke the Cerulean Sign	evo	see text	1sa	30 ft.	Inst	Fort neg	No	Aberrations become sickened, nauseated, dazed or stunned.	lm:211
	Love's Pain	evo[evil,mind]	vsCorrupt	1sa	Med	Inst	None	Yes	Deals 2d6 to subject's dearest loved one.	bv:98
	Magic Circle against Chaos	abj[lawful]	vsm/df	1sa	Touch	50 min	Will neg(h)	No*	As protection spells, but 10-ft. radius and 50 minutes.	ph:249
	Magic Circle against Evil	abj[good]	vsm/df	1sa	Touch	50 min	Will neg(h)	No*	As protection spells, but 10-ft. radius and 50 minutes.	ph:249
	Magic Weapon, Greater	tra	vsm/df	1sa	Close	5 hr	Will neg(h,o)	Yes(h,o)	Weapon gains +1 bonus.	ph:251
	Mantle of Good	abj[good]	vsmdf	1sa	0 ft.	50 min (D)	None	Yes	You gain SR 17 against spells with the evil descriptor.	spc:137
	Mantle of Law	abj[lawful]	vsmdf	1sa	0 ft.	50 min (D)	None	Yes	You gain SR 17 against spells with the chaos descriptor.	spc:138
	Mind Bond	div	vsdf	1sa	Close	5 rd	None	No	You+mount gain +4 flanking bonus when flanking same trgt; mount gains attk bonus.	be:102
	Path of the Exalted	div	vFeat	1sa	Personal	see text			You receive divine guidance from a higher power.	be:103
	Phieran's Resolve	abj[good]	vsdf	1sa	20 ft.	5 min	Will neg	Yes	Grants +4 sacred bonus on saves against spells with the evil descriptor.	be:103
	Prayer	en[comp][mind]	vsdf	1sa	40 ft.	5 rd	None	Yes	Allies +1 luck bonus on most rolls, enemies -1 penalty.	ph:264
	Red Fester	ne[evil]	vsCorrupt	1sa	Touch	Inst	Fort neg	Yes	Subject takes 1d6 Str damage and 1d4 Cha damage.	bv:102
	Regal Procession	con[summon]	vsm	1r	Close	10 hr(D)	None	No	Summons 5 riding horses & gear.	spc:172
	Remove Blindness/Deafness	con[healing]	vs	1sa	Touch	Inst	Fort neg(h)	Yes(h)	Cures normal or magical conditions.	ph:270
	Remove Curse	abj	vs	1sa	Touch	Inst	Will neg(h)	Yes(h)	Frees object or person from curse.	ph:270

