

Holy Knight Spell Descriptions

1ST-LEVEL HOLY KNIGHT SPELLS

Bless Weapon

Enhancing/Light

Level: Holy Knight/White Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./level

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.

Compel Hostility

Light/Enfeebling

Level: Holy Knight 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: See text

Whenever a creature you can see that threatens you makes an attack against one of your allies, as an immediate action, you can compel that creature to attack you instead. When you compel a creature to attack you, you must first overcome that creature's spell resistance, and the creature can attempt a Will saving throw to ignore the compulsion.

Cure

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

A soft white glow surrounds a wounded living creature, healing for 1d6 points of damage + your casting modifier (Wisdom or Charisma) + 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.

Enlight

Enhancing/Light

Level: Holy Knight 1

Casting Time: 1 swift action

Range: Personal

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

Upon casting this spell, the caster infuses the weapon touched with light elemental energy. The next time this weapon strikes a creature, it discharges the light elemental energy. The spell deals an extra 1 point of holy damage per level (to a max of +5) + your Charisma modifier against the target of the attack. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Fearna

Healing

Level: Astrologian/Holy Knight/White Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You remove any fear effect in the creature. You must make a caster level check (1d20 + caster level) against the DC of the fear affecting the target. *Fearna* counters and dispels Fear.

Hero's Defense

Healing

Level: Holy Knight 1

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

The instant before you are reduced to 0 or fewer hit points, you can expend a use of your lay on hands ability to heal yourself as if you had used lay on hands, plus an additional 1d6 hit points. If this healing brings your hit point total above 0 hit points, you do not fall, and may continue to act. If you have no more uses of lay on hands this spell has no effect.

Keep Watch

Enhancing

Level: Holy Knight 1

Casting Time: 1 standard action

Range: Touch

Target: One creature/2 levels

Duration: 8 hours or less; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell enables the subjects to stand watch or keep vigil throughout the night without any ill effects. The subjects suffer no fatigue and gain all the usual benefits of a full night's rest. The subjects gain hit points as though from resting, spellcasters may gain MP as though they had slept for 8 hours, and so on. Effects that rely on actual sleep or dreaming are ineffective, though the subjects are still susceptible to effects that would put them to sleep, such as sleep or deep slumber. Any vigorous activity, including fighting, immediately ends the effect, and the affected creatures must either have the spell cast on them again or sleep for the remaining hours to avoid fatigue and gain the benefits of a full night's rest.

Knight's Calling

Enfeebling/Light

Level: Holy Knight 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You compel an enemy to come and fight you. On its turn, the target moves its speed toward you, avoiding any other dangers along its path (including any movement that would provoke attacks of opportunity). The target may do nothing but move on its turn. If the target ends its move adjacent to you, you can make an attack of opportunity against the target.

Lead Blades

Enhancing

Level: Dark Knight/Holy Knight/Red Mage 1

Casting Time: 1 standard action

Range: Personal

Target: Touch

Duration: 1 minute/level (D)

Lead blades increases the momentum and density of your melee weapons just as they strike a foe. All melee weapons you are carrying when the spell is cast deal damage as if one size category larger than they actually are. For instance, a Medium longsword normally deals 1d8 points of damage, but it would instead deal 2d6 points of damage if benefiting from lead blades. Only you can benefit from this spell. If anyone else uses one of your weapons to make an attack it deals damage as normal for its size.

Magic Weapon

Enhancing

Level: Dark Knight/Holy Knight/Red Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Weapon Touched

Duration: 1 minute/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. You can't cast this spell on a natural weapon, such as an unarmed strike.

Ohlight

Enhancing/Light

Level: Holy Knight 1

Casting Time: 1 swift action

Range: Personal

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

Upon casting this spell, the caster infuses the weapon touched with holy energy. The next time this weapon strikes a creature, it discharges the holy energy. The weapon deals holy damage instead of the physical damage it would normally do. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Phalanx

Enhancing

Level: Holy Knight 1/Red Mage 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Light surrounds you by reducing any physical damage you take. For the duration of the spell, the caster receives Damage Reduction 5/magic.

Restore

Healing

Level: Astrologian/White Mage/Red Mage 2/Holy Knight 1

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell 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. In addition, it restores stamina points equal to 5 + the target's Constitution modifier.

Sun Metal

Enhancing/Elemental (Fire)

Level: Holy Knight 1

Casting Time: 1 standard action

Range: Touch

Targets: One melee weapon

Duration: 1 round/level (see text)

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

The target weapon ignites into flame that does not hurt the weapon or the wielder, but damages those hit by the weapon. When the weapon's wielder hits with this weapon, it deals an additional 1d4 points of fire damage. This damage is not multiplied in the case of a critical hit. This effect immediately ends if the weapon is submerged in water. This effect does not stack with the flaming or flaming burst weapon special ability or any other effect that grants the weapon extra fire damage. It does not function on weapons with the frost or icy burst weapon special ability or any other effect that grants a weapon extra cold damage.

Tactical Acumen

Enhancing

Level: Holy Knight 1

Casting Time: 1 standard action

Range: 30 ft.

Area: The caster and all allies within a 30-ft.-radius burst, centered on the caster

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Tactical acumen grants you and your allies a mastery of battlefield tactics. Whenever you would gain a bonus on attack rolls or to AC due to battlefield position, such as flanking, higher ground, or cover, you gain an additional +1 insight bonus. This bonus increases by +1 for every five caster levels above 5th you possess (maximum +4).

2ND-LEVEL HOLY KNIGHT SPELLS

Bestow Grace

Light/Enhancing

Level: Holy Knight 2

Casting Time: 1 standard action

Range: Touch

Target: One good creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With this spell you can bestow your holy grace on another good creature for a short amount of time, infusing that creature with a portion of your holy virtue. When you touch the subject, you grant that creature a sacred bonus to its saving throws equal to its Charisma bonus (if any) on all saving throws.

Blindna

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell cures the Blind status effect, whether the effect is normal or magical in nature. The spell does not restore eyes that have been lost, but it repairs them if they're damaged. *Blindna* counters and dispels blindness.

Consecrate

Light/Enhancing/Enfeebling

Level: Holy Knight/White Mage 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

This spell blesses an area with positive energy. The DC to resist positive channeled energy within this area gains a +3 sacred bonus. Every undead creature entering a consecrated area suffers minor disruption, suffering a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a consecrated area. If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus to positive channeled energy DCs, -2 penalties for undead in the area). You cannot consecrate an area with a similar fixture of a deity other than your own patron. Instead, the consecrate spell curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above. Consecrate counters and dispels desecrate.

Cure II

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 2

This spell functions like *cure*, except it heals for 3d6 points of damage + your casting modifier (Wisdom or Charisma) + 1 point per caster level (maximum +10).

Effortless Armor

Enhancing

Level: Dark Knight/Holy Knight 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Armor you wear no longer reduces your speed. You also reduce the armor's armor check penalty by 1 + 1 per five caster levels (maximum 5).

Elemental Resistance

Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage/Holy Knight/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants a creature limited protection from damage of whichever one of six elemental types you select: dark, earth, fire, ice, light, lightning, water, or wind. The subject gains elemental resistance 10 against the elemental 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 elemental 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. Elemental resistance absorbs only damage. The subject could still suffer unfortunate side effects. Elemental resistance overlaps (and does not stack with) protection from elements. If a character is warded by protection from elements and elemental resistance, the protection spell absorbs damage until its power is exhausted.

Enlight II

Enhancing/Light

Level: Holy Knight 2

Casting Time: 1 swift action

Range: Personal

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

Upon casting this spell, the caster infuses the weapon touched with light elemental energy. The next time this weapon strikes a creature, it discharges the light elemental energy. The spell deals an extra 1 point of holy damage per level (to a max of +10) + double your Charisma modifier against the target of the attack. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Galka's Strength, Lesser

Enhancing

Level: Astrologian/Dark Knight/Holy Knight/White Mage 2

This spell functions like *galka's strength*, except it only grants a +4 enhancement bonus to Strength.

Holy Shield

Enhancing/Light

Level: Holy Knight 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You gain the ability to magically project the defense of your shield to protect another creature at a distance. As a swift action, you designate one target within 30 feet. The target gains your shield's shield bonus and enhancement bonus to Armor Class until your next turn; you gain no benefit from the shield's shield bonus or enhancement bonus while using this spell and cannot use any of the shield's other properties or abilities (such as magical abilities, making a shield bash, or providing cover with a tower shield). As a swift action, you may move the protection to another target (including yourself); if you move the protection to yourself, you may use any of the shield's properties or abilities as normal. If the shielded creature exceeds the 30-foot range, your shield's protection automatically reverts to you. Any circumstance that would make you lose your shield bonus (such as an enemy breaking the shield, you dropping the shield, or you becoming helpless or unconscious) means the protected creature loses the shield's benefit.

Intercept Attack

Enhancing

Level: Holy Knight 2

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

If there is an ally adjacent to you, this spell wards the ally and creates a mystic connection so that all of its wounds transfer to you. The ally takes no damage from a singular attack (including those dealt by special abilities) that deal hit point damage, ability damage, ability drain, level drain or death effects. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not deal the types listed above such as blown away, charm, compulsion, and knocked down conditions and effects, are not affected.

Litany of Defense

Enhancing/Light

Level: Holy Knight 2

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Invoking this litany strengthens your defenses. Any enhancement bonus your armor has is doubled and you are immune to fear. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Panacea

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You detoxify any poison status effects in the 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, temporarily ability damage, or effects that don't go away on their own.

Paralyna

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You can free an ally from the effects of temporary paralysis or related magic, including spells and effects that cause a creature to gain the staggered condition. You must make a caster level check (1d20 + caster level) against the DC of the paralysis. The paralysis is negated but this spell does not restore ability score reduced by penalties, damage, or drain.

Phalanx II

Enhancing

Level: Holy Knight 2/Red Mage 4

This spell functions like *Phalanx*, except the caster receives Damage Reduction 10/cold iron instead.

Radiant Spikes

Enhancing/Light

Level: Holy Knight 2/White Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

An aura of sacred light covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of holy damage.

Righteous Vigor

Enhancing/Light

Level: Holy Knight 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Infusing the target with a surge of furious holy energy, you enhance a creature's ability to hit an opponent based on the number of times it has already hit that opponent with a successful attack. Each time the subject successfully strikes an opponent with a successful melee attack, the subject gains a cumulative +1 morale bonus on attack rolls (maximum +4 bonus) and gains 1d8 temporary hit points (to a maximum of 20 temporary hit points). If an attack misses, the attack bonus resets to +0 but any accumulated temporary hit points remain. The temporary hit points disappear at the end of the spell's duration.

Shield Other

Enhancing

Level: Holy Knight 2/White Mage 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

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.

Vestment of the Champion

Enhancing

Level: Dark Knight/Holy Knight 2

Casting Time: 1 standard action

Range: Touch

Target: Armor or shield touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level). If the armor or shield is worn or carried by anyone other than you, the spell has no effect, but resumes its effect when you are wearing or carrying it again.

Vox

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One silenced creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell removes the Silence status effect. You must make a caster level check (1d20 + caster level) against the DC of the silence effect. *Vox* counters and dispels Silence.

Weapon of Awe

Enhancing/Light

Level: Holy Knight 2

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You transform a single weapon into an awe-inspiring instrument. The weapon gains a +2 sacred bonus on damage rolls, and if the weapon scores a critical hit, the target of that critical hit becomes shaken for 1 round with no Saving Throw. This is a mind-affecting fear effect. A ranged weapon affected by this spell applies these effects to its ammunition. You can't cast this spell on a natural weapon, but you can cast it on an unarmed strike.

3RD-LEVEL HOLY KNIGHT SPELLS

Cleanse

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Cleanse can cure all diseases (magical and non-magical) from which a subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Cross

Healing

Level: Astrologian/White Mage/Holy Knight 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Cross 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. *Cross* 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. *Cross* counters and dispels bestow curse.

Cure III

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 3

This spell functions like *cure*, except it heals for 5d6 points of damage + your casting modifier (Wisdom or Charisma) + 1 point per caster level (maximum +15).

Daylight

Light

Level: Astrologian/White Mage/Holy Knight 3

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 minutes/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* and *blacklight*.

Deadly Juggernaut

Enhancing

Level: Dark Knight/Holy Knight 3

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

With every enemy life you take, you become increasingly dangerous and difficult to stop. During the duration of the spell, you gain a cumulative +1 luck bonus on melee attack rolls, melee weapon damage rolls, Strength checks, and Strength-based skill checks as well as DR 2/— each time you reduce a qualifying opponent to 0 or few hit points (maximum +5 bonus and DR 10/—) with a melee attack. A qualifying opponent has a number of Hit Dice equal to or greater than your Hit Dice –4.

Dispel

Enfeebling

Level: Astrologian/Black Mage/Geomancer/Illusionist/Necromancer/White Mage/Red Mage/Time Mage/Dark Knight/Holy Knight 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One spellcaster, creature, or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can use *dispel* 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*. *Dispel* 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* can take effect.

You choose to use *dispel* in one of two ways: a *targeted dispel* or a *counterspell*.

Targeted Dispel: One object, creature, or spell is the target of the *dispel* spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with 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*, 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* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel* may not work; you must make a dispel check to counter the other spellcaster's spell.

Elemental Resistance, Communal

Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage/Holy Knight/Geomancer 3

Targets: Creatures touched

This spell functions like *elemental resistance*, except you divide the duration in 10-minute intervals among the creatures touched.

Enlight III

Enhancing/Light

Level: Holy Knight 3

Casting Time: 1 swift action

Range: Personal

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

Upon casting this spell, the caster infuses the weapon touched with light elemental energy. The next time this weapon strikes a creature, it discharges the light elemental energy. The spell deals an extra 1 point of holy damage per level (to a max of +15) + triple your Charisma modifier against the target of the attack. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Litany of Sight

Enhancing/Light

Level: Holy Knight 3

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Saving Throw: None

Spell Resistance: No

This litany reveals the unseen to you. You can see invisible creatures and objects within 30 feet. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Magic Weapon, Greater

Enhancing

Level: Dark Knight/Holy Knight/Red Mage 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

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)

This spell functions like *magic weapon*, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5). 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.

Phalanx III

Enhancing

Level: Holy Knight 3/Red Mage 6

This spell functions like *Phalanx*, except the caster receives Damage Reduction 15/adamantine.

Rescue

Enhancing

Level: Astrologian/Holy Knight/White Mage/Red Mage 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One allied creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You pull one willing ally toward you, potentially rescuing them from combat. This spell targets one ally within the close range of you, and moves them to a free space adjacent to you. The ally being pulled toward you does not provoke any opportunity attacks against them while being magically forced toward you.

Wrathful Mantle

Enhancing/Light

Level: Holy Knight 3

Casting Time: 1 standard action

Range: Touch or 5 ft.; see text

Target: Creature touched or all creatures within 5 ft.; see text

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A shimmering mantle of light shrouds the subject, light like a torch. The subject of the spell gains a +1 resistance bonus on all saving throws per four caster levels (maximum +5 at 20th level). The subject can end the wrathful mantle at any time as a swift action to deal 2d8 points of holy damage to all creatures within 5 feet.

4TH-LEVEL HOLY KNIGHT SPELLS

Burst of Glory

Enhancing

Level: Holy Knight 4

Casting Time: 1 standard action

Area: 10-ft.-radius burst, centered on you

Duration: 1 round/level (D); see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Allies in the area of this spell at the time of casting gain a +1 sacred bonus on attack rolls and saves against fear effects, plus 1 temporary hit point per caster level (maximum 20). You shine with a white or golden radiance equal to a torch for the spell's duration, though you can dismiss the glow effect as a free action.

Chains of Light

Enfeebling/Light/Summoning

Level: Holy Knight 4/White Mage 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Spell Resistance: No

A creature targeted by this spell is held immobile by glowing golden chains composed of pure light. The creature is paralyzed and held in place, but may attempt a new saving throw each round to end the effect. While held by the golden chains, a creature cannot use any sort of extradimensional travel and similar spells and spell-like abilities. The spell does not affect creatures that are already in ethereal or astral form when the spell is cast.

Cura

Healing

Level: Astrologian/White Mage/Red Mage 3/Holy Knight 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

A *cura* spell is the area of effect version of the *cure* spell. A soft white glow envelopes the area, healing all allies within the area of effect for 1d6 points of damage per caster level (maximum 10d6).

Esuna

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Esuna relieves the vast majority of magical status effects. Esuna can only cure magical status effects from all spell effects of 3rd level or lower. Also included are spell-like abilities, supernatural abilities (to figure out what spell level supernatural abilities are, take the hit dice or character level of the creature, and divide by half, to a maximum of 9th level), or spell-like effects from items. Esuna only relieves one status effect per cast. The caster can select which status effect they are removing from their target upon the time of casting. You must make a caster level check (1d20 + caster level) against the DC of the status effect affecting the target. Success means that the status effect is cured.

Forceful Strike

Enhancing

Level: Dark Knight/Holy Knight 4

Casting Time: 1 swift action

Range: Touch or reach of melee weapon

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You cast this spell as you strike a creature with a melee weapon, unarmed strike, or natural attack to unleash a concussive blast of force. You deal normal weapon damage from the blow, but also deal an additional amount of non-elemental damage equal to 1d4 points per caster level (maximum of 10d4). The force of the blow may be enough to knock the target backward as well. To determine if the target is pushed back, make a combat maneuver check with a bonus equal to your caster level to resolve a bull rush attempt against the creature struck. You do not move as a result of this free bull rush, but it can push the target back if it defeats the target's CMD. A successful Fortitude save halves the force damage and negates the bull rush effect.

Holy Mantle

Enhancing/Light

Level: White Mage/Holy Knight 4

Casting Time: 1 standard action

Range: Touch or 5 ft.; see text

Targets: Creature touched or all creatures within 5 ft.; see text

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A shimmering mantle of light shrouds the subject, light like a torch. The subject of the spell gains a +1 resistance bonus on all saving throws per four caster levels (maximum +5 at 20th level). The subject can end the holy mantle at any time as a swift action to deal 2d8 points of holy damage to all creatures within 5 feet.

King's Castle

Enhancing/Summoning

Level: Holy Knight 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows you to switch places with an ally. When you cast this spell, choose a single ally within range. You teleport to your ally's space while your ally teleports to your former space.

Litany of Vengeance

Enhancing/Light

Level: Holy Knight 4

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: None

Spell Resistance: No

This litany causes your enemy to feel the pain of blows more sharply. Anyone who hits the target with an attack gains a +5 sacred bonus to that attack's damage. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Ohlightra

Enhancing/Light

Level: Holy Knight 4

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, within 30 ft. of each other

This spell functions like *Ohlight*, except that it affects multiple creatures.

Radiant Spikes II

Enhancing/Light

Level: Holy Knight 4/White Mage 6

This spell functions like *Radiant Spikes*, except it deals 3d6 points of holy damage instead.

Resounding Blow

Enhancing

Level: Dark Knight/Holy Knight 4

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: No

You must have a melee weapon in hand to cast this spell. On a successful melee attack, your weapon resounds with a thunderous clash. The target takes 1d6 points of non-elemental damage. Your weapon is not harmed by this attack. If you are using your smite ability against the target, it is staggered for 1 round on a successful attack. A successful Fortitude save negates the staggering effect. On a successful critical hit, the target is stunned for 1 round and deafened for 1d6 rounds. A successful Fortitude save negates the stunning and deafening effects. If you are also using smite, your foe makes only a single save against all effects. This spell immediately ends if your weapon leaves your hand. *Resounding blow* stacks with the thundering weapon property.

Restora

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 4

Casting Time: 1 minute

This spell functions like *restore*, except that it also dispels temporary negative levels or one permanent negative level. This spell cannot be used to dispel more than one permanent negative level possessed by a target in a 1-week period.

Restora cures all temporary ability damage, and it 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 and restores all stamina points to the target.