

Paladin Base List 2.5.2

EXORCISMS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Repel Undead I	1 undead	—	100'	F
2)	Detect Undead	10'R	1 min/lvl (C)	10'/lvl	P
3)	Repel Undead III	1-3 undead	—	100'	F
4)	Neutralize Curse I	1 curse	1 min/lvl	touch	F
5)	Hold Entity I	5'R/lvl	C	10'	F
6)	Repel Undead V	1-5 undead	—	100'	F
7)					
8)	Banish Entity I	1 entity	—	100'	F
9)	Hold Entity II	5'R/lvl	C	10'	F
10)	Remove Curse	1 curse	P	touch	F
11)	Banish Entity II	1-2 entities	—	100'	F
12)	Repel Undead X	1-10 undead	—	100'	F
13)	Neutralize Curse III	1 curse	1 day/lvl	touch	F
14)					
15)	Hold Entity III	5'R/lvl	C	10'	F
16)	Repel Undead XV	1-15 undead	—	100'	F
17)					
18)	Banish Entity III	1-3 entities	—	100'	F
19)					
20)	Hold Entity IV	5'R/lvl	C	10'	F
25)	Repel Undead True	1/2 undead/lvl	—	100'	F
30)	Banish Entity IV	1-4 entities	—	100'	F
50)	Hold Entity V	5'R/lvl	C	10'	F

1. Repel Undead I — Caster chants his holy words pointing his flat palm in the direction an undead, causing an “A” *Holy Spell Critical*.

2. Detect Undead — Detects the presence of Undead in the area of affect.

3. Repel Undead III — Caster chants his holy words pointing his flat palm in the direction of the undead, causing either a “C” *Holy Spell Critical* to one undead or a “B” *Holy Spell Critical* to two undead or an “A” *Holy Spell Critical* to three undead. The same Base Attack Roll is applied to all targets, criticals are rolled separately.

4. Neutralize Curse I — [RR mod: -20] Nullifies a curse for the duration of this spell. The curse is not dispelled and takes effect after the duration of this spell.

5. Hold Entity I — For as long as the caster concentrates, one Type I entity (i.e a Demon, a Fey or other creature summoned from beyond the borders of the world) that are in the area of effect may not leave, or reverse, i.e a Type I entity that are outside the area of effect may not enter.

6. Repel Undead V — As *Repel Undead III*, except causes either an “E” *Holy Spell Critical* to one undead or a “D” *Holy Spell Critical* to two undead or a “C” *Holy Spell Critical* to three undead or a “B” *Holy Spell Critical* to four undead or an “A” *Holy Spell Critical* to five undead.

8. Banish Entity I — Caster instantly banishes a Type I entity from this world. It is returned to its plane of existence and may not enter this world for 10-100 days.

9. Hold Entity II — As *Hold Entity I*, except either a Type II entity or two Type I entities may be affected.

10. Remove Curse — Permanently removes a curse if it fails an RR. The curses level is the level of its caster. If the curse is not dispelled the caster cannot try again until he has gone up another level of experience.

11. Banish Entity II — As *Banish Entity I*, except affects one Type II entity or two Type I entities.

12. Repel Undead X — As *Repel Undead III*, except causes either an “E” *Holy Spell Critical* to 1-3 undead or a “D” *Holy Spell Critical* to 4-6 undead or a “C” *Holy Spell Critical* on 7-10 undead.

13. Neutralize Curse III — [RR mod: -20] As *Neutralize Curse I*, except for duration.

15. Hold Entity III — As *Hold Entity I*, except either a Type III entity or three Type I entities may be affected.

16. Repel Undead XV — As *Repel Undead III*, except causes either an “E” *Holy Spell Critical* to 1-5 undeads or a “D” *Holy Spell Critical* to 6-10 undeads or a “C” *Holy Spell Critical* to 11-15 undeads.

18. Banish Entity III — As *Banish Entity I*, except affects one Type III entity or three Type I entities.

20. Hold Entity IV — As *Hold Entity I*, except either a Type IV entity or two Type II entities or four Type I entities may be affected.

25. Repel Undead True — As *Repel Undead III*, except causes an “E” *Holy Spell Critical* to as many undead targets as caster’s level divided by two (round down, i.e a 25th level caster can affect 12 targets).

25. Uncurse True — [RR Mod: -50] As *Remove Curse*, except for the RR modification.

30. Banish Entity IV — As *Banish Entity I*, except affects one Type IV entity or two Type II entities or four Type I entities.

50. Hold Entity V — As *Hold Entity I*, except either a Type V entity or five Type I entities may be affected.

SPECIAL NOTES

1) For all spells that affect undead, GMs may want to give modifications to certain very powerful undead. See *Creatures & Monsters* for a complete listing of undeads.

2) The original rule (see Section 7.1.4) that a caster only can attempt to repel a given undead once per experience level is now obsolete (given the new character of the *Repel Undead* spell).

3) The *Holy Spell Critical Strike Table* is presented in the RMSS #5604 *Channeling Companion*, p.119.

4) Stun, stun no parry, bleeding and penalties on undead caused by the *Repel Undead* spell **will** affect undeads that are normally immune to those types of damage.

5) See Section 7.1.30 for more on curses and removing them.

6) Entities are assumed to be beings of another plane who are brought into the caster’s plane through the use of a Summoning spell (i.e Faeries and demons). For examples, see the *Channeler Base List 2.4.6 Summons* or *RMSS Creatures & Monsters*. If no type for a entity is given, use the following table to determine the entity’s type. The GM may wish to this type system to account for the types of Demons he wishes to use in his world.

Level	Type	Level	Type
1-4	I	13-16	IV
5-8	II	17-24	V
9-12	III	25+	True