

Spirit of Healing: This spirit increases your ability to heal damage dealt to you or your allies. When summoned, it can heal an amount of damage equal to twice the amount you can heal using your lay on hands ability. To use its healing ability, you or an ally must begin or end your turn in the same square as the spirit. That character can then use a standard action to transfer some or all of the hit points from the spirit to herself. Once the spirit has used all its healing ability, it dissipates.

- A spirit occupies a 5-foot square on the battle map.
- When summoned, a spirit appears on the battlefield within 30 feet of you. You can use a free action to have it move once per round. The spirit has a land speed of 30 feet.
- All spirits are insubstantial and transparent. Any creature can move through them normally, and they do not block line of sight or line of effect.
- A spirit cannot attack or be attacked. It is not undead and cannot be turned. It is subject to *dispel magic*, *dismissal*, or *banishment* as if it were a summoned creature, using your paladin level as the caster level.
- If you lose line of sight to a spirit, it disappears immediately.
- Each spirit available to you can be summoned once per day.
- A spirit remains for a number of rounds equal to your paladin level, until it is dismissed, or until special conditions in the spirit's description are met.