

Paladin Spells

SPELLS PER DAY				
BONUS SPELLS				
LEVEL	1	2	3	4
SPELL SAVE DC				

RANGES

CLOSE	MEDIUM	LONG
25 ft + 5 ft / 2 LVLS	100 ft + 10 ft / LVL	400 ft + 40 ft / LVL

LEVEL 1

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
___	1	<input type="checkbox"/> Bless	Allies gains +1 att, +1 vs fear	Ench	V,S,DF	1 a	50 ft	Allies within 50 ft	1 min/lvl	-	Yes	180
___	2	<input type="checkbox"/> Bless Water	Make holy water	Trans	V,S,M	1 min	Touch	Water flask touched	Instantaneous	Will negs	Yes	180
___	3	<input type="checkbox"/> Bless Weapon	Blesses weapon against evil foes	Trans	V,S	1 a	Touch	Weapon touched	1 min/lvl	-	-	180
___	4	<input type="checkbox"/> Create Water	Creates 2 gallons/lvl of pure water	Conj	V,S	1 a	Close	Up to 2 gallons/lvl	Instantaneous	-	-	189
___	5	<input type="checkbox"/> Cure Light Wounds	Cures 1d8+1/lvl (max +5)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
___	6	<input type="checkbox"/> Detect Poison	Detects poison in creature or object	Div	V,S	1 a	Close	Creat,obj or 5-ft cube	Instantaneous	-	-	193
___	7	<input type="checkbox"/> Detect Undead	Reveals undead within 60 ft	Div	V,S,DF	1 a	60 ft	Quarter circle	Conc, 1min/lvl (D)	-	-	194
___	8	<input type="checkbox"/> Divine Favor	You gain att, dmg bonus +1/3 lvls	Evoc	V,S,DF	1 a	Personal	You	1 min	-	-	197
___	9	<input type="checkbox"/> Endure Elements	Ignores 5 dmg/rnd from element	Abjur	V,S	1 a	Touch	Creature touched	24 h	-	Yes	199
___	10	<input type="checkbox"/> Magic Weapon	Weapon gains +1 bonus	Trans	V,S,F,DF	1 a	Touch	+1 att/dmg	1 min/lvl	Will negs	Yes	225
___	11	<input type="checkbox"/> Protection from Evil	+2 AC and saves etc.	Abjur	V,S,DF	1 a	Touch	Creature touched	1 min/lvl	Will negs	-	240
___	12	<input type="checkbox"/> Read Magic	Read scrolls and spellbooks	Univ	V,S,F	1 a	Personal	You, 250 words/min	10 min/lvl	-	-	243
___	13	<input type="checkbox"/> Resistance	Subject gains +1 on saves	Abjur	V,S,DF	1 a	Touch	Creature touched	1 min	Will negs	Yes	245
___	14	<input type="checkbox"/> Virtue	Subject gains 1 temporary hp	Trans	V,S,DF	1 a	Touch	Creature touched	1 min	-	-	269

LEVEL 2

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
___	1	<input type="checkbox"/> Delay Poison	Stops poison from harming subject	Conj	V,S,DF	1 a	Touch	Creature touched	1 h/lvl	Fort negs	Yes	191
___	2	<input type="checkbox"/> Remove Paralysis	Frees creats from parlys/hold/slow	Conj	V,S	1 a	Close	1:neg,2:+4,3-4:+2	Instantaneous	Will negs	Yes	245
___	3	<input type="checkbox"/> Resist Elements	Ignores 12 dmg/rnd from element	Abjur	V,S,DF	1 a	Touch	Creature touched	1 min/lvl	-	Yes	246
___	4	<input type="checkbox"/> Shield Other	You take half of subject's damage	Abjur	V,S,F	1 a	Close	+1 AC, +1 saves	1 h/lvl (D)	Will negs	Yes	251
___	5	<input type="checkbox"/> Undetectable Alignment	Conceals alignment for 24 hours	Abjur	V,S,	1 a	Close	One creat or object	24 hours	Will negs	Yes	267

LEVEL 3

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
___	1	<input type="checkbox"/> Cure Moderate Wounds	Cures 2d8+1/lvl (max +10)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
___	2	<input type="checkbox"/> Discern Lies	Reveals deliberate falsehoods	Div	V,S,DF	1 a	Close	1/lvl,max30ft apart	Conc, 1 rnd/lvl	Will negs	-	195
___	3	<input type="checkbox"/> Dispel Magic	Cancels magical spells and effects	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	196
___	4	<input type="checkbox"/> Greater Magic Weapon	+1/3 levels, max +5	Trans	V,S,DF	1 a	Close	Weapon or 50 proj.	1 hour/lvl	Will negs	Yes	210
___	5	<input type="checkbox"/> Heal Mount	Heals paladin's special mount	Conj	V,S	1 action	Touch	Your mount touched	Inst	-	Yes	213
___	6	<input type="checkbox"/> Magic Circle against Evil	Protection 10-ft-radius, 10 min/lvl	Abjur	V,S,DF	1 a	Touch	Emanates 10 ft	10 min/lvl	Will negs	-	223
___	7	<input type="checkbox"/> Prayer	Allies +1 att,dmg,saves,skills /en -1	Conj	V,S,DF	1 a	30 ft	Allies/foes 30-ft rad	1 rnd/lvl	-	Yes	238
___	8	<input type="checkbox"/> Remove Blindness / Deafness	Cure normal or magical conditions	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Fort negs	Yes	244

LEVEL 4

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
___	1	<input type="checkbox"/> Cure Serious Wounds	Cures 3d8+1/lvl (max +15)	Conj	V,S	A	Touch	Creature touched	Instantaneous	Will half	Yes	190
___	2	<input type="checkbox"/> Death Ward	Immunity to death spells/effects	Necro	V,S,DF	1 a	Touch	Living creat touched	10 min/lvl	-	Yes	191
___	3	<input type="checkbox"/> Dispel Evil	+4 bonus against evil attackers	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl / dischrtd	Special	Spec	196
___	4	<input type="checkbox"/> Freedom of Movement	Subject move despite impediments	Abjur	VSM,DF	1 a	Prsl,touch	You or creat touched	10 min/lvl	-	-	207
___	5	<input type="checkbox"/> Holy Sword	Weapon +5, double dmg vs evil	Evoc	V,S	1 a	Touch	Weapon touched	1 rnd/lvl	-	-	215
___	6	<input type="checkbox"/> Neutralize Poison	Detoxifies venom in or on subject	Conj	V,S,M	1 a	Touch	Creat / obj 1 cu ft/lvl	Instantaneous	Will negs	Yes	232