Paladin of Freedom Spell List

A paladin’s casting level is one half class level (round down).

**First Level Spells**
- Bless [E]
- Bless Water [T, Gd]
- Bless Weapon [T]
- Create Water [C]
- Cure Light Wounds [C]
- Detect Poison [D]
- Detect Unead [D]
- Divine Favor [E]
- Endure Elements [A]
- Guess-timate* [D]
- Magic Weapon [T]
- Protection from Evil [A, Gd]
- Restoration from Law [A, Ch]
- Tie/Untie* [T]
- Read Magic [D]
- Protection from from Law [A, Ch]
- Restoration [C]
- Restoration, Lesser [C]
- Umbrella* [A]
- Virtue [E]

**Second Level Spells**
- Ball’s Strength [T]
- Delay Poison [C]
- Eagle’s Splendor [T]
- Heal’s Wisdom [T]
- Remove Paralysis [C]
- Resist Energy [A]
- Shield Other [A]
- Undetectable Alignment [A]
- Zone of Truth [E]

**Third Level Spells**
- Cure Moderate Wounds [C]
- Daylight [V]
- Dispel Magic [A]
- Heal Mount [C]
- Magic Circle against Evil [A, Gd]
- Magic Circle against Law [A, Ch]
- Magic Weapon, Greater [T]
- Prayer [E]
- Remove Blindness/Deafness [C]
- Remove Curse [A]

**Fourth Level Spells**
- Break Enchantment [A]
- Cure Serious Wounds [C]
- Dispel Evil [A, Gd]
- Dispel Law [A, Ch]
- Freedom of Movement [A]
- Holy Sword [V, Gd]
- Mark of Justice [N]
- Neutralize Poison [C]
- Restoration [C]

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**Spells per Day**

<table>
<thead>
<tr>
<th>Level</th>
<th>Paladin Spell Level</th>
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<tr>
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**Bonus Spells per Day**

- Bonus spells per day granted for high wisdom.
- Caster’s Spell Level
- Wisdom 1 2 3 4

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**Calculating the DC**

10 + spell level + wisdom modifier. Spell Focus in the school grants +1. Greater Spell Focus grants +2.

**Spell Focus Feats**

- Abjuration
- Divination
- Conjuration
- Enchantment

**Overcoming Spell Resistance**

Roll a caster level check (d20 + caster level)
- Spell Penetration feat grants +2.
- Greater Spell Penetration grants +4.

**Metamagic Feats**

- Level Cost
- Empower Spell
- Reach Spell
- Silent Spell
- Extend Spell
- Still Spell
- Heighten Spell

**Other Magical Feats**

- Combat Casting
- Eschew Materials
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**Turning Undead (40th level)**

**Uses per day:**
- 3 + charisma modifier + 4 per feat
- 3 Extra Turning feats

**Turning Check**

(max hit-die affected): turning level + (d20 + 10 + cha mod)/3. Round all fractions down, so 1/2 rounds down to 1 and 2/3 rounds down to 3. Maximum: (level+4). Minimum: (level-4).

**Turning Damage**

(total hit dice affected): turning level + 2d6 + charisma modifier. Turned undead with hit dice total equal to or less than half the turning level are destroyed.

A paladin’s turning level is class level – 3. Paladin turning levels stack with cleric levels.

**Improved Turning feat (+1 turning level)**

- Divine Might
- Divine Vengeance

**aligned Spells**

- [Ch] Chaos
- [Gd] Good

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**Spells per Day**

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<td>Level 1 2 3 4 4</td>
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- Bonus spells per day granted for high wisdom.

- An entry of zero in the spells per day table signifies that paladins may cast spells of this level only if they are awarded a bonus spell for high wisdom.

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**Schools of Magic**

- [A] Abjuration
- [E] Enchantment
- [C] Conjuration
- [N] Necromancy
- [D] Divination
- [T] Transmutation
- [V] Evocation