

Paladin of Freedom Spell List

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

First Level Spells Slots

- Bless [E]
- Bless Water [T, Gd]
- Bless Weapon [T]
- Create Water [C]
- Cure Light Wounds [C]
- Detect Poison [D]
- Detect Undead [D]
- Divine Favor [E]
- Endure Elements [A]
- Guess-timate* [D]
- Magic Weapon [T]
- Protection from Evil [A, Gd]
- Protection from Law [A, Ch]
- Read Magic [D]
- Resistance [A]
- Restoration, Lesser [C]
- Tie/Untie* [T]
- Umbrella* [A]
- Virtue [T]
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*Listed among new zero-level spells

Additional Spells & Feats:

Second Level Spells Slots

- Bull's Strength [T]
- Delay Poison [C]
- Eagle's Splendor [T]
- Owl's Wisdom [T]
- Remove Paralysis [C]
- Resist Energy [A]
- Shield Other [A]
- Undetectable Alignment [A]
- Zone of Truth [E]
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Third Level Spells Slots

- 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]
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Fourth Level Spells Slots

- 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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Spell-Like & Supernatural Abilities

- Detect Evil (1st level): at will
- Smiting Evil (1st level): (level/5) + 1 times per day (round down) adds charisma bonus to hit, adds level to damage
- Lay on Hands (2nd level): (level) × (charisma bonus) hit points per day
- Aura of Resolve (3rd level): always active while conscious compulsion immunity for self and +4 morale bonus to will saves against compulsion effects for allies within 10 feet
- Special Mount (5th level): may be summoned once per day
- Remove Disease (6th level): (level/3) - 1 times per day (round down)

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
- Conjuraction 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 (2) Reach Spell (2)
- Enlarge Spell (1) Silent Spell (1)
- Extend Spell (1) Still Spell (1)
- Heighten Spell (var.) Widen Spell (3)

Other Magical Feats

- Combat Casting Eschew Materials
- Improved Counterspell

Turning Undead (4th level)

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

Turning Check (max hit-die affected):
turning level + (d20 - 10 + cha mod)/3.
Round all fractions down, so 1²/3 rounds down to 1 and -2¹/3 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 die totals 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)

Additional Turning Feats

- Divine Might Divine Vengeance

Aligned Spells

[Ch] Chaos [Gd] Good

Spells per Day Bonus Spells

Paladin Level	Spell Level				Bonus spells per day granted for high wisdom				
	1	2	3	4	Caster's Wisdom		Spell Level		
	1	2	3	4	1	2	3	4	
1-3	-	-	-	-	10-11	-	-	-	-
4	0	-	-	-	12-13	1	-	-	-
5	0	-	-	-	14-15	1	1	-	-
6	1	-	-	-	16-17	1	1	1	-
7	1	-	-	-	18-19	1	1	1	1
8	1	0	-	-	20-21	2	1	1	1
9	1	0	-	-	22-23	2	2	1	1
10	1	1	-	-	24-25	2	2	2	1
11	1	1	0	-	26-27	2	2	2	2
12	1	1	1	-	28-29	3	2	2	2
13	1	1	1	-					
14	2	1	1	0					
15	2	1	1	1					
16	2	2	1	1					
17	2	2	2	1					
18	3	2	2	1					
19	3	3	3	2					
20	3	3	3	3					

Totals do not include bonus spells for high wisdom.

etc.
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.

Schools of Magic

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