

# Paladin 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 Chaos [A, Lf]
- Protection from Evil [A, Gd]
- 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]
- Discern Lies [D]
- Dispel Magic [A]
- Heal Mount [C]
- Magic Circle against Chaos [A, Lf]
- Magic Circle against Evil [A, Gd]
- 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]
- Death Ward [N]
- Dispel Chaos [A, Lf]
- Dispel Evil [A, Gd]
- Holy Sword [V, Gd]
- Mark of Justice [N]
- Neutralize Poison [C]
- Restoration [C]
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### Spell-Like & Supernatural Abilities

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

[Gd] Good    [Lf] Lawful

Spells per Day				Bonus Spells					
Paladin Level	Spell Level 1	2	3	4	Bonus spells per day granted for high wisdom				
1–3	–	–	–	–	Caster's Spell Level				
4	0	–	–	–	Wisdom	1	2	3	4
5	0	–	–	–	10–11	–	–	–	–
6	1	–	–	–	12–13	1	–	–	–
7	1	–	–	–	14–15	1	1	–	–
8	1	0	–	–	16–17	1	1	1	–
9	1	0	–	–	18–19	1	1	1	1
10	1	1	–	–	20–21	2	1	1	1
11	1	1	0	–	22–23	2	2	1	1
12	1	1	1	–	24–25	2	2	2	1
13	1	1	1	–	26–27	2	2	2	2
14	2	1	1	0	28–29	3	2	2	2
15	2	1	1	1	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.			
16	2	2	1	1	Totals do not include bonus spells for high wisdom.				
17	2	2	2	1					
18	3	2	2	1					
19	3	3	3	2					
20	3	3	3	3					

### Schools of Magic

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