

Paladin Spells

3.0

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

RANGES

<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> <p style="font-size: small;">CLOSE 25-ft + 5-ft / 2 LVLS</p>	<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> <p style="font-size: small;">MEDIUM 100-ft + 10-ft / LVL</p>	<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> <p style="font-size: small;">LONG 400-ft + 40-ft / LVL</p>
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LEVEL 1

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<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
<input type="checkbox"/> Bless Water	Make holy water	Trans	V,S,M	1 min	Touch	Water flask	Instantaneous	Will negs	Yes	180
<input type="checkbox"/> Bless Weapon	Blesses weapon against evil foes	Trans	V,S	1 a	Touch	Weapon	1 min/lvl	-	-	180
<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
<input type="checkbox"/> Cure Light Wounds	Cures 1d8+1/lvl (+5)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<input type="checkbox"/> Detect Poison	Detects poison in creature or item	Div	V,S	1 a	Close	Creat,obj or 5-ft cube	Instantaneous	-	-	193
<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
<input type="checkbox"/> Divine Favor	You gain att, dmg bonus +1/3 lvls	Evoc	V,S,DF	1 a	Self	Caster	1 min	-	-	197
<input type="checkbox"/> Endure Elements	Ignores 5 dmg/rnd from element	Abjur	V,S	1 a	Touch	One creature	24 hours	-	Yes	199
<input type="checkbox"/> Magic Weapon	Weapon gains +1 bonus	Trans	V,S,DF	1 a	Touch	+1 att/dmg	1 min/lvl	Will negs	Yes	225
<input type="checkbox"/> Protection from Evil	+2 AC and saves etc.	Abjur	V,S,DF	1 a	Touch	One creature	1 min/lvl	Will negs	-	240
<input type="checkbox"/> Read Magic	Read scrolls and spellbooks	Univ	V,S,F	1 a	Self	250 words/min	10 min/lvl	-	-	243
<input type="checkbox"/> Resistance	Target gains +1 on saves	Abjur	V,S,DF	1 a	Touch	One creature	1 min	Will negs	Yes	245
<input type="checkbox"/> Virtue	Target gains 1 temporary hp	Trans	V,S,DF	1 a	Touch	One creature	1 min	-	-	269

LEVEL 2

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Delay Poison	Stops poison from harming target	Conj	V,S,DF	1 a	Touch	One creature	1 hr/lvl	Fort negs	Yes	191
<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
<input type="checkbox"/> Resist Elements	Ignores 12 dmg/rnd from element	Abjur	V,S,DF	1 a	Touch	One creature	1 min/lvl	-	Yes	246
<input type="checkbox"/> Shield Other	You take half of target's damage	Abjur	V,S,F	1 a	Close	+1 AC, +1 saves	1 hr/lvl (D)	Will negs	Yes	251
<input type="checkbox"/> Undetectable Alignment	Conceals alignment for 24 hours	Abjur	V,S,	1 a	Close	One creature or item	24 hours	Will negs	Yes	267

LEVEL 3

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Cure Moderate Wounds	Cures 2d8+1/lvl (+10)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<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
<input type="checkbox"/> Dispel Magic	Cancels magical spells and effects	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	196
<input type="checkbox"/> Greater Magic Weapon	+1/3 levels, max +5	Trans	V,S,DF	1 a	Close	Weapon or 50 proj.	1 hr/lvl	Will negs	Yes	210
<input type="checkbox"/> Heal Mount	Heals paladin's special mount	Conj	V,S	1 a	Touch	Mount	Instantaneous	-	Yes	213
<input type="checkbox"/> Magic Circle against Evil	Protection 10-ft radius, 10 min/lvl	Abjur	V,S,DF	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	223
<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
<input type="checkbox"/> Remove Blindness / Deafness	Cure normal or magical conditions	Conj	V,S	1 a	Touch	One creature	Instantaneous	Fort negs	Yes	244

LEVEL 4

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