

PALADIN SPELLS

1ST LEVEL

- ☐☐☐ Bless
- ☐☐☐ Bless Water
- ☐☐☐ Bless Weapon
- ☐☐☐ Create Water
- ☐☐☐ Cure Light Wounds
- ☐☐☐ Detect Poison
- ☐☐☐ Detect Undead
- ☐☐☐ Divine Favor
- ☐☐☐ Endure Elements
- ☐☐☐ Ephod of Melee (R&R)
- ☐☐☐ Gaze of Truth (R&R)
- ☐☐☐ Holy Beacon (R&R)
- ☐☐☐ Magic Weapon
- ☐☐☐ Minor Symbol of Divinity (R&R)
- ☐☐☐ Protection from Evil
- ☐☐☐ Read Magic
- ☐☐☐ Resistance
- ☐☐☐ Smite (R&R)
- ☐☐☐ Virtue

2ND LEVEL

- ☐☐☐ Commanding Presence (R&R)
- ☐☐☐ Delay Poison
- ☐☐☐ Divine Wisdom (R&R)
- ☐☐☐ Limbs of Endurance (R&R)
- ☐☐☐ Remove Paralysis
- ☐☐☐ Resist Elements
- ☐☐☐ Shield Other
- ☐☐☐ Undetectable Alignment

3RD LEVEL

- ☐☐☐ Cure Moderate Wounds
- ☐☐☐ Discern Lies
- ☐☐☐ Dispel Magic
- ☐☐☐ Greater Magic Weapon
- ☐☐☐ Heal Mount
- ☐☐☐ Heart of Valor (R&R)
- ☐☐☐ Magic Circle against Evil
- ☐☐☐ Prayer
- ☐☐☐ Remove Blindness/Deafness

4TH LEVEL

- ☐☐☐ Brothers in Arms (R&R)
- ☐☐☐ Cloak of Righteousness (R&R)
- ☐☐☐ Cure Serious Wounds
- ☐☐☐ Death Ward
- ☐☐☐ Dispel Evil
- ☐☐☐ Freedom of Movement
- ☐☐☐ Hand of Justice (R&R)
- ☐☐☐ Holy Beacon's Answer (R&R)
- ☐☐☐ Holy Sword
- ☐☐☐ Ironheart (R&R)
- ☐☐☐ Life Force Transfer (R&R)
- ☐☐☐ Neutralize Poison
- ☐☐☐ Sacred Journey (R&R)
- ☐☐☐ Soul of Mercy (R&R)