

Pathfinder Anitpaladin Spells

1st Level Spells

Anarchic Water (Planar & S. Comp.)
Babau Slime (S. Comp.)
Bane
Blood Blaze (Race-Orc)
Body Blades (S. Comp.)
Cause Fear
Command
Curse Water
Death Knell
Deep Breath (Conj.) (S. Comp.)
Detect Poison
Disguise Self
Divine Interdiction (S. Comp.)
Doom
Ebon Eyes (S. Comp.)
Energized Shield, Lesser (S. Comp.)
Guided Shot (C. Adv. & S. Comp.)
Inflict Light Wounds
Invisibility, Swift (S. Comp.)
Ironbeard (Race-Dwarf)
Ironguts (S. Comp.)
Know Greatest Enemy (S. Comp.)
Linebreaker (Race-Half-Orc)
Litany of Sloth (Ul. Combat)
Litany of Weakness (Ul. Combat)
Longshot (Ul. Combat)
Low-Light Vision (C. Adv.) (S. Comp.)
Magic Weapon
Murderous Command (Ul. Magic)
Protection from Good/Law
Read Magic
Rebuke (S. Comp.)
Remove Scent (S. Comp.)
Savage Maw (Race-Half-Orc)
Scent (S. Comp.)
Summon Minor Monster (Ul. Magic)
Summon Monster I
Summon Undead I (S. Comp.)
Wartrain Mount (Ul. Magic)

2nd Level Spells

Bestow Weapon Proficiency (Ul. Combat)
Blindness/Deafness
Bull's Strength
Checkmate's Light (S. Comp.)
Corruption Resistance (Adv. Player's)
Darkness
Darkvision
Desecrate
Eagle's Splendor
Energy Vortex (S. Comp.)

Flame of Faith (S. Comp.)
Hand of Divinity (S. Comp.)
Hold Person
Invisibility
Iron Silence (C. Adv. & S. Comp.)
Litany of Defense (Ul. Combat)
Litany of Eloquence (Ul. Combat)
Litany of Entanglement (Ul. Combat)
Litany of Warding (Ul. Combat)
Living Undeath (S. Comp.)
Magic Siege Engine (Ul. Combat)
Mark of the Outcast (S. Comp.)
Phantom Foe (S. Comp.)
Pernicious Poison (Ul. Magic)
Protection from Good, Comm.(Ul. Combat)
Protection from Law, Comm. (Ul. Combat)
Protection from Positive Energy (S. Comp.)
Scare
Shadow Mask (S. Comp.)
Shield of Warding (S. Comp.)
Silence
Summon Monster II
Summon Undead II (S. Comp.)
Tremorsense (S. Comp.)
Toxic Gift (Ul. Magic)
Unadulterated Loathing (Ul. Magic)
Undetectable Alignment
Veil of Shadow (S. Comp.)
Vestment of the Champion (Ul. Magic)
Wave of Grief (S. Comp.)
Wraithstrike (C. Adv. & S. Comp.)
Zeal (C. Divine & S. Comp.)

3rd Level Spells

Animate Dead
Battle Trance (Race-Half-Orc)
Bestow Curse
Blade of Dark Triumph (Ul. Magic)
Burst of Speed (Ul. Combat)
Contagion
Darkvision, Communal (Ul. Combat)
Deadly Juggernaut (Ul. Combat)
Deeper Darkness
Defile Armor (Adv. Player's)
Diamondsteel (S. Comp.)
Dispel Magic
Fangs of the Vampire King (S. Comp.)
Find the Gap (S. Comp.)
Hand of the Faithful (S. Comp.)
Inflict Moderate Wounds
Litany of Escape (Ul. Combat)
Litany of Sight (Ul. Combat)

Magic Circle against Good/Law
Magic Weapon, Greater
Mantle of Chaos/Evil/Gd/Law (Pl. & S. C.)
Mind Poison (S. Comp.)
Nondetection
Regal Procession (S. Comp.)
Spider Poison (S. Comp.)
Summon Monster III
Summon Undead III (S. Comp.)
Undead Lieutenant (S. Comp.)
Undead Torch (S. Comp.)
Unholy Storm (Planar & S. Comp.)
Utter Contempt (Ul. Magic)
Vampiric Touch

4th Level Spells

Absorb Weapon (S. Comp.)
Acid Sheath (S. Comp.)
Castigate (C. Divine & S. Comp.)
Contagious Touch (S. Comp.)
Darkvision, Greater (Ul. Magic)

Dispel Good
Dispel Law
Draconic Might (S. Comp.)
Favor of the Martyr (S. Comp.)
Fear
Inflict Serious Wounds
Invisibility, Greater
Litany of Madness (Ul. Combat)
Litany of Thunder (Ul. Combat)
Litany of Vengeance (Ul. Combat)
Magic Siege Engine, Greater (Ul. Combat)
Nondetection, Communal (Ul. Combat)
Poison
Resounding Blow (Adv. Player's)
Slay Living
Summon Monster IV
Summon Undead IV (S. Comp.)
Unholy Sword (Ul. Magic)
Visage of the Deity, Lesser (C. D. & S. C.)
Vulnerability (S. Comp.)

Notes:

(C. A.) or (C. Adv.) = Complete Adventurer
(C. Divine) = Complete Divine
(Pl) or (Planar) = Planar Handbook
(S. C.) or (S. Comp.) = Spell Compendium
(Ul. Combat) = Ultimate Combat
(Ul. Magic) = Ultimate Magic