

Dan's Paladin Spells

1st Level

Animal Purpose Train. (Adv. Class Guide)
Aximoatic Water (Planar & S. Comp.)
Bed of Iron (Knights of the Inner Sea)
Bless
Bless Water
Bless Weapon
Bless Weapon, Swift (S. Comp.)
Blessed Aim (S. Comp.)
Bowstaff (Ul. Combat)
Challenge Evil (Adv. Player's)
Clear Mind (S. Comp.)
Compel Hostility (Ul. Combat)
Create Water
Cure Light Wounds
Deafening Clang (S. Comp.)
Detect Posion
Detect Undead
Detect Weaponry (City)
Diagnose Disease (Ul. Magic)
Divine Favor
Divine Sacrifice (C. Divine & Ex. D.)
Emblazon Crest (Knights of the Inner Sea)
Empower Ho. Water (Undead Slayer Hand.)
Endure Elements
Energized Shield, Lesser (S. Comp.)
Faith Healing (S. Comp.)
Find Temple (S. Comp.)
Firebelly (Inner Sea Gods)
Ghostbane Dirge (Adv. Player's)
Golden Barding (C. Divine & S. Comp.)
Grace (Adv. Player's)
Grave Strike (C. Adv. & S. Comp.)
Haze of Dreams (Inner Sea Gods)
Hero's Defiance (Adv. Player's)
Holy Spurs (S. Comp.)
Honeyed Tongue
Horn of Pursuit (Ul. Magic)
Ironbeard (Race-Dwarf)
Keep Watch (Knights of the Inner Sea)
Knight's Calling (Adv. Player's)
Know Greatest Enemy (S. Comp.)
Know the Enemy (Ul. Magic)
Lantern Light (Ex. D.)
Liberating Command (Ul. Combat)
Linebreaker (Race-Half-Orc)
Lionheart (S. Comp.)
Litany of Sloth (Ul. Combat)
Longshot (Ul. Combat)
Magic Weapon

Moment of Clarity (S. Comp.)
One Mind, Lesser (S. Comp.)
Peacebond (City)
Protection from Chaos/Evil
Rally Point (Adv. Player's)
Read Magic
Resist Planar Alignment (Plan. & S. Comp.)
Resistance
Restoration, Lesser
Resurgence (C. Divine & S. Comp.)
Rhino's Rush (S. Comp.)
Sanctify Corpse (Ul. Magic)
Second Wind (S. Comp.)
Second Wind II (Ex. D.)
Sense Heretic (S. Comp.)
Shield Companion (Animal Archive)
Silverbeard (S. Comp.)
Silvered Weapon (Ex. D.)
Sticky Saddle (S. Comp.)
Strategic Change (S. Comp.)
Summon Holy Symbol (C. Champ.)
Sun Metal (Ul. Combat)
Swift Girding (Knights of the Inner Sea)
Tactical Acumen (Ul. Combat)
Traveler's Mount (C. Divine & S. Comp.)
Unbreakable Heart (Inner Sea World Guide)
Veil of Heaven (Race-Aasimar)
Veil of Positive Energy (Adv. Player's)
Vestment of the Champion (Ul. Magic)
Virtue
Vision of Glory (S. Comp.)
Warning Shout (S. Comp.)
Wartrain Mount (Ul. Magic)
Word of Resolve (Ul. Magic)

2nd Level

Angelic Aspect, Lesser (Champs. of Purity)
Angleskin (S. Comp.)
Arrow of Law (Ul. Magic)
Aura of Glory (S. Comp.)
Aura of Greater Courage (Adv. Player's)
Awaken Sin (S. Comp.)
Benediction (C. Champ.)
Bestow Grace (Adv. Player's)

Bestow Weapon Proficiency (Ul. Combat)
Blessed Aim (C. Divine)
Blessings of Courage & Life (Adv. Player's)
Blessing of Luck & Resolve (Race-Hafling)
Blinding Ray (Race-Dhampir)
Bull's Strength
Bullet Ward (Adv. Class Guide)
Call Mount (Ex. D.)
Carry Companion (Knights of the Inner Sea)
Checkmate's Light (S. Comp.)
Cloak of Bravery (S. Comp.)
Conduit of Life (C. Champ.)
Corruption Resistance (Adv. Player's)
Crown of Smiting (PHB2)
Delay Disease (Race-Ratfolk)
Delay Poison
Divine Arrow (Ul. Combat)
Divine Insight (C. Adv. & S. Comp.)
Divine Presence (C. Champ.)
Divine Protection (S. Comp.)
Eagle's Splendor
Effortless Armor (Ul. Combat)
Endure Elements, Communal (Ul. Combat)
Energized Shield (S. Comp.)
Estanna's Stew (Ex. D.)
Fell the Greatest Foe (S. Comp.)
Fire of Entanglement (Adv. Player's)
Flame of Faith (S. Comp.)
Grace (Adv. Player's)
Hand of Divinity (S. Comp.)
Holy Mount (S. Comp.)
Holy Shield (Ul. Magic)
Instant Armor (Adv. Player's)
Ironskin (Monster Codex)
Light Lance (Adv. Player's)
Litany of Defense (Ul. Combat)
Litany of Eloquence (Ul. Combat)
Litany of Entanglement (Ul. Combat)
Litany of Escape (Ul. Combat)
Litany of Righteousness (Ul. Combat)
Litany of Warding (Ul. Combat)
Loyal Vassal (S. Comp.)
Magic Siege Engine (Ul. Combat)
Major Resistance (S. Species)
Mark of Doom (PHB2)
Master Cavalier (C. Champ.)
Moment of Clarity (Ex. D.)
One Mind (S. Comp.)
Owl's Wisdom

Paladin's Sacrifice (Adv. Player's)
Protect. from Chaos Comm. (Ul. Combat)
Protect. from Evil Comm. (Ul. Combat)
Quick March (S. Comp.)
Remove Paralysis
Resist Energy
Righteous Vigor (Adv. Player's)
Sacred Bond (Adv. Player's)
Scared Space (Race-Aasimar)
Saddle Surge (Adv. Player's)
Shield Companion (Adv. Class Guide)
Shield of Warding (S. Comp.)
Shield Other
Soothing Word (Condition Cards)
Spiritual Chariot (S. Comp.)
Stabilize (S. Comp.)
Strength of Stone (S. Comp.)
Touch of Restoration (C. Champ.)
Turn Anathema (C. Champ.)
Undetectable Alignment
Vestment of the Champion (Ul. Magic)
Wake of Light (Adv. Player's)
Weapon of Awe (Adv. Player's)
Widen Auras (Adv. Class Guide)
Zeal (C. Divine & S. Comp.)
Zone of Truth

3rd Level

Accept Affliction (Champs. of Purity)
Archon's Aura (Ul. Magic)
Axiomatic Storm (S. Comp.)
Bestow Auras (Adv. Class Guide)
Blade of Bright Victory (Ul. Magic)
Blessed Sight (Ex. D.)
Blessi. of Bahamut (C. Divine & S. C.)
Blessing of the Mole (Ul. Magic)
Blinding Snow (Frost)
Burst of Speed (Ul. Combat)
Cure Moderate Wounds
Daybreak Arrow (Ul. Combat)
Daylight
Deadly Juggernaut (Ul. Combat)
Deific Bastion (C. Champ.)
Delay Poison, Communal (Ul. Combat)
Diamondsteel (S. Comp.)
Discern Lies
Dispel Magic
Divine Transfer (Adv. Player's)

Enduring Scrutiny (C. Mage)
Find the Gap (S. Comp.)
Fire of Judgment (Adv. Player's)
Ghostbane Dirge, Mass (Adv. Player's)
Hand of the Faithful (S. Comp.)
Heal Mount
Healing Spirit (PHB2)
Holy Storm (Planar & S. Comp.)
Holy Whisper (Adv. Player's)
Litany of Escape (Ul. Combat)
Litany of Sight (Ul. Combat)
Magic Circle Against Chaos
Magic Circle Against Evil
Magic Weapon, Greater
Mantle of Good/Law (Planar & S. Comp.)
Marks of Forbiddance (Adv. Player's)
Mind Bond (Ex. D.)
One Mind, Greater (S. Comp.)
Prayer
Regal Procession (S. Comp.)
Remove Blindness/Deafness
Remove Curse
Resilient Reservoir (Race-Half-Elf)
Resist Energy, Communal (Ul. Combat)
Resist Taint (H. of Horror)
Resurgence, Mass (C. Divine & S. Comp.)
Righteous Fury (S. Comp.)
Sanctify Armor (Adv. Player's)
Seek Eternal Rest (S. Comp.)
Shield of Fortif., Great. (Adv. Class Guide)
Smite Heretic (Ex. D.)
Undead Bane Weapon (S. Comp.)
War Mount (C. Champ.)
Weapon of the Deity (S. Comp.)
Word of Binding (S. Comp.)
Wrathful Mantle (Adv. Player's)

4th Level

Absorb Weapon (S. Comp.)
Aligned Aura (C. Champ.)
Angelic Aspec, Greater (Champs. of Purity)
Archon's Trumpet (Champs. of Purity)
Aspect of the Deity, Lesser (Ex. D.)
Aura of Cold, Lesser (Frost)
Axiomatic Storm (Planar & S. Comp.)
Bestow Grace of the Champion (Ul. Magic)
Blaze of Glory (Adv. Player's)
Bless. of Luck & Reso., Mass (Race-Hafling)

Blessing of the Righteous (PHB2)
Blood of the Martyr (Ex. D.)
Bolster Aura (C. Champ.)
Break Enchantment
Castigate (S. Comp.)
Crusader's Edge (Inner Sea Magic)
Cure Serious Wounds
Death Ward
Dispel Chaos
Dispel Evil
Divine Retaliation (PHB2)
Draconic Might (S. Comp.)
Favor of the Martyr (Ex. D.)
Fire of Vengeance (Adv. Player's)
Forceful Strike (Inner Sea Gods)
Glory of the Martyr (Ex. D.)
Guardian of Faith (Adv. Class Guide)
Holy Sword
King's Castle (Adv. Player's)
Knight's Calling (Adv. Player's)
Lawful Sword (S. Comp.)
Litany of Thunder (Ul. Combat)
Litany of Vengeance (Ul. Combat)
Magic Siege Engine, Greater (Ul. Combat)
Mark of Justice
Meteoric Strike (PHB2)
Moral Façade (C. Champ.)
Neutralize Poison
Oath of Peace (Adv. Player's)
Paragon Surge (Race—Half-Elf)
Phantom Charge (C. Champ.)
Raise Animal Companion (Ul. Magic)
Reprobation (Ul. Magic)
Resounding Blow (Adv. Player's)
Restoration
Revenance (C. Divine & S. Comp.)
Righteous Aura (S. Comp.)
Sacred Haven (C. Divine & S. Comp.)
Sacred Item (C. Champ.)
Sacrificial Oath (Adv. Player's)
Seed of Life (C. Champ.)
Shield of Dawnflower (Inner Sea Gods)
Spiritual Chariot (C. Divine)
Stay the Hand (Adv. Player's)
Subdue Aura (C. Champ.)
Sword of Conscience (Ex. D.)
Symbol of Healing (Ul. Magic)
Telepathic Aura (S. Comp.)

Visage of the Deity, Lesser (C. D. & S. C.)
Weapon of the Deity (C. Divine)
Winged Mount (C. Divine & S. Comp.)

Notes:

(Adv. Class Guide) = Advanced Class Guide
(Adv. Player's) = Advanced Player's Guide
(Animal Archive) = Animal Archive
(Race—Xxx) = Advanced Race Guide—Race Name
(Champs. of Purity) = Champions of Purity
(City) = Cityscape
(C. Adv.) = Complete Adventurer
(C. A.) or (C. Arcane) = Complete Arcane
(C. Champ.) = Complete Champion
(C. D.) or (C. Divine) = Complete Divine
(C. Mage) = Complete Mage
(Condition Cards) = Condition Cards
(Ex. D.) = The Book of Exalted Deeds
(Frost) = Frostburn
(H. Horror) = Heroes of Horror
(Inner Sea Gods) = Inner Sea Gods
(Inner Sea World Guide) = Inner Sea World Guide
(Knights of the Inner Sea) = Knights of the Inner Sea
(M. Wild) = Masters of the Wild
(Monster Codex) = Monster Codex
(PHB2) = Player's Handbook Two
(Plan.) or (Planar) = Planar Handbook
(S. C.) or (S. Comp.) = Spell Compendium
(S. Species) = Savage Species
(Ul. Combat) = Ultimate Combat
(Ul. Magic) = Ultimate Magic
(Undead Slayer's) = Undead Slayer's Handbook
3.0 or 3.5 Edition Spells

