

Pathfinder Anitpaladin Spells

1st Level Spells

Animal Purpose Train. (Adv. Class Guide)
Bane
Blood Blaze (Race-Orc)
Cause Fear
Command
Curse Water
Death Candle (Adv. Class Guide)
Death Knell
Detect Poison
Disguise Self
Doom
Inflict Light Wounds
Ironbeard (Race-Dwarf)
Linebreaker (Race-Half-Orc)
Litany of Sloth (Ul. Combat)
Litany of Weakness (Ul. Combat)
Longshot (Ul. Combat)
Magic Weapon
Murderous Command (Ul. Magic)
Protection from Good/Law
Read Magic
Savage Maw (Race-Half-Orc)
Sentry Skull (Race-Half-Orc)
Shield Companion (Animal Archive)
Summon Minor Monster (Ul. Magic)
Summon Monster I
Wartrain Mount (Ul. Magic)

2nd Level Spells

Abyssal Vermin (City of Locusts)
Agonizing Rebuke (Race—Hobgoblin)
Bestow Weapon Proficiency (Ul. Combat)
Blindness/Deafness
Blood Scent (Race—Half-Orc)
Bullet Ward (Adv. Class Guide)
Bull's Strength
Corruption Resistance (Adv. Player's)
Darkness
Darkvision
Desecrate
Disrupt Link (Familiar Folio)
Eagle's Splendor
Enemy's Heart (Race--Half-Orc)
Hold Person
Invisibility
Ironskin (Monster Codex)
Litany of Defense (Ul. Combat)
Litany of Eloquence (Ul. Combat)
Litany of Entanglement (Ul. Combat)
Litany of Warding (Ul. Combat)
Magic Siege Engine (Ul. Combat)

Pernicious Poison (Ul. Magic)
Protection from Good, Comm.(Ul. Combat)
Protection from Law, Comm. (Ul. Combat)
Scare
Silence
Summon Monster II
Touch of Bloodletting (Inner Sea Gods)
Toxic Gift (Ul. Magic)
Unadulterated Loathing (Ul. Magic)
Undetectable Alignment
Vestment of the Champion (Ul. Magic)
Widen Auras (Adv. Class Guide)

3rd Level Spells

Accursed Glare (Blood of the Moon)
Animate Dead
Adjustable Disguise (Adv. Class Guide)
Ancestral Regression (Race—Drow)
Battle Trance (Race--Half-Orc)
Bestow Aura (Adv. Class Guide)
Bestow Curse
Blade of Dark Triumph (Ul. Magic)
Bloody Arrows (Ranged Tactics Toolbox)
Burst of Speed (Ul. Combat)
Contagion
Darkvision, Communal (Ul. Combat)
Deadly Juggernaut (Ul. Combat)
Deeper Darkness
Defile Armor (Adv. Player's)
Dispel Magic
Fear
Inflict Moderate Wounds
Isolate (Monster Codex)
Litany of Escape (Ul. Combat)
Litany of Sight (Ul. Combat)
Magic Circle against Good/Law
Magic Weapon, Greater
Nondetection
Resounding Blow (Adv. Player's)
Sadomasochism (Inner Sea Gods)
Shared Sacrifice (Inner Sea Gods)
Sickening Strikes (Race—Ratfolk)
Summon Monster III
Utter Contempt (Ul. Magic)
Vampiric Touch
Vestment of the Champion (Ul. Magic)

4th Level Spells

Bloatbomb (Adv. Class Guide)
Darkvision, Greater (Ul. Magic)
Dispel Good
Dispel Law

Eyes of the Void (Adv. Class Guide)
Fear
Inflict Serious Wounds
Invisibility, Greater
Litany of Madness (Ul. Combat)
Litany of Sight (Ul. Combat)
Litany of Thunder (Ul. Combat)
Litany of Vengeance (Ul. Combat)
Magic Siege Engine, Greater (Ul. Combat)

Mark of the Reptile God (Monster Codex)
Nondetection, Communal (Ul. Combat)
Poison
Resounding Blow (Adv. Player's)
Slay Living
Summon Monster IV
Transplant Visage (Inner Sea Gods)
Unholy Sword (Ul. Magic)

Notes:

(Adv. Class Guide) = Advanced Class Guide
(Adv. Player's) = Advanced Player's Guide
(Blood of the Moon) = Blood of the Moon
(City of Locusts) = City of Locusts
(Familiar Folio) = Familiar Folio
(Inner Sea Gods) = Inner Sea Gods
(Monster Codex) = Monster Codex
(Ranged Tactics Toolbox) = Ranged Tactics Toolbox
(Ul. Combat) = Ultimate Combat
(Ul. Magic) = Ultimate Magic