

Paladin Spells

1st Level

Animal Purpose Train. (Adv. Class Guide)
Bed of Iron (Knights of the Inner Sea)
Bless
Bless Water
Bless Weapon
Bowstaff (Ul. Combat)
Challenge Evil (Adv. Player's)
Compel Hostility (Ul. Combat)
Create Water
Cure Light Wounds
Detect Poison
Detect Undead
Diagnose Disease (Ul. Magic)
Divine Favor
Emblazon Crest (Knights of the Inner Sea)
Empower Ho. Water (Undead Slayer Hand.)
Endure Elements
Firebelly (Inner Sea Gods)
Ghostbane Dirge (Adv. Player's)
Grace (Adv. Player's)
Haze of Dreams (Inner Sea Gods)
Hero's Defiance (Adv. Player's)
Honeyed Tongue
Horn of Pursuit (Ul. Magic)
Ironbeard (Race-Dwarf)
Keep Watch (Knights of the Inner Sea)
Knight's Calling (Adv. Player's)
Know the Enemy (Ul. Magic)
Lantern Light (Ex. D.)
Liberating Command (Ul. Combat)
Linebreaker (Race-Half-Orc)
Litany of Sloth (Ul. Combat)
Longshot (Ul. Combat)
Magic Weapon
Protection from Chaos/Evil
Rally Point (Adv. Player's)
Read Magic
Resistance
Restoration, Lesser
Sanctify Corpse (Ul. Magic)
Shield Companion (Animal Archive)
Sun Metal (Ul. Combat)
Swift Girding (Knights of the Inner Sea)
Tactical Acumen (Ul. Combat)
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

Wartrain Mount (Ul. Magic)
Word of Resolve (Ul. Magic)

2nd Level

Angelic Aspect, Lesser (Champs. of Purity)
Arrow of Law (Ul. Magic)
Aura of Greater Courage (Adv. Player's)
Bestow Grace (Adv. Player's)
Bestow Weapon Proficiency (Ul. Combat)
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)
Carry Companion (Knights of the Inner Sea)
Corruption Resistance (Adv. Player's)
Delay Disease (Race-Ratfolk)
Delay Poison
Divine Arrow (Ul. Combat)
Eagle's Splendor
Effortless Armor (Ul. Combat)
Endure Elements, Communal (Ul. Combat)
Fire of Entanglement (Adv. Player's)
Grace (Adv. Player's)
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)
Magic Siege Engine (Ul. Combat)
Owl's Wisdom
Paladin's Sacrifice (Adv. Player's)
Protect. from Chaos Comm. (Ul. Combat)
Protect. from Evil Comm. (Ul. Combat)
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 Other
Soothing Word (Condition Cards)
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)
Zone of Truth

3rd Level

Accept Affliction (Champs. of Purity)
Archon's Aura (Ul. Magic)
Bestow Auras (Adv. Class Guide)
Blade of Bright Victory (Ul. Magic)
Blessing of the Mole (Ul. Magic)
Burst of Speed (Ul. Combat)
Cure Moderate Wounds
Daybreak Arrow (Ul. Combat)
Daylight
Deadly Juggernaut (Ul. Combat)
Delay Poison, Communal (Ul. Combat)
Discern Lies
Dispel Magic
Divine Transfer (Adv. Player's)
Fire of Judgment (Adv. Player's)
Ghostbane Dirge, Mass (Adv. Player's)
Heal Mount
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
Marks of Forbiddance (Adv. Player's)
Prayer
Remove Blindness/Deafness
Remove Curse
Resilient Reservoir (Race-Half-Elf)
Resist Energy, Communal (Ul. Combat)
Sanctify Armor (Adv. Player's)
Shield of Fortif., Great. (Adv. Class Guide)
Wrathful Mantle (Adv. Player's)

4th Level

Angelic Aspec, Greater (Champs. of Purity)
Archon's Trumpet (Champs. of Purity)
Bestow Grace of the Champion (Ul. Magic)
Blaze of Glory (Adv. Player's)
Bless. of Luck & Reso., Mass (Race-Halfling)
Break Enchantment
Crusader's Edge (Inner Sea Magic)
Cure Serious Wounds
Death Ward

Dispel Chaos
Dispel Evil
Forceful Strike (Inner Sea Gods
Guide)
Holy Sword
King's Castle (Adv. Player's)
Knight's Calling (Adv. Player's)
Combat)
Litany of Vengeance (Ul. Combat)
Magic Siege Engine, Greater (Ul. Combat)
Mark of Justice
Neutralize Poison
Oath of Peace (Adv. Player's)
Paragon Surge (Race—Half-Elf)
Raise Animal Companion (Ul. Magic)
Reprobation (Ul. Magic)
Resounding Blow (Adv. Player's)
Restoration
Sacrificial Oath (Adv. Player's)
Shield of Dawnflower (Inner Sea Gods)
Stay the Hand (Adv. Player's)
Symbol of Healing (Ul. Magic)

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
(Condition Cards) = Condition Cards
(Inner Sea Gods) = Inner Sea Gods
(Inner Sea World Guide) = Inner Sea World
Guide
(Knights of the Inner Sea) = Knights of the Inner
Sea
(Monster Codex) = Monster Codex
(Ul. Combat) = Ultimate Combat
(Ul. Magic) = Ultimate Magic
(Undead Slayer's) = Undead Slayer's Handbook

