

Paladin Spells

1st Level

Aximoatic Water (Planar & S. Comp.)
Bless
Bless Water
Bless Weapon
Bless Weapon, Swift (S. Comp.)
Blessed Aim (S. Comp.)
Clear Mind (S. Comp.)
Create Water
Cure Light Wounds
Deafening Clang (S. Comp.)
Detect Poison
Detect Undead
Detect Weaponry (City)
Divine Favor
Divine Sacrifice (C. Divine)
Divine Sacrifice II (Ex. D.)
Endure Elements
Energized Shield, Lesser (S. Comp.)
Faith Healing (S. Comp.)
Find Temple (S. Comp.)
Golden Barding (C. Divine & S. Comp.)
Grave Strike (C. Adv. & S. Comp.)
Holy Spurs (S. Comp.)
Know Greatest Enemy (S. Comp.)
Lantern Light (Ex. D.)
Lionheart (S. Comp.)
Magic Weapon
Moment of Clarity (S. Comp.)
One Mind, Lesser (S. Comp.)
Peacebond (City)
Protection from Chaos/Evil
Read Magic
Resist Planar Alignment (Plan. & S. Comp.)
Resistance
Restoration, Lesser
Resurgence (C. Divine & S. Comp.)
Rhino's Rush (S. Comp.)
Second Wind (S. Comp.)
Second Wind II (Ex. D.)
Sense Heretic (S. Comp.)
Silverbeard (S. Comp.)
Silvered Weapon (Ex. D.)
Summon Holy Symbol (C. Champ.)
Sticky Saddle (S. Comp.)
Strategic Change (S. Comp.)
Traveler's Mount (C. Divine & S. Comp.)
Virtue
Vision of Glory (S. Comp.)

Warning Shout (S. Comp.)

2nd Level

Angleskin (S. Comp.)
Aura of Glory (S. Comp.)
Awaken Sin (S. Comp.)
Benediction (C. Champ.)
Blessed Aim (C. Divine)
Bull's Strength
Call Mount (Ex. D.)
Checkmate's Light (S. Comp.)
Cloak of Bravery (S. Comp.)
Conduit of Life (C. Champ.)
Crown of Smiting (PHB2)
Delay Poison
Divine Insight (C. Adv. & S. Comp.)
Divine Presence (C. Champ.)
Divine Protection (S. Comp.)
Eagle's Splendor
Energized Shield (S. Comp.)
Estanna's Stew (Ex. D.)
Fell the Greatest Foe (S. Comp.)
Flame of Faith (S. Comp.)
Hand of Divinity (S. Comp.)
Holy Mount (S. Comp.)
Loyal Vassal (S. Comp.)
Major Resistance (S. Species)
Mark of Doom (PHB2)
Master Cavalier (C. Champ.)
Moment of Clarity (Ex. D.)
One Mind (S. Comp.)
Owl's Wisdom
Quick March (S. Comp.)
Remove Paralysis
Resist Energy
Shield of Warding (S. Comp.)
Shield Other
Spiritual Chariot (S. Comp.)
Stabilize (S. Comp.)
Strength of Stone (S. Comp.)
Touch of Restoration (C. Champ.)
Turn Anathema (C. Champ.)
Undetectable Alignment
Zeal (C. Divine & S. Comp.)
Zone of Truth

3rd Level

Axiomatic Storm (S. Comp.)
Blessed Sight (Ex. D.)

Blessing of Bahamut (C. Divine & S. C.)
 Blinding Snow (Frost)
 Cure Moderate Wounds
 Daylight
 Deific Bastion (C. Champ.)
 Diamondsteel (S. Comp.)
 Discern Lies
 Enduring Scrutiny (C. Mage)
 Find the Gap (S. Comp.)
 Hand of the Faithful (S. Comp.)
 Heal Mount
 Healing Spirit (PHB2)
 Holy Storm (Planar & S. Comp.)
 Magic Circle Against Chaos
 Magic Circle Against Evil
 Magic Weapon, Greater
 Mantle of Good/Law (Planar & S. Comp.)
 Mind Bond (Ex. D.)
 One Mind, Greater (S. Comp.)
 Prayer
 Regal Procession (S. Comp.)
 Remove Blindness/Deafness
 Remove Curse
 Resist Taint (H. of Horror)
 Resurgence, Mass (C. Divine & S. Comp.)
 Righteous Fury (S. Comp.)
 Seek Eternal Rest (S. Comp.)
 Smite Heretic (Ex. D.)
 Undead Bane Weapon (S. Comp.)
 War Mount (C. Champ.)
 Weapon of the Deity (S. Comp.)
 Word of Binding (S. Comp.)

4th Level

Aligned Aura (C. Champ.)
 Aspect of the Deity, Lesser (Ex. D.)
 Aura of Cold, Lesser (Frost)
 Axiomatic Storm (Planar & S. Comp.)
 Blessing of the Righteous (PHB2)
 Blood of the Martyr (Ex. D.)
 Bolster Aura (C. Champ.)
 Break Enchantment
 Castigate (S. Comp.)
 Cure Serious Wounds
 Death Ward
 Dispel Chaos
 Dispel Evil
 Divine Retaliation (PHB2)
 Draconic Might (S. Comp.)

Glory of the Martyr (Ex. D.)
 Holy Sword
 Lawful Sword (S. Comp.)
 Mark of Justice
 Meteoric Strike (PHB2)
 Moral Façade (C. Champ.)
 Neutralize Poison
 Phantom Charge (C. Champ.)
 Restoration
 Revenance (C. Divine & S. Comp.)
 Righteous Aura (S. Comp.)
 Sacred Haven (C. Divine & S. Comp.)
 Sacred Item (C. Champ.)
 Seed of Life (C. Champ.)
 Spiritual Chariot (C. Divine)
 Subdue Aura (C. Champ.)
 Sword of Conscience (Ex. D.)
 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:

(C. A.) or (C. Arcane) = Complete Arcane
 (C. Champ.) = Complete Champion
 (C. D.) or (C. Divine) = Complete Divine
 (Ex. of E.) = Exemplars of Evil
 (Ex. D.) = The Book of Exalted Deeds
 (Frost) = Frostburn
 (H. Horror) = Heroes of Horror
 (M. Wild) = Masters of the Wild
 (Plan.) or (Planar) = Planar Handbook
 (S. C.) or (S. Comp.) = Spell Compendium
 (S. Species) = Savage Species

