

PALADIN SPELLS 3.5

V2.5

BY: **SAXXON**

Spells per day/Spell save=(10+ charisma modifier+ spell level)

<u>Lv1</u>	/	<u>Lv2</u>	/	<u>Lv3</u>	/	<u>Lv4</u>	/
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LEVEL 1 SPELLS

Spell --- Description ---	Comp ---	Range ---	Duration---	Saves ---	SR	Cast Time
<i>Bless-</i> allies gain +1 on attack rolls and saves against fear	V,S,DF	50 ft	1 min/ lvl	None	Yes	1 action
<i>Bless Water-</i> makes holy water	V,S,M	Touch	Instant	Will neg	Yes	1 minute
<i>Bless Weapon-</i> +1 bonus against evil/ incorporeal, critical always hits evil	V,S	Weapon	1 min/lvl	None	No	1 action
<i>Create Water-</i> create 2 gallons of water/lvl of pure water	V,S	25 ft +5 /2 lvls	Instant	None	No	1 action
<i>Cure Light Wounds-</i> cures 1d8 +1/lvl (max +5)	V,S	Touch	Instant	Will half	Yes	1 action
<i>Detect Poison-</i> detects poison in one creature or object	V,S	25 ft +5/2 lvls	Instant	None	No	1 action
<i>Detect Undead-</i> reveals undead within 60 ft	V,S,M/DF	60 ft	up to 1 min/lvl	None	No	1 action
<i>Divine Favor-</i> you get +1 on attack and damage rolls/lvl	V,S,M/DF	Touch	1 min/lvl	Will neg	Yes	1 action
<i>Endure elements-</i> takes no damage from hot or cold environments	V,S	Touch	24 hours	Will neg	Yes	1 action
<i>Magic weapon-</i> weapon gains +1 bonus *1	V,S,DF	Touch	1 min/lvl	Will neg	Yes	1 action
<i>Protection from Evil/Chaos-</i> +2 ac & saves, counter mind control *2	V,S,M/DF	Touch	1 min/lvl	Will neg	No	1 action
<i>Read magic-</i> read scrolls and spell books	V,S,F	Personal	10 min/lvl	None	No	1 action
<i>Resistance-</i> gains +1 on all saving throws	V,S,M/DF	Touch	1 min	Will neg	Yes	1 action
<i>Lesser Restoration-</i> dispels magical ability penalty or heals 1d4 ability dmg	V,S	Touch	Instant	Will neg	Yes	3 rounds
<i>Virtue-</i> subject gains 1 temporary HP	V,S,DF	Touch	1 min	Fort neg	Yes	1 action

LEVEL 2 SPELLS

<i>Bull's Strength-</i> subject gains +4 to strength for 1 min/lvl	V,S,M/DF	Touch	1 min/lvl	Will neg	Yes	1 action
<i>Delay Poison-</i> stops poison from harming subject for 1 hour/lvl	V,S,DF	Touch	1 hour/lvl	Will neg	Yes	1 action
<i>Eagle's Splendor-</i> subject gains +4 charisma for 1 min/lvl	V,S,M/DF	Touch	1 min/lvl	Will neg	Yes	1 action
<i>Owl's Wisdom-</i> subject gets +4 wisdom for 1 min/lvl	V,S,M/DF	Touch	1 min/lvl	Will neg	Yes	1 action
<i>Remove Paralysis-</i> frees one or more subjects from <i>paralysis</i> or <i>slow</i>	V,S	25 ft +5 ft/lvl	Instant	Will neg	Yes	1 action
<i>Resist Energy-</i> ignores 10 (or more) of damage/attack from energy type	V,S,DF	Touch	10 min/lvl	Fort neg	Yes	1 action
<i>Shield Other-</i> you take half of subject's damage	V,S,F	25 ft +5 ft/lvl	1 hour/lvl	Will neg	Yes	1 action
<i>Undetectable Alignment-</i> conceals alignment for 24 hours	V,S	25 ft +5 ft/lvl	24 hours	Will neg	Yes	1 action
<i>Zone of Truth-</i> subjects within range cannot lie	V,S,DF	25 ft +5 ft/2 lvl	1 min/lvl	Will neg	Yes	1 action

LEVEL 3 SPELLS

<i>Cure Moderate Wounds-</i> cure 2d8 damage +1/lvl (max +10)	V,S	Touch	Instant	Will neg	Yes	1 action
<i>Daylight-</i> 60 ft of bright light (+60 of dim light after that) *3	V,S	Touch	10 min/lvl	None	No	1 action
<i>Discern Lies-</i> reveals deliberate falsehoods (1 creature/lvl [30 feet apart])	V,S,DF	25 ft +5 ft/lvl	1 round/lvl	Will neg	Yes	1 action
<i>Dispel Magic-</i> cancels spells and magical effects	V,S	100 ft +30ft/lvl	Instant	None	No	1 action
<i>Heal Mount-</i> as <i>heal</i> on warhorse or other special mount *7	V,S	Touch	Instant	Will neg	Yes	1 action
<i>Magic Circle against Chaos-</i> as protection from chaos, but 10 ft radius *8	V,S,M/DF	Touch	10 min/lvl	Will neg	No	1 action
<i>Magic Circle against Evil-</i> as protection from evil, but 10 ft radius *8	V,S,M/DF	Touch	10 min/lvl	Will neg	No	1 action
<i>Greater Magic Weapon-</i> +1 bonus/4 lvls (max +5) *9	V,S,M/DF	25 ft +5 ft/lvl	1 hour/lvl	Will neg	Yes	1 action
<i>Prayer-</i> allies get +1 on most rolls, and enemies get -1 penalty	V,S,DF	40 ft	1 round/lvl	None	Yes	1 action
<i>Remove Blindness/Deafness-</i> cures normal or magical conditions	V,S	Touch	Instant	Fort neg	Yes	1 action
<i>Remove Curse-</i> frees object or person from <i>curse</i>	V,S	Touch	Instant	Will neg	Yes	1 action

LEVEL 4 SPELLS

<i>Break Enchantment-</i> frees subjects from... *4	V,S	25 ft +5 ft/lvl	Instant	DC 25	No	1 action
<i>Cure Serious Wounds-</i> 3d8 +1/lvl (max +15)	V,S	Touch	Instant	Will half	Yes	1 action
<i>Death Ward-</i> grants immunity from death spells *5	V,S,DF	Touch	1 min/lvl	Will neg	Yes	1 action
<i>Dispel Chaos-</i> +4 bonus against attacks by chaotic creatures *10	V,S,DF	Touch	1 round/lvl	See *10	See *10	1 action
<i>Dispel Evil-</i> +4 bonus against attacks by evil creatures *10	V,S,DF	Touch	1 round/lvl	See *10	See *10	1 action
<i>Holy Sword-</i> weapon becomes +5, deals +2d6 against evil	V,S	Touch	1 round/lvl	None	No	1 action
<i>Mark of Justice-</i> designates action that will cause <i>bestow curse</i> on subject	V,S,DF	Touch	Permanent	None	No	10 minutes
<i>Neutralize Poison-</i> immunize subject against poison *6	V,S,M/DF	Touch	10 min/lvl	Will neg	Yes	1 action
<i>Restoration-</i> restores level and ability score drains (even XP drain)	V,S,M	Touch	Instant	Will neg	Yes	1 action

*1- does not work on masterwork blade or on a fist (except for monks)

*2- can not be touched by evil or chaotic creatures. Outsiders and elementals cannot hide from you. Its dispelled if you hit creature with melee attack or force the barrier onto a creature that's evil or chaotic

*3- allows to see LIKE its daylight, but does not destroy creatures such as vampires that would be destroyed by such light.

*4- frees subject from *enchantments*, *alterations*, *transmutations* and *petrification*, even instantaneous spell like *flesh to stone*, the dc is 25 (add your caster lvl to your rolls), does not remove a curse from a weapon/ armor, but frees the person from the effects of the *curse*.

*5- subject is immune to death spells, energy drain, and negative energy effects. doesn't protect from HP loss, *poison* or *petrification*.

*6- detoxifies any sort of venom. Poisoned creature suffers no more effects from *poison* and temporary effects are over. Does not reverse instant effects such as hp damage, ability damage, or effects that don't go away on their own.

*7- ends all afflictions your mount has, such as *confusion*, *dazed*, *dazzle*, *stunned*, *poisoned*, etc. heals 10 damage +10/ lvl

*8- can be used on allies so that evil/chaotic creatures can't attack them or get within 10 ft. you can also use it on an enemy to trap them within 10 ft barrier. They can't destroy or move through it, but can *teleport*, *blink*, etc out of it if able. Component: silver powder

*9- 1 weapon or 50 projectiles (must be together i.e. a quiver of arrows)

*10- also upon making a successful touch spell against creature, you can send it back to its home plane (dc will save) using this ends spell, also you can also use it to dispel an enchantment (any enchantment that dispel magic doesn't affect, this doesn't affect either)

Paladin Spells not in the Players Handbook (I.E Spell Compendium)

LEVEL 1 SPELLS

Spell --- Description ---	Comp ---	Range ---	Duration---	Saves ---	SR	Cast Time
<i>Axiomatic water-</i> imbues flask with lawful power, 2d4 to chaotic *3	V,M,S	Touch	Instant	Will neg	Yes	1 minute
<i>Bless Weapon, swift-</i> acts like a bless weapon spell, only for 1 round	V	Touch	1 round	None	No	1 swift action
<i>Blessed Aim-</i> allies get +2 bonus on range attack rolls (50 ft from you)	V,S	50 ft	1 minute/lvl	Will neg	No	1 action
<i>Clear Mind-</i> +4 bonus on saves against mind affecting spells and effects	V,S,DF	Personal	10 minutes/lvl	None	No	1 action
<i>Deafening Clang-</i> weapons does 1d6 sonic damage each hit *6	V,S,DF	Touch	1 round	Fort	No	1 swift action
<i>Divine Sacrifice-</i> attack does an extra 5d6 damage, but lose 10 hp/attack *9	V,S	Personal	1 round/lvl	None	No	1 action
<i>Energized Shield, lesser-</i> damage reduction 5/energy type, 1d6 bash damage	V,S,DF	Shield	1 round/lvl	None	No	1 action
<i>Faith Healing-</i> cures 8 points of damage +1/caster lvl (max +5) *10	V,S	Touch	Instant	Will half	Yes	1 action
<i>Find Temple-</i> you know the direction of the closes temple *12	V,S,DF	10 miles +1 mile/lvl	1 hour/lvl	None	No	1 action
<i>Golden Barding-</i> mount gets force armor equal to caster level, no armor check penalty*13	V,DF	Touch	1 hour/lvl	None	No	1 action
<i>Grave strike-</i> you sneak attack undead for one turn, must still meet SA requirements	V,DF	Personal	1 round	None	No	1 swift action
<i>Holy spurs-</i> special mounts speed is increased by 40 ft for 1 round	V	25 ft +5 ft/2 lvls	1 round	Will neg	Yes	1 swift action
<i>Know greatest Enemy-</i> you see power level of creatures within area (cone)*14	V,DF	60 ft	1 round/lvl	None	Yes	1 action
<i>Lionheart-</i> subject gains immunity to fear effects (hair from a lions mane)	V,S,M	Touch	1 round/lvl	Will neg	Yes	1 action
<i>Moment of Clarity-</i> subject gets second save against a mind spell/effect	V,S,DF	Touch	Instant	None	No	1 action
<i>One mind, lesser-</i> you gain +4 on spot and listen checks while mounted and scent	V,S,DF	Personal	1 hour/lvl	None	Yes	1 action
<i>Resist Planar Alignment-</i> resist penalties while in opposing alignment plane *22	V,S,DF	Touch	10 minutes/lvl	Fort neg	Yes	1 action
<i>Resurgence-</i> you give subject second chance at saving throw against ongoing spell	V,S,DF	Touch	Instant	Will neg	Yes	1 action
<i>Rhino's Rush-</i> first charge you make before the end of the round deals x2 damage	V,S	Personal	1 round	None	No	1 swift action
<i>Second Wind-</i> dispel fatigue, +4 bonus to CON checks, if exhausted, improved to fatigue	V,S,DF	Touch	Instant/ 1 hour/lvl	Will neg	Yes	1 action
<i>Sense Heretic-</i> object glow reveals when evil creature is within 100 ft *15	V,S,DF	Object	10 minutes/lvl	None	No	1 action
<i>Silverbeard-</i> you grow a hard silver beard that gives +2 armor bonus *16	V,DF	Personal	1 minute/lvl	None	No	1 action
<i>Sticky Saddle-</i> you become stuck to special mount, gain +10 on ride checks	V,S,DF	Personal	1 minute/lvl	None	No	1 immediate action
<i>Strategic Charge-</i> you gain benefits of <i>Mobility</i> feat	V,DF	Personal	1 round/lvl	None	No	1 swift action
<i>Traveler's Mount-</i> mount moves 20 ft more, no damage from hustling, can't attack	V,S	Touch	1 hour/lvl	Will neg	Yes	1 action
<i>Vision of Glory-</i> subject gains your CHA modifier bonus to one saving throw	V,S,DF	Touch	1 minute or discharge	None	Yes	1 action
<i>Warning Shout-</i> allies are no longer flatfooted	V	30 ft	Instant	None	No	1 immediate action

LEVEL 2 SPELLS

<i>Angelskin-</i> subject gains damage reduction 5/evil	V,S,DF	Touch	1 round/lvl	Will neg	Yes	1 action
<i>Aura of Glory-</i> removes fear effect from all allies *1	V,DF	10 ft radius	Instant	None	No	1 swift action
<i>Checkmate's Light-</i> +1 bonus/3 castor lvls, light given off equal to torchlight*5	V,S,DF	Touch	1 round/lvl	None	No	1 action
<i>Cloak of Bravery-</i> allies gain moral bonus against fear equal to castor lvl	V,S	60 ft	10 minutes/lvl	Will neg	Yes	1 action
<i>Divine Insight-</i> gives bonus of 5+ caster lvl to skill check*8	V,S,DF	Personal	1 hour/lvl or used	None	No	1 action
<i>Divine Protection-</i> allies gain +1 bonus to armor class and saves	V,S,DF	100 ft+ 10/lvl	1 minute/lvl	Will neg	Yes	1 action
<i>Energized shield-</i> like lesser except resistance is 10, bash damage is 2d6	V,S,DF	Shield	1 round/lvl	None	No	1 action
<i>Fell the Greatest Foe-</i> deals an extra 1d6 per size category larger than you to target *25	V,S,M	Touch	1 round/lvl	Fort neg	Yes	1 action
<i>Flame of Faith-</i> turns a weapon into +1 <i>flaming burst</i> weapon *26	V,S,M	Touch	1 round/lvl	None	No	1 action
<i>Hand of Divinity-</i> gives worshipper of the same deity as you +2 bonus on saves	V,S,DF	Touch	1 minute/lvl	None	No	1 minute
<i>Holy Mount-</i> mount gets celestial template for duration of spell (MM 31)	V,S	Touch	1 round/lvl	None	Yes	1 swift action
<i>Knights Move-</i> you instantly teleport to a spot that flanks your opponent *27	V,S,DF	5 ft/2 caster lvls	Instant	None	No	1 swift action
<i>Loyal Vassal-</i> gives subject +3 saving throws against mind affecting spells *28	V,S,DF	Touch	10 minutes/lvl	Will neg	Yes	1 action
<i>One Mind-</i> as lesser, but add a +2 bonus on melee attack rolls for you & mount	V,S,DF	Personal	1 hour/lvl	None	Yes	1 action
<i>Quick March-</i> increase land speed 30 ft (enhance bonus) within 20 ft radius of you *29	V,S,DF	100 ft +10 ft/lvl	1 round	Will neg	Yes	1 swift action
<i>Shield of Warding-</i> gives shield/buckler a +1 AC bonus/5 caster lvls (when equipped)	V,S	Touch	1 minute/lvl	Will neg	No	1 action
<i>Spiritual Chariot-</i> create a chariot of force that is correctly harnessed *30	V,S,DF	25 ft +5 ft/2 lvls	1 hour/lvl	None	No	1 action
<i>Stabilize-</i> heals everyone around you, allied or not, 1 point, damage undead	V,S,DF	50 ft from you	Instant	Will neg	Yes	1 immediate action
<i>Strength of Stone-</i> +8 Bonus to STR, as long as you are touching the ground *21	V,S,DF	Personal	1 round	None	No	1 swift action
<i>Zeal-</i> you get a +4 deflection bonus to AC when moving to target opponent *31	V,S,DF	Personal	1 round/lvl	None	No	1 swift action

LEVEL 3 SPELLS

<i>Axiomatic Storm-</i> -4 on listen & range attacks, need a flask of axiomatic water *2	V,S,M	20x20 ft cylinder	1 round/lvl	None	No	1 action
<i>Blessing of Bahamut-</i> damage reduction of 10/magic (material component: canary feather)	V,S,M	Personal	1 round/lvl	None	No	1 action
<i>Diamondsteel-</i> armor gains damage reduction of half its AC bonus*7	V,S,DF	Touch	1 round/lvl	Will neg	Yes	1 action
<i>Find the Gap-</i> first attack each round is regarded as a touch attack *20	V	Personal	1 round/lvl	None	No	1 action
<i>Hand of the Faithful-</i> creates an immobile, warded zone that *32 (centered on a point)	V,S,DF	10 ft radius	1 hour/lvl	Fort neg	Yes	1 minute
<i>Holy Storm-</i> makes rain that deals 2d6 damage/round (x2 to evil outsiders) *33	V,S,DF,M	20 ft cylinder	1 round/lvl	Fort neg	No	1 action
<i>Mantle of Good/Law-</i> gains SR of 12+ caster level against the opposed alignment.	V,S	Personal	10 minutes/lvl	None	No	1 action
<i>One Mind, Greater-</i> as <i>one mind</i> , but add a +2 bonus on melee damage rolls	V,S,DF	Personal	1 hour/lvl	None	Yes	1 action
<i>Regal Procession-</i> like <i>mount</i> , but multiple mounts fully equipped and adorned	DF	1 mount/lvl	2 hours/lvl	None	No	1 action
<i>Resurgence, Mass-</i> like <i>resurgence</i> , except for multiple subjects	V,S,DF	Touch	Instant	Will neg	Yes	1 action
<i>Righteous Fury-</i> gives +4 to STR, and 5 temporary HP/ caster level *34	V,S,DF	Personal	1 minute/lvl	None	No	1 action
<i>Seek Eternal Rest-</i> for turning undead, your treated as a cleric of your paladin level	V,DF	Personal	1 hour/lvl	None	No	1 action
<i>Undead Bane Weapon-</i> weapon gets +2 bonus, does extra 2d6 dmg to undead *35	V,S,DF	Touch	1 hour/lvl	None	No	1 action
<i>Weapon of the Deity-</i> must be wielding your deities chosen weapon *36	V,DF	Touch	1 round/lvl	None	No	1 action
<i>Word of Binding-</i> imprisons hands and feet of a medium or small humanoid *37						

LEVEL 4 SPELLS

<i>Castigate</i> - deals 1d4/caster level to those whose alignment differs *4	V	10 ft	Instant	Fort half	Yes	1 action
<i>Draconic Might</i> - +5 to STR, CON, CHA, +4 natural armor, immune to magic sleep and paralysis	V,S	Touch	1 minute/lvl	Fort neg	Yes	1 action
<i>Favor of the Martyr</i> - immune to none lethal damage, remains active at -1 to -9 hp *11	V,S	Touch	1 minute/lvl	None	No	1 action
<i>Lawful Sword</i> - becomes a +5 axiomatic weapon, lawful aligned*19	V,S	Touch	1 round/lvl	None	No	1 action
<i>Revenge</i> - restores dead ally to life for 1 minute/lvl *23	V,S,DF	Touch	1 minute/lvl	None	Yes	1 action
<i>Righteous Aura</i> - +4 bonus to charisma, explosion is 20 ft wide *17	V,S,DF	20 ft	1 hour/lvl	Ref half	No	1 action
<i>Sacred Haven</i> - allies gain +2 armor bonus, lay on hands at a range *18	V,S,DF	30 ft	1 minute/lvl	Will neg	Yes	1 action
<i>Telepathic Aura</i> - 1 way mental communication with allies within 100 ft	V,S	100 ft	10 minutes/lvl	None	No	1 action
<i>Visage of the Deity, lesser</i> - you gain +4 CHA bonus, resist 10/acid, cold, electricity	V,S,DF	Personal	1 round/lvl	None	No	1 action
<i>Winged Mount</i> - your mount grows wings and has fly speed of 60 ft (good)	V,S,DF	Mount	10 minutes/lvl	Fort neg	Yes	1 action

*1- only within range of your *aura of courage*.

*2- deals 2d6 to chaotic creatures (x2 damage outsiders) every round, and does 5d6 acid damage to a random creature every round.

*3- need 5 pounds of powdered iron and silver (25 gp), splash range is 5 feet and does 1 damage to surrounding creatures, destroys incorporeal creatures.

*4-deals half damage to those who are one step from your alignment, no damage to those of same alignment, no effect on deaf creatures.

*5- maximum bonus of +5 (lvl 15), weapon becomes lawful aligned, if the weapon leaves you the effect is suppressed until you pick it up, allies within 20 feet get a +1 moral bonus.

*6- anyone struck by the weapon must succeed a fortitude check or be deafened for 1 minute.

*7- the only weapon type to bypass this reduction is *adamantine*. Material component, diamond dust worth at least 50 gp.

*8- you can't have more than 1 *divine sight* effect active on you at the same time, once used, the spell ends.

*9- only for first attack and you lose the life whether you hit or miss.

*10- only works on people who worship the same deity as you, doesn't work for anyone else, even those who would be hurt by healing.

*11- immune to *charm* and *compulsion* effects, attacks that specifically cause *pain, dazed, exhausted, fatigue, nauseated, sickened, staggered, stunned*, doesn't lose HP when in negative HP. if any of the above were in effect they are suspended until this spell is over, subjects gets effects of the Endurance feat. spell effects that have not expired after the time suspended return.

*12- finds the closest temple of your deity, and if there isn't one, finds a temple closest to your alignment. You have to have visited the temple before.

*13- caster lvl: 2nd-3rd: scale mail barding (+4 AC), 4th-5th: chainmail barding (+5 AC), 6th-7th: splint mail barding (+6 AC), 8th-9th: half plate barding (+7 AC), 10th+: full plate barding. You can still cast spells that affect the armor like *magic vestments* or *Diamondsteel*.

*14- you see the weakest enemies with a light green nimbus, while stronger enemies have darker color aura: CR 4 or less = weak, CR 5-10 = moderate, CR 11-15 = strong, CR 16 + = overwhelming.

*15- when cast on an item, it will light up with a blue aura that you can see. if there are any evil creature that can cast divine spells. It can't show who it is, or which direction, but it can penetrate barriers, and only when the creature is within range. The effect is blocked 1 ft of stone, 1 inch of metal, a thin sheet of lead, or 3 ft of wood or dirt.

*16- you grow a beard (whether you currently have one or not) that goes down to your waist, and its magically made of silver. It hinders you in no way. If you are a female, elf, etc that wouldn't normally be able to have a beard, you get a +2 circumstance bonus on diplomacy checks against dwarfs.

*17- deal 2d6/caster lvl of damage to evil creatures, double that damage to undead, and good creatures are healed by that much, spell resistance can't prevent damage, but reflex halves, you cannot be raised by raise dead spell, only revival spells that don't require a body will bring you back to life.

*18- allies keep DEX to armor class when flat footed and fighting invisible creatures, you gain awareness of the health of all affected within the radius of the spell creatures as with the Status spell, lay on hands can be done at any range, as long as the intended target is on the same plane.

*19- also emits a Circle of Protection against chaos, the swords 2d6 damage only works against chaotic creatures.

*20- other AC bonuses like dodge, deflection, and luck bonuses still apply.

*21- only works as long as you are in contact with the earth. The spell ends if you lose contact with the ground. (jumping, charging, tumble, run, move more than your speed) stone walls and ceilings, cavern walls count as the ground.

*22- subject gains immunity to charisma based checks that planes impose on visitors of opposed alignments. The CHA-, WIS-, INT-based check penalties associated with strongly opposing alignments are halved for the spells duration.

*23- subject can be dead for up to 1 round/ caster level. Your target functions as if resurrected by a *raise dead* spell, but doesn't lose a level and has half their normal HP. They are alive (not dead) for the time of the spell and can be healed normally, but dies when spell ends. While under Revenge, subject is not affected by spells that raise dead. Subject gains +1 morale bonus to attack, damage, saves, and check rolls against the creature that killed them.

*24- you gain +4 AC bonus against attacks of opportunity made by enemies other than chosen creature. You can also move through enemies as if they were allies for the duration of the spell, just as long as you are closer to the chosen creature from when you began your move.

*25- only works for melee attacks and only for one target (target of the spell). Material component: dragon's claw, or a giant's fingernail

*26- works on both normal and masterwork weapons. becomes a magic weapon for duration of the spell. Material component: lump of phosphorus

*27- you move 5 ft per 2 caster levels and you must end your move flanking an enemy. Time freezes while teleporting.

*28- whether the mind spell was in effect before or after this spell was cast, it nullifies it. Any attempt for the subject to harm you or anyone else affect by this spell. Any attempt of the subject to harm you or anyone counts as a suicide order and possibly ending the spell. If the subject is willingly attacking you, this spell ends immediately. Can target 1 willing creature per 3 caster levels.

*29- this is considered an enhancement bonus, and has no effect on other modes of travel (flying, burrow, climb, swim, etc)

*30- the chariot is instantly harnessed and doesn't hamper the mount in any way, so it can move its normal speed. The chariot can hold one medium creature and the driver, or 2 small creatures and the driver. Handler of the chariot gets a +4 on handle animal checks, and the chariot has no weight. The chariot is immune to most types of damage, and if its ever unhitched, the chariot instantly disappears. Medium creatures in the chariot have cover.

*31- you target a foe when you cast, you get an AC bonus when moving to that foe, and you can pass through enemies as if they were allies. You must end your move closer to the enemy than when you started.

*32- the zone you create repels all others who don't worship the same deity as you, or has a holy symbol of your god. Every round, opposed aligned creatures must make a FORT save or be stunned for one round. If it succeeds a saving throw, the zone has no affect on them. If a creature tries to escape from the zone, it is unhindered. This spell is considered both a *good* and *lawful* spell.

*33- also there is a -4 penalty on listen, spot, search and ranged attacks made into, out of, or through the storm. Extinguishes any unprotected flames, and has a 50% of extinguishing protected flames. the damage dealt to evil creatures happens at the beginning of your turn. Material component: flask of holy water.

*34- temporary HP enhancement last for 1 hour.

*35- has no effect if weapon already has this spell cast on it. Can also be used on 50 missiles like arrows, bolts, bullets as long as they were grouped together. Does not work on throw weapons, and weapon is good aligned.

*36- you have proficiency with the weapon even if you normally do not. Weapon gets +1 on attack and damage rolls. (if a double weapon, it only effects one end chosen by you) this bonus is increased to +2 at caster lvl 9, +3 at caster lvl 12, +4 at caster lvl 15, +5 at caster lvl 18. weapon also get a special ability of the deity's and the weapon with that deity: (I will only have possible paladin deity's listed here)

Bahamut: +1 frost heavy pick, Heironeous: +1 shock longsword, Moradin: +1 throwing warhammer, Yondalla: +1 defending longsword. (Olympian) Athena: +1 keen shortspear. (Pharaonic) Re-Horakhty: +1 flaming khopesh. Osiris: +1 mighty cleaving flail (light or heavy). (Asgardian) Heimdall: +1 great cleave longsword.

*37- a reflex save allows the subject to avoid the magic manacles. If captured by manacles, a DC 35 escape artist or DC 28 STR check can free the subject. The manacles have a hardness of 10 and HP equal to 10 +1/caster lvl. The manacles automatically fit the subject. While being held by the manacles, the creature can't make any action that requires the hands and can only move 5 ft/round. The lock on the manacles is an average quality lock (DC 25 open lock).

If you think I need to revise this in any way, contact me with what should be revised by e-mail at: saxxon26@hotmail.com

History

V.1- This had all the paladin spells listed in the players handbook, including all the minor things that the spells did. Has all the components that you and DM's need for any situation.

V.2- This new version included all the spells in the Spell Compendium and a few other reference materials. Lots of spells that make the choice so much harder as to which spells to prepare ahead of time. Some minor spell corrections and typos have been fixed, resized the way I had some of my fonts to save room.

V.2.5- Added spell save and how you find out what it is. Correct the alignment of the lists. A few minor fixes here and there. Adding a few things to the page itself, like how to contact me for needed revisions to this. Adding list shades to make it easier to identify spells. Also, I am looking for more resources, and books to add more spells and additions to those of you who play paladins, and make things easier (or harder in some cases) for DM's. Also added a "Thanks To" section.

THANKS TO:

My friend Michael for getting me into D&D, and putting up with my uber characters (like my cat race paladin, something that has given him so many problems) and many great D&D arguments about spell effects and abilities (I wish I could have recorded them, most of them would have been worth a so many laughs). Also I would like to thank my friend Forest for letting me borrow many D&D books and even more arguments about paladins and dragon riders (or something like that) and how me and him would keep trying to take control of the others dragon, but couldn't because of our classes empathic link to our mount. That was a fun argument. Also thanks to WoTC for creating all these great resources, books, etc and always creating better and more ways to play. Finally, I have to thank Raflar the Wanderer a.k.a. DJ Alienboy for hosting my spellsheet and for some help in creating this spellsheet. Visit his site at www.raflar.com