

D&D 3.5 – PALADIN SPELL LIST

This is a list of the spells available to paladins, taken from Chapter 11 (*Spells*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding list in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text. The symbol '–' in the left-hand margin signifies a spell that has changed in some way; '*' signifies a spell that is new in D&D 3.5. '+' signifies a spell that existed in 3.0, but was not on the paladin spell list there. If there is no symbol in the left-hand margin for a spell, then it has not changed at all in the revision (except for the page number in the PHB where it is described). A greyed-out spell has been removed from the paladin spell list entirely.

General Notes

- (D) *Detection spells*: each round, you can turn to detect things in a new area. These spells can penetrate barriers, but are blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
- (H) *Healing spells*: these spells deal damage to undead rather than curing them. Undead can attempt a Will save to take half damage.

LEVEL 1

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
ench. (compulsion)	Bless [mind-affecting]	Allies gain +1 morale bonus to attacks and saves vs. fear	V,S,DF	1 action	50 ft	You + allies in range	1 min/lvl		Yes (h)	205
trans.	Bless Water [good]	Turns 1 pint of water into holy water	V,S,M (25)	1 min	Touch	1 flask of water	Instant	Will negs (obj)	Yes (obj)	205
– trans.	Bless Weapon	<i>Weapon's alignment becomes good</i> <ul style="list-style-type: none"> Weapon is treated as having a +1 enhancement bonus for purposes of overcoming the DR of evil creatures and striking evil incorporeal creatures (<i>but the spell doesn't grant an actual enhancement bonus</i>). All critical threats against evil foes are automatically successful (does not apply to any weapon that already has a magical effect related to critical hits, e.g. <i>keen</i> or <i>vorpal</i>). 	V,S	1 action	Touch	1 weapon	1 min/lvl			205
– conj. (creation)	Create Water [water]	Creates wholesome, drinkable water	V,S	1 action	Close	Water (up to 2 gallons/lvl)	Instant			215
conj. (healing)	Cure Light Wounds (H)	Cure 1d8+1/lvl (max. +5) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
divination	Detect Poison (D)	Detect presence of poison in a creature, object or area <ul style="list-style-type: none"> Wisdom or Craft (Alchemy) check (DC 20) to identify specific poison. 	V,S	1 action	Close	1 creature/object, or a 5-ft. cube	Instant			219
– divination	Detect Undead (D)	Detect presence and strength of undead auras	V,S,DF	1 action	60 ft.	<i>Cone emanation</i>	Conc., up to 1 min/lvl (D)			220
– evocation	Divine Favor	You gain a +1 luck bonus per 3 lvls (at least +1, max. +3) to attack and weapon damage rolls	V,S,DF	1 action	Personal	You	1 min			224
– abjur.	Endure Elements	<i>Subject avoids harm from hot or cold environments</i> <ul style="list-style-type: none"> Does not protect against fire or cold damage. 	V,S	1 action	Touch	1 creature	24 hours	Will negs (h)	Yes (h)	226
+ conj. (healing)	Lesser Restoration	Dispels magical effects reducing one ability score, or cure 1d4 points of temporary damage to one ability <ul style="list-style-type: none"> Also eliminates fatigue, and improves exhaustion to fatigue. 	V,S	3 rounds	Touch	1 creature	Instant	Will negs (h)	Yes (h)	272
– trans.	Magic Weapon	Weapon gains +1 enhancement to attack and damage <ul style="list-style-type: none"> The weapon is considered blessed. 	V,S,DF	1 action	Touch	1 weapon	1 min/lvl	Will negs (h,obj)	Yes (h,obj)	251
+ abjur.	Prot. from Chaos [lawful]	Magical barrier surrounds and moves with the subject: <ul style="list-style-type: none"> Against attacks from creatures of the targeted alignment, the subject gains +2 deflection bonus to AC and +2 resistance bonus to saves. Attempts to possess/exercise mental control over the subject blocked. Summoned or conjured creatures not of the spell's alignment cannot touch the subject (subject to SR); this effect ends if the subject attacks or tries to force the barrier against a blocked creature. 	V,S,DF	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes (h)	266
– abjur.	Prot. from Evil [good]									
– divination	Read Magic	Read magical writing (one page per minute) <ul style="list-style-type: none"> Can identify a <i>glyph of warding</i> (DC 13), <i>greater glyph of warding</i> (DC 16) or any <i>symbol</i> (DC 10 + spell level) with Spellcraft. 	V,S,F	1 action	Personal	You	10 min/lvl			269
abjur.	Resistance	Subject gains +1 resistance bonus on saving throws	V,S,DF	1 action	Touch	1 creature	1 min	Will negs (h)	Yes (h)	272
– trans.	Virtue	Subject gains 1 temporary hit point	V,S,DF	1 action	Touch	1 creature	1 minute	Fort negs (h)	Yes (h)	298

LEVEL 2

	School	Name [descriptor(s)]	Spell Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
+	trans.	Bull's Strength	Subject gains +4 enhancement bonus to Strength	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	207
	conj. (healing)	Delay Poison	Subject becomes temporarily immune to poison • Does not cure any damage already inflicted by poison.	V,S,DF	1 action	Touch	1 creature	1 hr/lvl	Fort negs (h)	Yes (h)	217
*	trans.	Eagle's Splendor	Subject gains +4 enhancement bonus to Charisma • CHA-based spellcasters do not gain any additional bonus spells.	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	225
*	trans.	Owl's Wisdom	Subject gains +4 enhancement bonus to Wisdom • WIS-based spellcasters do not gain any additional bonus spells.	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	259
	conj. (healing)	Remove Paralysis	Free target(s) from temporary paralysis or <i>slow</i> effects • 1 creature – paralysis is negated; • 2 creatures – each receives another save with +4 resistance bonus; • 3 or 4 creatures – each receives another save with +2 resistance bonus.	V,S	1 action	Close	Up to 4 creatures (max. 30 ft. apart)	Instant	Will negs (h)	Yes (h)	271
-	abjur.	Resist Energy (resist elements)	Subject gains energy resistance 10 against specified energy type (acid, cold, electricity, fire or sonic) • Resistance increases to 20 at caster level 7, and 30 at caster level 11. • Does not stack with <i>protection from energy</i> .	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Fort negs (h)	Yes (h)	272
	abjur.	Shield Other	Subject gains +1 deflection bonus to AC, +1 resistance bonus to saves; half of any hit point damage suffered by subject is transferred to caster	V,S,F (100)	1 action	Close	1 creature	1 hr/lvl (D)	Will negs (h)	Yes (h)	278
	abjur.	Undetectable Alignment	Conceals subject's alignment from all forms of divination	V,S	1 action	Close	1 creature or object	24 hours	Will negs (obj)	Yes (obj)	297
+	ench. (compulsion)	Zone of Truth [mind-affecting]	Affected creatures in area cannot speak deliberate and intentional lies • Affected creatures are aware of the enchantment.	V,S,DF	1 action	Close	20-ft. radius emanation	1 min/lvl	Will negs	Yes	303

LEVEL 3

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
	conj. (healing)	Cure Moderate Wounds (H)	Cure 2d8+1/lvl (max. +10) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
+	evocation	Daylight [light]	Object sheds light as bright as full daylight in 60-ft radius, and dim light for additional 60 ft. beyond <ul style="list-style-type: none"> • Creatures that take penalties in bright light also take them while within the radius of this magical light. However, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light (e.g. vampires). • Counters and dispels any darkness spell of equal or lower level. 	V,S	1 action	Touch	1 object	10 min/lvl (D)			216
	divination	Discern Lies	Know when subject deliberately lies <ul style="list-style-type: none"> • Each round, you may concentrate on a different subject. 	V,S,DF	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Conc., up to 1 rnd/lvl	Will negs		221
-	abjur.	Dispel Magic These spells cannot be dispelled by <i>dispel magic</i> : <ul style="list-style-type: none"> • any Instantaneous-duration spell • <i>antimagic field</i> • curses from <i>bestow curse</i> • <i>forbiddance</i> (unless dispeller's lvl is at least as high as caster's) • <i>forcecage</i> • <i>geas</i> (or lesser <i>geas</i>) • <i>globe</i> (or lesser <i>globe</i>) of invulnerability* • <i>mark of justice</i> • <i>Otiluke's resilient sphere</i>* • <i>Otiluke's telekinetic sphere</i>* • <i>prismatic sphere/wall</i> • <i>wall of force</i> * unless a targeted dispel is used	<u>Targeted dispel</u> : Cancel spells on one object or creature <ul style="list-style-type: none"> • Make a successful dispel check (1d20 + caster level, max. +10) against each ongoing spell currently in effect on the target (DC 11 + spell's caster level) to cancel it. • Against a magic item, make a successful dispel check against the item's caster level to suppress all of the item's magical properties for 1d4 rnds. • For an object or creature that is the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it. <u>Area dispel</u> : Cancel up to 1 spell on each object/creature in area <ul style="list-style-type: none"> • For each creature or object that is the target of ongoing spells, make a dispel check against the spell with the highest caster level. If that fails, make dispel checks against progressively weaker spells until one is dispelled or all checks fail. Magic items are not affected. • For each ongoing area or effect spell centered within the area, make a dispel check to cancel the spell. • For each ongoing area or effect spell overlapping the area, make a dispel check to end the effect, but only within the area of the <i>dispel magic</i>. • For objects or creatures that are the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it, in addition to attempting to dispel spells targeting the creature or object. <u>Counterspell</u> : Disrupt spell being cast <ul style="list-style-type: none"> • Make a dispel check to counter the other spellcaster's spell. 	V,S	1 action	Medium	1 object or creature	Instant			223
							20-ft. radius burst				
							1 spellcaster				
-	trans.	Greater Magic Weapon	As <i>magic weapon</i> , but +1 enhancement bonus per 4 lvls (max. +5)	V,S,DF	1 action	Close	1 weapon or 50 projectiles (in contact)	1 hr/lvl	Will negs (h,obj)	Yes (h,obj)	251
-	conj. (healing)	Heal Mount	As <i>heal</i> on paladin's warhorse (or other special mount)	V,S	1 action	Touch	Caster's mount	Instant	Will negs (h)	Yes (h)	239
+	abjur.	Magic Circle against Chaos [law]	As <i>protection from chaos/evil</i> , but encompasses a larger area and lasts longer.	V,S,DF	1 action	Touch	10-ft. emanation (from touched creature)	10 min/lvl	Will negs (h)	Yes (h)	249
-	abjur.	Magic Circle against Evil [good]	Can be focused inward rather than outward to imprison a called creature not of the spell's alignment.								
-	ench. (compulsion)	Prayer [mind-affecting]	Caster and allies gain +1 luck bonus on attacks, weapon damage, saves and checks; foes suffer -1 penalty on same	V,S,DF	1 action	40 ft.	All allies and enemies within range	1 rnd/lvl		Yes	264
	conj. (healing)	Remove Blindness/Deafness	Cure normal or magical blindness or deafness (caster's choice) <ul style="list-style-type: none"> • Counters and dispels <i>blindness/deafness</i>. 	V,S	1 action	Touch	1 creature	Instant	Fort negs (h)	Yes (h)	270
+	abjur.	Remove Curse	Free object or creature from curses <ul style="list-style-type: none"> • For a cursed shield, weapon or suit of armor, the spell does not remove the curse from the item but merely frees the victim from the item's effects. • Counters and dispels <i>bestow curse</i>. 	V,S	1 action	Touch	1 creature or item	Instant	Will negs (h)	Yes (h)	270

LEVEL 4

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
+	abjur.	Break Enchantment	Frees victims from enchantments, transmutations and curses <ul style="list-style-type: none"> Make a check (1d20 + caster level, max. +15) against each magical effect currently affecting the target (DC 11 + effect's caster level) to break it. For cursed magic items, the DC is 25. The spell does not remove the curse from the item; it merely frees the victim from the item's effects. 	V,S	1 min	Close	1 creature/lvl (max. 30 ft. apart)	Instant			207
	conj. (healing)	Cure Serious Wounds (H)	Cure 3d8+1/lvl (max. +15) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
-	necro.	Death Ward	Subject gains immunity to death spells and effects, and to energy drain and other negative energy effects <ul style="list-style-type: none"> Negative levels the subject has already gained are not affected. 	V,S,DF	1 action	Touch	1 living creature	1 min/lvl	Will negs (h)	Yes (h)	217
+	abjur.	Dispel Chaos [lawful]	Caster gains +4 deflection bonus to AC against creatures of the specified alignment <ul style="list-style-type: none"> On a successful melee touch attack against an extraplanar creature of the specified alignment, you can choose to drive the creature back to its home plane (Will negates, SR applies). This use discharges and ends the spell. With a touch, you can automatically dispel any one enchantment cast by a creature of the specified alignment, or any one spell of that alignment (no save or SR); this discharges and ends the spell. (Spells that can't be dispelled by <i>dispel magic</i> are unaffected by this spell.) 	V,S,DF	1 action	Personal	You	1 rnd/lvl (or until discharged)			222
	abjur.	Dispel Evil [good]									
Freedom of Movement											
-	evocation	Holy Sword [good]	Weapon acts as a +5 <i>holy</i> weapon (+5 enhancement bonus on attack and damage rolls, <i>extra 2d6 damage against evil opponents</i>) <ul style="list-style-type: none"> Weapon also emits a <i>magic circle vs. evil</i> effect. If this effect ends, the weapon creates a new one on your turn as a free action. The spell is automatically cancelled 1 round after the weapon leaves your hand. If cast on a magic weapon, the spell's effects supersede the weapon's normal powers. This spell is not cumulative with <i>bless weapon</i> or any other spell that might modify the weapon in any way. It does not work on artifacts. 	V,S	1 action	Touch	1 <i>melee</i> weapon	1 rnd/lvl			242
+	trans.	Mark of Justice	Designates action to trigger <i>bestow curse</i> on target	V,S,DF	10 min	Touch	1 creature	Permanent		Yes	252
	conj. (healing)	Neutralize Poison	Detoxifies poison in or on a creature or object <ul style="list-style-type: none"> Does not cure any damage already inflicted by poison. 	V,S,DF	1 action	Touch	1 creature/object (up to 1 cu.ft./lvl)	Instant	Will negs (h,obj)	Yes (h,obj)	257
+	conj. (healing)	Restoration	As <i>lesser restoration</i> , but also provides other benefits: <ul style="list-style-type: none"> Dispel negative energy levels and restores 1 drained experience level to the subject (only if the time since the creature lost the level is less than or equal to 1 day per caster level). Cures all temporary ability damage, and restores all points permanently drained from a single ability score. Eliminates any fatigue or exhaustion suffered by the subject. 	V,S,M (100)	3 rounds	Touch	1 creature	Instant	Will negs (h)	Yes (h)	272