# Paladin Spell Casting Guide

## Attack:

If a spell calls for an attack (i.e. “make a ranged spell attack”) you will roll d20 + spell attack bonus to see if you hit (similarly to hitting with a normal weapon).

Spell Attack Bonus: Proficiency Bonus + Charisma Mod

Target Saving Throw:

If a spell calls for a save (i.e. “the target must make a Dex saving throw”) then the target will need to roll d20 + Dex (or whatever saving throw it calls for) and compare it to your spell DC save. You do not need to roll to see if you hit (you hit if they fail the saving throw).

Spell DC Save: 8 + Proficiency Bonus + Charisma Mod

## Concentration:

If a spell requires concentration, you must maintain concentration on that spell in order to keep casting it. You can choose to end your concentration at any time without using any action.

Attacking and moving do not break concentration.

Things that break concentration:

1. Casting another spell that requires concentration
2. Taking damage
   1. Const Saving throw
   2. DC = 10 or ½ the damage taken, whichever is higher.
   3. Must make separate saving throws for each attack done to you
      1. If 2 enemies attack you, you make 2 saving throws.
3. Being incapacitated or killed.
4. Environmental Factors that make sense
   1. Being struck by lighting
   2. Having a boulder land on you
   3. Being tossed off a ship, etc.

## Ritual:

*A paladin cannot cast rituals unless they take the Ritual Feat.*

Some spells can be cast as usual or as a ritual. If a spell specifically states it can be a ritual, you can use an additional 10 minutes to cast the spell and not expend a spell slot.

## Spell Components:

Spells will have 1 to three components labeled as V, S, and M. These stand for verbal, somatic and material.

Verbal. You must be able to talk in order to use the spell. If you are gagged or somewhere in magical silence, you cannot use this spell.

Somatic. You must be able to use at least 1 hand in order to use this spell. If you are tied up or have both your arms cut off, you are unable to use this spell. Your hand also must be able to be controlled. So, if your hand is turned to stone, you will not be able to use that hand.

Material. A specified material or materials are required to complete this spell. The components will be listed in the spell block. Some materials are free while others will specify a cost or minimum cost.

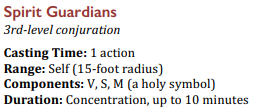
## Component Pouch:

A component pouch is a pouch that contains all the no-cost materials for a specific class. Any class can have a components pouch. For example, a Paladin may have a Paladin component’s pouch that will have all the materials for all Paladin spells (A paladin spell is anything on the paladin list, regardless of if other classes can also do it).

A paladin can also buy a component pouch from a different class. So a paladin can buy a druid component pouch and have all the materials for druid spells (although this by no means allows them to cast druid spells).

If a material component has a cost or a value, it is not inside the component pouch and will need to be found or purchased separately.

Note: Some spell’s material components ask for a holy symbol specifically. In this case, a holy symbol cannot be replaced by components in a component pouch.

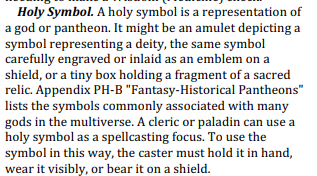


**Example of a spell requiring a holy symbol.**

## Holy Symbol:

A holy symbol is some sort of religious focus. A focus is an object that can be used in place of any no-cost material component for paladin or cleric spells. It can not be used in place of components that have a cost or value.

A paladin can use it for paladin spells, and a cleric can use it for cleric spells. A paladin cannot use it for cleric spells. A holy symbol can be an amulet, a reliquary or an emblem on a shield or armor.



Some spells require a holy symbol and cannot be replaced with a material or a component pouch.

## What to do if a spell dictates cost or value:

Figure out where to buy the component or find the component

## What to do if a spell is not on the Paladin list (but you know it from your oath or something)

1. Buy a component pouch of a type that can use that spell OR
2. Find that specific component and buy a ton of it.