

DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

- ☐ Strength
☐ Dexterity
☐ Constitution
☐ Intelligence
☐ Wisdom
☐ Charisma

CONDITIONAL

SAVING THROWS

- ☐ Acrobatics (Dex)
☐ Animal Handling (Wis)
☐ Arcana (Int)
☐ Athletics (Str)
☐ Deception (Cha)
☐ History (Int)
☐ Insight (Wis)
☐ Intimidation (Cha)
☐ Investigation (Int)
☐ Medicine (Wis)
☐ Nature (Int)
☐ Perception (Wis)
☐ Performance (Cha)
☐ Persuasion (Cha)
☐ Religion (Int)
☐ Sleight of Hand (Dex)
☐ Stealth (Dex)
☐ Survival (Wis)

SKILLS

PASSIVE PERCEPTION

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

Humanoid. Your creature type is Humanoid.

Healing Hands (Action—1/Long Rest). You can touch a creature and it regains 4d4 hp.

Light Bearer. You know the light cantrip, using charisma as your spellcasting ability.

Necrotic Shroud. Your eyes briefly become pools of darkness, and ghostly, flightless wings sprout from your back temporarily. Creatures other than your allies within 10 feet of you that can see you must succeed on a DC 19 Charisma save or become frightened of you until the end of your next turn. Until the transformation ends, once on each of your turns, you can deal 4 extra necrotic damage to one target when you deal damage to it with an attack or a spell.

RACIAL TRAITS

INITIATIVE

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Shield Master. If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield. If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you. If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

War Caster. You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Evil Eye (Action). You imbue your eyes with eldritch magic and glare darkly at a creature. If the target can see you, it suffers disadvantage on its next attack roll or ability check made within 1 minute.

Divine Sense (Action—8/Long Rest). You can open your awareness to detect presence of strong evil. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated.

Lay on Hands (Action—50/Long Rest). You can touch a creature and draw power from the pool to restore a number of hp to that creature, up to the maximum amount remaining in your pool. You can expend 5 hp from your pool of healing to cure the target of one disease or neutralize one poison affecting it. This feature has no effect on undead and constructs.

Fighting Style.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Divine Smite. When you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Divine Health. The divine magic flowing through you makes you immune to disease.

Oath of Treachery. The Oath of Treachery is the path followed by paladins who have forswn other oaths or who care only for their own power and survival. Commonly known as blackguards, these profane warriors are faithful only to themselves.

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn.

Aura of Protection. Whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a +7 bonus to the saving throw. You must be conscious to grant this bonus.

Aura of Courage. You and friendly creatures within 10 feet of you can't be frightened while you are conscious.

Channel Divinity. Conjure Duplicate and Poison Strike

Aura of Treachery. Cull the Herd and Treacherous Strike

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Heavy Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. —

Languages. Common, Celestial, Draconic, Deep Speech

PROFICIENCIES & LANGUAGES



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

FLAW

You have chosen to learn two languages.

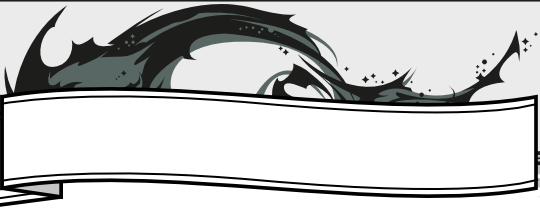
BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

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SPELLCASTING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE

CANTRIPS

1ST LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

Crushing Curse

Void Magic Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S

You speak a word of void speech. Choose a creature you can see within range. If the target can hear you, it must succeed on a Wisdom saving throw or take 1d6 psychic damage and be deafened for 1 minute. A deafened creature can repeat the saving throw at the end of each of its turns, ending the deafness on a success. A creature deafened in this way can still hear void speech.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Additional Spell

Deep Magic: Void Magic

Light

Evocation Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	1 hour
COMPONENTS	V, M (a firefly or phosphorescent moss)

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Light Bearer (Aasimar)

Player's Handbook

Angelic Guardian

1st-level conjuration (angelic)

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You conjure a minor celestial manifestation to protect a creature you can see within range. A faintly glowing figure resembling a human head and shoulders hovers within 5 feet of the target for the duration. The figure moves to interpose itself between the target and any incoming attacks, granting the target +2 to AC. If the target fails a Dexterity saving throw while the spell is active, it can use its reaction to roll a new save. The spell then ends.

Prepared (Paladin)

Deep Magic: Angelic Seals

Armor of Othrys

1st-level abjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	10 minutes
COMPONENTS	V, S, M (a single flaming torch)

The creature you touch glows with an aura that resembles moving spectral magma, creating an ablative shield. The target gains temporary hit points equal to 4 + your spellcasting ability modifier. In addition, if the target is hit with a melee attack whilst it has temporary hit points granted by this spell, the attacker takes 1d6 fire damage if it is within 5 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points increase by 5 for each slot level above 1st.

Prepared (Paladin)

D&D Wiki

Blade of Nightmares

1st-level necromancy

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

The next time you hit a creature with a weapon attack before this spell ends, your weapon is weathed in dark energy that freezes your foe in terror. The attack deals an extra 1d6 psychic damage, and if the target is not immune to the frightened condition, its speed is reduced to 0 until the end of its next turn. If the attack was an opportunity attack, the target is also frightened until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Prepared (Paladin)

The Blackstaff's Codex

Bless

1st-level enchantment

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a sprinkling of holy water)

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Prepared (Paladin)

Player's Handbook

Cauterizing Flame

1st-level evocation

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

A willing creature you touch regains a number of hit points equal to 2d10 + your spellcasting ability modifier. However, the creature can no longer regain hit points by any other means until it completes a short or long rest. This spell has no effect on undead or constructs.

At Higher Levels. The healing increases by 1d10 for each slot level above 1st.

Prepared (Paladin)

Grimlores Grimoire

Ceremony

1st-level abjuration (ritual)

CASTING TIME	1 hour
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S, M (25 gp worth of powdered silver, which the spell consumes)

You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting.

Atonement. You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment

Bless Water. You touch one vial of water and cause it to become holy water.

Coming of Age. You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once.

Dedication. You touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once.

Funeral Rite. You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell.

Wedding. You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.

Prepared (Paladin)

Xanathar's Guide to Everything

Ceremony

1st-level abjuration (ritual)

CASTING TIME	1 hour
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S, M (25 gp worth of powdered silver, which the spell consumes)

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Atonement. You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment

Bless Water. You touch one vial of water and cause it to become holy water.

Brother of the Faith. You touch one humanoid that has been dedicated to your god's service for at least one year. A symbol of your god is inscribed somewhere on the target's body, most commonly upon a hand or on the forehead. This symbol is invisible to other creatures, with the exception of other humanoids that bear the same symbol. A creature with truesight can also see the symbol. The symbol lasts until it is dispelled.

Coming of Age. You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once.

Dedication. You touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once.

Funeral Rite. You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell.

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Prepared (Paladin)

Blazing Dawn Player's Companion

Charm Person

1st-level enchantment

CASTING TIME	1 action
RANGE	30 feet
DURATION	1 hour
COMPONENTS	V, S

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Oath Spells (Paladin)

Player's Handbook

Command

1st-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 round
COMPONENTS	V

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Prepared (Paladin)

Player's Handbook

Compelled Duel

1st-level enchantment

CASTING TIME	1 bonus action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V

You attempt to compel a creature into a duel. One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you.

Prepared (Paladin)

Player's Handbook

Cure Wounds

1st-level evocation

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Prepared (Paladin)

Player's Handbook

Defiant Smite

1st-level abjuration

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

None shall turn you from your task, nor break your resolve.

The first time you hit with a melee weapon attack during this spell's duration, wrathful energy rushes through your weapon. The attack deals an extra 1d6 force damage to the target. Additionally, if the target is a creature, its ability to attack is hindered. Until the spell ends, the creature must make a Charisma saving throw at the start of each of its turns. If it fails, the first time it hits with an attack before the end of its turn, it is knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the force damage increases by 1d6 per spell slot level above 1st.

Prepared (Paladin)

The Compendium of Forgotten Secrets

Defy Ruin

1st-level abjuration

CASTING TIME	1 action
RANGE	30 feet
DURATION	8 hours
COMPONENTS	V, S

Preserve stability, for the world must persist.

You point to an object that you can see, filling it with preservative magic. The object gains resistance to all damage, and cannot be damaged by any effect that would inflict less than 5 damage. You can touch the object as a bonus action to remove this magical effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 8 hours per spell slot level above 1st.

Prepared (Paladin)

The Compendium of Forgotten Secrets

Detect Chaos and Order

1st-level divination

CASTING TIME	1 action
RANGE	Self (15-foot-radius sphere)
DURATION	Up to 10 minutes
COMPONENTS	V, S

For the duration, you are able to determine the nature of creatures within range in relation to how they conform to societal norms. Creatures will have auras about them relating to their alignment:

- A crisp, lawful aura for those who follow the rules of society, often at the expense of their personal wishes
- A muddled, neutral aura for those who balance their whims against the expectations of society, doing what they can within the confines of order
- A jagged, chaotic aura for those with a tendency toward acting on their feelings and whims, regardless of society's expectations

Prepared (Paladin)

Grimlore's Grimoire

Detect Evil and Good

1st-level divination

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place of object within 30 feet of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Prepared (Paladin)

Player's Handbook

Detect Magic

1st-level divination (ritual)

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Prepared (Paladin)

Player's Handbook

Detect Poison and Disease

1st-level divination (ritual)

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (a yew leaf)

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Prepared (Paladin)

Player's Handbook

Divine Arm

1st-level transmutation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a nonmagical weapon)

Your deity imbues a melee weapon you currently possess with an essence of their power and launches it at a foe within 60 feet. Make a melee spell attack against a creature you can see within range. If successful, the target takes the weapon's normal damage plus an additional 2d10 radiant or necrotic damage (your choice). The weapon breaks after it is used in this manner.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for every two slot levels above 1st.

Prepared (Paladin)

Grimlore's Grimoire

Divine Favor

1st-level evocation

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal and extra 1d4 radiant damage on a hit.

Prepared (Paladin)

Player's Handbook

Draconic Smite

1st-level evocation (dragon)

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon momentarily takes on the form of a silver dragon's head. Your attack deals an extra 1d6 cold damage, and up to four other creatures of your choosing within 30 feet of the attack's target must each make a successful Constitution saving throw or take 1d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra cold damage and the cold damage done to the secondary creatures increases by 1d6 for each slot.

Prepared (Paladin)

Deep Magic: Dragon Magic

Expeditious Retreat

1st-level transmutation

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

Oath Spells (Paladin)

Player's Handbook

Helm's Everwatchful Eye

1st-level abjuration

CASTING TIME	1 reaction, which you take when you see a creature within range fail a saving throw
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V, S

You plead for the Vigilant One to use his divine grace to help one of your allies in their time of need. When you see a creature within range fail a saving throw, you can use your reaction to roll a d20. On a roll of 16 or higher, Helm will intervene and allow the target to succeed their saving throw instead.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you reduce the die score required by 2 for every slot level above 1st.

Prepared (Paladin)

Grimlore's Grimoire

Heroism

1st-level enchantment

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Prepared (Paladin)

Player's Handbook

Hex

1st-level enchantment

CASTING TIME	1 bonus action
RANGE	90 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (the petrified eye of a newt)

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature. A remove curse cast on the target ends this spell early.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Additional Spell

Player's Handbook

Hobble Mount

1st-level necromancy (battle)

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S

When you cast hobble mount as a successful melee spell attack against a horse, wolf, or other four-legged or two-legged beast being ridden as a mount, that beast is disabled so that it can't move at its normal speed without incurring injury. An affected creature that moves more than half its base speed in a turn takes 2d6 bludgeoning damage.

This spell has no effect on a creature that your GM deems to not be a mount.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d6 for each slot level above 1st.

Prepared (Paladin)

Deep Magic: Battle Magic

Insightful Maneuver

1st-level divination (combat)

CASTING TIME	1 bonus action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

With a flash of insight, you know how to take advantage of your foe's vulnerabilities. Until the end of your turn, the target has vulnerability to one type of damage (your choice). Additionally, if the target has any other vulnerabilities, you learn them.

Prepared (Paladin)

Deep Magic: Combat Divination

Interpret Bone

1st-level divination

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

You touch a bone from a creature that has been dead for longer than 10 days but less than a year and are able to see a brief vision of how that creature died.

Prepared (Paladin)

Grimlore's Grimoire

Light of Lunia

1st-level evocation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S

You begin to glow with the silvery radiance of Lunia, the first layer of Celestia. You shed bright light in a 30-foot radius and dim light for an additional 30 feet. You can use an action to fire a ray of silver light toward a creature within range. Make a ranged spell attack against the target. On a hit, the creature takes 2d6 radiant damage. Firing the ray shrinks your silvery radiance by half. You can then use an action to fire a second ray of silver light like the first. Your silvery radiance then disappears.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Prepared (Paladin)

Mirt's Undermountain Survival Guide

Litany of Sure Hands

1st-level divination (combat)

CASTING TIME	1 bonus action
RANGE	30 feet
DURATION	1 minute
COMPONENTS	V, S

This litany allows the recipient to perform clumsy tasks with speed and alacrity. The target of the litany ignores the loading property of weapons and can drink a potion as a bonus action for the duration of the spell.

Prepared (Paladin)

Deep Magic: Combat Divination

Machine's Load

1st-level transmutation (clockwork)

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a 1-lb weight)

You touch a creature and give it the capacity to carry, lit, push, or drag weight as if it were one size category larger. If you're using the encumbrance rules, the target is not subject to penalties for weight. Furthermore, the subject can carry loads that would normally be unwieldy.

When you cast this spell using a spell slot higher than 1st, you can touch one additional creature for each spell level.

Prepared (Paladin)

Deep Magic: Clockwork

Meteor Strike

1st-level evocation (ritual)

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

The next time you hit a creature with a weapon attack during the spell's duration, your weapon strikes with the momentum of a meteor. The attack deals an extra 1d6 fire damage, and the target must succeed on a Strength saving throw or be knocked prone or pushed 5 feet away from you (your choice). A Large or larger creature has advantage on this saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Prepared (Paladin)

All the Lights in the Sky are Stars

Pendulum

1st-level enchantment (clockwork)

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (small pendulum or metronome made of brass and rosewood worth 10 gp)

You give the target creature a degree of regularity in its motions and fortunes. If the target fails a Wisdom saving throw, then for the duration of the spell it doesn't make d20 die rolls but instead follows the sequence 20, 1, 19, 2, 18, 3, 17, 4, and so on.

Prepared (Paladin)

Deep Magic: Clockwork

Protection from Evil and Good

1st-level abjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (holy water or powdered silver and iron, which the spell consumes)

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Prepared (Paladin)

Player's Handbook

Purify Food and Drink

1st-level transmutation (ritual)

CASTING TIME	1 action
RANGE	10 feet
DURATION	Instantaneous
COMPONENTS	V, S

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Prepared (Paladin)

Player's Handbook

Ray of Respite

1st-level evocation

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You release a beam of rejuvenating golden light that strikes a target of your choice within range. Until the spell ends, the target gains the following benefits:

- The target may ignore the effects of any one condition or disease of your choice afflicting the creature.
- The target removes one level of exhaustion.

Once the spell ends, the creature again experiences the full effects of any condition or disease removed by this spell, and the target regains any levels of exhaustion.

Prepared (Paladin)

The Great Dale

Searing Smite

1st-level evocation

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spells ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot level above 1st.

Prepared (Paladin)

Player's Handbook

Shield of Devotion

1st-level abjuration

CASTING TIME	1 action
RANGE	60 feet
DURATION	10 minutes
COMPONENTS	V, S

A gleaming shield appears around a creature of your choice within range, causing any critical hit against them to become a normal hit for the duration. The target also gains 1d8 temporary hit points when you cast this spell.

Prepared (Paladin)

Grimlore's Grimoire

Shield of Faith

1st-level abjuration

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (a small parchment with a bit of holy text written on it)

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Prepared (Paladin)

Player's Handbook

Spur Mount

1st-level transmutation (battle)

CASTING TIME	1 bonus action
RANGE	Touch
DURATION	1 round
COMPONENTS	V, S, M (an apple or sugar cube)

You urge your mount to greater speed. Until the beginning of your next turn, your mount can Dash or Disengage as a bonus action. This spell has no effect on a creature that you are not riding or that your GM deems is not a mount.

Prepared (Paladin)

Deep Magic: Battle Magic

Stanch

1st-level transmutation (blood)

CASTING TIME	1 action
RANGE	Touch
DURATION	1 hour
COMPONENTS	V, S

The target's blood coagulates rapidly, so that a dying target stabilizes and any ongoing bleeding or wounding effect on the target ends. The target can't be the source of blood for any spell or effect that requires even a drop of blood.

Prepared (Paladin)

Deep Magic: Blood & Doom

Starlight Shroud

1st-level abjuration (ritual)

CASTING TIME	1 action
RANGE	Self
DURATION	10 minutes
COMPONENTS	V, S

Ghostly starlight surrounds your body, casting bright light in a 10-foot radius and dim light for an additional 10 feet. The first time you take damage after casting this spell, the starlight explodes outward and the spell ends. Each creature within 10 feet of you must make a Dexterity saving throw, taking 2d10 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Prepared (Paladin)

All the Lights in the Sky are Stars

Thunderous Smite

1st-level evocation

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

The first time you hit with a melee weapon attack during this spell's duration, your weapon rings with thunder that is audible within 300 feet of you, and the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

Prepared (Paladin)

Player's Handbook

Warning Shout

1st-level transmutation

CASTING TIME	1 action
RANGE	Self (half a mile)
DURATION	Instantaneous
COMPONENTS	V

You can speak 5 words which are magically amplified so that every creature within a half a mile can hear them. Deaf creatures cannot hear the words. Sleeping creatures are automatically awakened by the words. These words cannot be used to perform an attack based on sound (a banshee's wail, for example). Although the words become incredibly loud, they do not damage nearby creatures.

Prepared (Paladin)

The Blackstaff's Codex

Wrathful Smite

1st-level evocation

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d6 psychic damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

Prepared (Paladin)

Player's Handbook

Zealous Accusation

1st-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 minute
COMPONENTS	V, S

You point at one humanoid within range and condemn its actions, ordering it to halt. It must succeed on a Wisdom saving throw or be forced to stand at attention for the duration. An affected creature's movement speed becomes 0, and it must drop any weapon or shield it holds in its hands. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. On a failure, it again drops any weapon or shield it holds in its hands.

Prepared (Paladin)

A Plethora of Paladins

Aid

2nd-level abjuration

CASTING TIME	1 action
RANGE	30 feet
DURATION	8 hours
COMPONENTS	V, S, M (a tiny strip of white cloth)

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.
At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

Prepared (Paladin)

Player's Handbook

Align Weapon

2nd-level transmutation (ritual)

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (one weapon or fifty projectiles)

You infuse a weapon you touch with the energies of one of the Outer Planes, energies which correspond strongly to certain ethical or moral alignments and inflict extra damage against certain types of creatures. When you cast this spell, choose one of these four planes:

- Elysium (Good):
 - Aberrations, chromatic dragons, elementals, fiends, or undead.
- Hades (Evil):
 - Beasts, celestials, metallic dragons, humanoids, or plants.
- Limbo (Chaos):
 - Constructs, angels, dragons, devils, or giants.
- Mechanus (Law):
 - Aberrations, demons, Fey, monstrosities, oozes, or undead.

Until the spell ends, the weapon inflicts an additional 2d6 force damage against the types of creatures listed for the chosen plane. Your alignment may limit your choice of planar energies when you cast this spell. If you are evil-aligned, you cannot choose Elysium; if you are good-aligned, you cannot choose Hades, if you are lawful in alignment, you cannot choose Limbo; if your alignment is chaotic, you cannot choose Mechanus.

Prepared (Paladin)

The Blackstaff's Codex

Anticipate Attack

2nd-level divination (combat)

CASTING TIME	1 reaction, when you are attacked but before the attack roll is made
RANGE	Self
DURATION	Instantaneous
COMPONENTS	V, S

In a flash of foreknowledge, you spot an oncoming attack with enough time to avoid it. Upon casting this spell, you can move up to half your speed without triggering opportunity attacks. The attack still occurs but misses automatically if you are no longer within the attack's range, are impossible for the attack to hit, or can't be targeted by that attack in your new position. If none of those apply but the situation has changed—you've moved into a position with cover, for example—then the attack is made under those new conditions.

Prepared (Paladin)

Deep Magic: Combat Divination

Blade of Dark Whispers

2nd-level necromancy

CASTING TIME	1 action
RANGE	5 feet
DURATION	Instantaneous
COMPONENTS	S, M (a melee weapon worth at least 1 sp)

As you wield your weapon in a sweeping strike, it whispers menacingly, filling your foes' minds with despair. Choose any number of creatures you can see within range. Make a melee spell attack against each target. On hit, a target takes psychic damage equal to 2d6 + your spellcasting ability modifier and suffers disadvantage on the next saving throw it makes before the end of your next turn.

Prepared (Paladin)

The Blackstaff's Codex

Blessed Halo

2nd-level evocation (angelic)

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

A nimbus of golden light surrounds your head for the duration. The halo sheds bright light in a 20-foot radius and dim light for an additional 20 feet. This spell grants you a pool of 10 points of healing. When you cast the spell and as an action on subsequent turns during the spell's duration, you can expend points from this pool to restore an equal number of lost hit points to one creature within the spell's bright light that you can see.

Additionally, you have advantage on Charisma checks made against good creatures within the light shed by the halo.

If any of this spell's area overlaps an area of magical darkness created by a spell of 2nd level or lower, the spell that created the darkness is dispelled.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell's pool of healing increases by 5 points for each slot above 2nd and this spell dispels darkness spells of a level equal to the slot used in casting blessed halo.

Prepared (Paladin)

Deep Magic: Angelic Seals

Bond of the Dragonlords

2nd-level enchantment

CASTING TIME	1 minute
RANGE	Touch
DURATION	Special
COMPONENTS	V, M (magical armor, shield, weapon, ring, rod, staff, or wand worth at least 5,000 gp, which the spell consumes, and an unhatched dragon egg)

You permanently bond with a newly-hatched metallic dragon. This requires you to locate an unhatched dragon egg and spend 1d4 days nurturing the egg so that it hatches. The hatching may be any of the following types of dragon wyrmling: brass, bronze, copper, or silver.

You can confer the bond to another recipient who you are touching when you cast the spell. A dragon that has been bonded can never be bonded with another target. Likewise, this spell cannot be used to bond more than one dragon to any individual.

Wyrmlings cannot be used as mounts until they grow into young dragons. A dragon cannot use legendary actions while it is being used as a mount.

Controlling the Dragon. Your dragon moves and acts on your initiative. You can decide how the dragon moves and attacks. While your dragon is fighting alongside you, it loses its multiattack feature. If your dragon has a breath weapon, it can be used once, and it recharges after you and the dragon complete a long rest.

If your bonded dragon dies, you will also die within 24 hours unless the dragon is returned to life. You cannot be raised from the dead unless your bonded dragon is alive. The same is true for your dragon.

Prepared (Paladin)

Odyssey of the Dragonlords

Branding Smite

2nd-level evocation

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it is invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

Prepared (Paladin)

Player's Handbook

Consecration

2nd-level abjuration

CASTING TIME	1 action
RANGE	Touch (15-foot-radius circle)
DURATION	1 minute
COMPONENTS	V, S, M (a holy symbol, vial of holy water and incense worth 20 gp, which is consumed)

Divine energy spreads outward from a point you touch on the ground to fill up to a 15-foot-radius circle for the duration. The energy spreads around corners. For the duration, creatures of your choosing within the circle have advantage on Wisdom saving throws and skill checks. An undead creature must succeed on a Charisma saving throw to willingly enter the area, and suffers disadvantage on Wisdom saving throws and skill checks while inside the area.

When the spell ends, the area is blessed by positive energy and becomes consecrated ground. If the area contains an altar, shrine, or other permanent fixture devoted to a deity, pantheon, or higher power with ideals vastly different from those represented by the holy symbol used in the casting, it is destroyed.

Prepared (Paladin)

Grimlore's Grimoire

Dark Secret

2nd-level divination

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V

Truth can be even more deadly than a knife to the heart.

You whisper a phrase into the mind of the target, unknown to you but clear and terrifying to them. Until the end of your next turn, you have advantage on all ability checks, attack rolls, and saving throws involving your target or actions it has taken. During this time, the target has disadvantage on all ability checks and attack rolls involving you or actions you have taken. Targets that are immune to being frightened are immune to this effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can choose one additional target per spell slot level above 2nd.

Prepared (Paladin)

The Compendium of Forgotten Secrets

Dazzling Gleam

2nd-level evocation (ritual)

CASTING TIME	1 action
RANGE	Self (30-foot radius)
DURATION	Instantaneous
COMPONENTS	V, S

You release a burst of light. Each creature within 30 feet of you must make a Constitution saving throw. On a failed save, a creature takes 3d8 radiant damage and is blinded until the end of its next turn. On a successful save, it takes half as much damage and is not blinded.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Prepared (Paladin)

All the Lights in the Sky are Stars

Decelerate

2nd-level transmutation (temporal)

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 minute
COMPONENTS	V, S, M (a toy top)

You slow the flow of time around a creature. The creature must make a successful Wisdom saving throw or its speed is halved (rounded up to the nearest 5-foot increment). Until the effect ends, the creature's speed is halved again at the start of each of your turns. For example, a character with a speed of 30 feet fails its saving throw, dropping its speed to 15 feet. At the start of your next turn, the creature's speed drops to 10 feet, then to 5 feet on the following round. Decelerate can't reduce a creature's speed to less than 5 feet. The spell ends after 1 minute or when the target uses its action to make a successful Wisdom saving throw.

When you cast this spell using a spell slot of 3rd level or higher, you can affect an additional creature for each slot level above 3rd.

Prepared (Paladin)

Deep Magic: Time Magic

Desecration

2nd-level abjuration

CASTING TIME	1 action
RANGE	Touch (15-foot-radius sphere)
DURATION	1 minute
COMPONENTS	V, S, M (a holy symbol, vial of holy water and incense worth 20 gp, which is consumed)

Unholy energy spreads outward from a point you touch on the ground to fill up to a 15-foot-radius circle for the duration. The energy spreads around corners. For the duration, an undead creature within the circle has advantage on Wisdom saving throws and skill checks. Additionally, if they begin their turn in the circle, they gain 2d6 temporary hit points. Creatures of your choosing suffer disadvantage on Wisdom saving throws and skill checks while inside the area.

When the spell ends, the area is tainted by unholy energy and becomes desecrated ground. If the area contains an altar, shrine, or other permanent fixture devoted to a deity, pantheon, or higher power with ideals vastly different from those represented by the holy symbol used in the casting, it is destroyed.

Prepared (Paladin)

Grimlore's Grimoire

Detect Familiar

2nd-level divination

CASTING TIME	1 action
RANGE	Self
DURATION	Up to 10 minutes
COMPONENTS	V, S

For the duration, you sense the presence of any creature that is currently serving as a familiar within 30 feet of you. If you sense a familiar in this way, you can use your action to see a faint aura around the creature. In addition, you are able to sense if its master is within 1 mile of your location and know their general direction.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Prepared (Paladin)

Grimlore's Grimoire

Divine Ward

2nd-level abjuration

CASTING TIME	10 minutes
RANGE	Touch
DURATION	24 hours
COMPONENTS	V, S, M (some hair, fingernail clippings, or other pieces of the creature's body)

You place your hand upon a willing creature and create a magical bond between you and your target. For the next 24 hours, any spell with a range of touch that you cast upon the target can be cast from up to 30 feet away.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the range increases by 5 feet for each slot level above 2nd.

Prepared (Paladin)

Grimlore's Grimoire

Druthers

2nd-level enchantment

CASTING TIME	1 bonus action
RANGE	Self (30-foot radius)
DURATION	Up to 1 minute
COMPONENTS	V, S

You make a simple request of up to 10 words, gaining a +5 bonus and advantage on Persuasion skill checks to all humanoids within 30 feet of you.

Prepared (Paladin)

Grimlore's Grimoire

Find Steed

2nd-level conjuration

CASTING TIME	10 minutes
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V, S

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose, such as a warhorse, a pony, a camel, an elk, or a mastiff. (Your DM might allow other animals to be summoned as steeds.) The steed has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of its normal type.

Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum.

While your steed is within 1 mile of you, you can communicate with each other telepathically.

You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

Prepared (Paladin)

Player's Handbook

Find Vehicle

2nd-level conjuration

CASTING TIME	10 minutes
RANGE	30 feet
DURATION	8 hours
COMPONENTS	V, S

You summon a spirit that assumes the form of a nonmilitary land vehicle of your choice, appearing in an unoccupied space within range. The vehicle has the statistics of normal vehicle of its sort, though it is celestial, fey, or fiendish (your choice) in origin. The physical characteristics of the vehicle reflect its origin to some degree. For example, a fiendish SUV might be jet black in color, with tinted windows and a sinister-looking front grille.

You have a supernatural bond with the conjured vehicle that allows you to drive beyond normal ability. While driving the conjured vehicle, you are considered proficient with vehicles of its type, and you add double your proficiency bonus to ability checks related to driving the vehicle. While driving the vehicle, you can make any spell you cast that targets only you also target the vehicle.

If the vehicle drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss the vehicle at any time as an action, causing it to disappear.

You can't have more than one vehicle bonded by this spell at a time. As an action, you can release the vehicle from its bond at any time, causing it to disappear.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can conjure a nonmilitary water vehicle large enough to carry six Medium creatures. When you cast this spell using a spell slot of 5th level or higher, you can conjure a nonmilitary air vehicle large enough to carry ten Medium creatures. When you cast this spell using a spell slot of 7th or higher, you can conjure any type of vehicle, subject to the DM's approval.

Prepared (Paladin)

UA: Modern Magic

Gabriel's Horn

2nd-level enchantment

CASTING TIME	1 minute
RANGE	120 feet
DURATION	8 hours
COMPONENTS	S, M (a brass bugle)

As part of casting the spell, you perform a mystical tune on the brass bugle, preparing the minds of creatures that hear it for either labor or leave. The spell has different effects depending on when during the day you cast it:

Reveille: If you cast the spell in the morning, you play an energizing tune, filling creatures with vim and vigor. Creatures within range wake up. For the duration they are immune to effects that would force them to sleep, and they can move through nonmagical difficult terrain without expending any extra movement.

Retreat: If you cast the spell in the evening, you play a solemn melody, relaxing weary hearts that hear it. For the duration, each creature within range sleeps or otherwise rests without nightmares, becomes immune to the dream spell, and experiences no negative effects from resting while wearing medium or heavy armor.

If you cast the spell at any other time of day, it fails.

Prepared (Paladin)

A Plethora of Paladins

Gleam-Eye

2nd-level enchantment (ritual)

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	S

You imbue your eyes with an endearing twinkle that distracts even the most hardened of hearts.

When you cast this spell, you can target a creature within 30 feet of you that you can see with a brilliant wink. The target must make a Wisdom saving throw or have disadvantage on the next attack roll or ability check they make before the start of your next turn. On each of your turns until the spell ends, you can use your bonus action to repeat this effect, targeting the same creature or a different one.

A creature that can't see you or that can't be charmed is unaffected by this spell.

Prepared (Paladin)

All the Lights in the Sky are Stars

Ichorous Smite

2nd-level necromancy (hemomancy)

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

Hemomancy HP cost min/max: 4/15

You imbue a weapon with a portion of your life force, expending a number of hit points as you cast the spell. The first time you hit with a melee weapon attack during this spell's duration, the attack deals additional necrotic damage equal to 2d4 + the number of hit points spent.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st.

Prepared (Paladin)

Dark Arts Player's Companion

Invisibility

2nd-level illusion

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (an eyelash encased in gum arabic)

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Oath Spells (Paladin)

Player's Handbook

Lesser Restoration

2nd-level abjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Prepared (Paladin)

Player's Handbook

Locate Object

2nd-level divination

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (a forked twig)

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close - within 30 feet - at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

Prepared (Paladin)

Player's Handbook

Magic Weapon

2nd-level transmutation

CASTING TIME	1 bonus action
RANGE	Touch
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

Prepared (Paladin)

Player's Handbook

Mass Blade Ward

2nd-level abjuration (battle)

CASTING TIME	1 action
RANGE	30 feet
DURATION	1 round
COMPONENTS	V, S

You make a protective gesture toward your allies. Choose three creatures that you can see within range. Until the end of your next turn, the targets have resistance against bludgeoning, piercing, and slashing damage from weapon attacks. If a target moves farther than 30 feet from you, the effect ends for that creature.

Prepared (Paladin)

Deep Magic: Battle Magic

Mend Wounds

2nd-level evocation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a piece of cloth and a drop of holy water)

You imbue a creature that you can see within range with positive energy. That creature regains hit points equal to 1d4 + your spellcasting ability modifier, and the number of hit points it has after this healing becomes this spell's healing threshold for the duration of the spell.

At the start of each of the creature's turns, it regains 1d4 hit points. This healing cannot bring the creature above this spell's healing threshold, meaning this healing is only effective against damage dealt after the spell was cast.

If the creature is reduced to 0 hit points during the duration, you must roll a d20. On a roll of 10 or lower, the spell ends.

This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the initial healing increases by 2d4 for each slot level above 2nd.

Prepared (Paladin)

Blazing Dawn Player's Companion

Mirror Image

2nd-level illusion

CASTING TIME	1 action
RANGE	Self
DURATION	1 minute
COMPONENTS	V, S

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Oath Spells (Paladin)

Player's Handbook

Protection from Poison

2nd-level abjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	1 hour
COMPONENTS	V, S

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize on poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

Prepared (Paladin)

Player's Handbook

Radiating Blade of Tempus

2nd-level evocation

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (an amulet or holy symbol)

You call upon Tempus, the god of war, to grant you the ability to strike down your foes in his name. Using your bonus action, you are able to sheathe a melee weapon you possess with a white burning flame. You can use your action to make a melee attack with the fiery blade. On a hit, the target takes the weapon's normal attack damage plus 1d8 radiant damage. The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above 2nd.

Prepared (Paladin)

Grimlore's Grimoire

Repair Metal

2nd-level transmutation (clockwork)

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

A damaged construct or metal object regains 1d8 + 5 hit points when this spell is cast on it.

At Higher Levels. The spell restores 2d8 + 10 hit points at 4th level, 3d8 + 15 at 6th level, and 4d8 + 20 at 8th level.

Prepared (Paladin)

Deep Magic: Clockwork

Shadows Brought to Light

2nd-level divination (ritual, high elven)

CASTING TIME	1 action
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V, S

If the target fails a Charisma saving throw, you cause the target's shadow to come to life and reveal one of the creature's most scandalous secrets: some fact that the target would not want widely known (GM's choice). When casting the spell, you choose whether everyone present will hear the secret, in which case the shadow speaks loudly in a twisted version of the target's voice, or if the secret is only whispered to you. The shadow speaks Common, unless the target does not speak Common, in which case it speaks in the target's native language.

If the target creature does not have a scandalous secret or does not have a spoken language, the spell fails as if the creature's saving throw had succeeded.

If the secret was spoken aloud, the target takes a –2 penalty to Charisma checks with anyone who was present when it was revealed, for the remainder of the day, in addition to any information you obtain or any scandal it provokes.

Ritual Focus. If you expend your ritual focus, the target has disadvantage on Charisma checks instead of the –2 penalty, and the target's status score is reduced by 1 for the remainder of the day (see the *Midgard Campaign Setting* for status rules). At the end of the day, the target makes a Charisma saving throw against your spell save DC. If this saving throw fails, rumors of the target's indiscretion become widespread and the loss of status is permanent.

Prepared (Paladin)

Deep Magic: Elven High Magic

Shared Sacrifice

2nd-level evocation (battle)

CASTING TIME	1 action
RANGE	Touch
DURATION	1 hour
COMPONENTS	V, S

You join your life force to that of up to five allies. Each target takes 5 necrotic damage that can't be reduced but can be healed normally, as they channel their energy into a pool of life essence containing the donated hit points. As an action, any creature who contributed to the pool of hit points can heal another creature by touching it and channeling hit points from the pool into the injured creature. The injured creature heals hit points equal to your spellcasting ability modifier, and the hit points remaining in the pool decrease by the same amount. This can be repeated until all the hit points in the pool are gone or the spell's duration expires.

Prepared (Paladin)

Deep Magic: Battle Magic

Skystrike

2nd-level evocation

CASTING TIME	1 reaction, when you are falling or after jumping
RANGE	15 feet
DURATION	Instantaneous
COMPONENTS	V, S

Splinter the earth and crack the ground; let storm and fury fast abound.

When you cast this spell, choose a point within range. You teleport to that location and instantly crash to the ground directly beneath that point, accompanied by a flash of lightning. You take no falling damage, but if you land on a creature or a space within 5 feet of a creature, it takes lightning damage equal to the amount of falling damage you would have taken. If you landed on a creature, you immediately move to the nearest open space. If you fell 30 feet or more, you are stunned until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you are not stunned when falling.

Prepared (Paladin)

The Compendium of Forgotten Secrets

Starlight Spear

2nd-level conjuration (ritual)

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You weave threads of starlight together to create a spear of solidified light in your hand. This magic spear lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d12 radiant damage on a hit and has the reach and thrown (20/60ft.) properties. In addition, if you move at least 20 feet straight toward a target, your next attack with this weapon deals an additional 1d12 radiant damage on a hit.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the spear to reappear in your hand.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d12. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 4d12. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d12.

Prepared (Paladin)

All the Lights in the Sky are Stars

Suffer

2nd-level necromancy

CASTING TIME	1 action
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V, S

True misery is more than pain entering the mind; it is pain entering the soul.

You point at a creature within range and speak a terrible word, commanding them to suffer. The target must make a Charisma saving throw. If they fail, they take 2d8 necrotic damage and 2d8 psychic damage and they have disadvantage on Strength and Dexterity ability checks for 1 minute. If they succeed, they take half as much damage and do not have disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the necrotic damage or the psychic damage (your choice) increases by 1d8 per slot level above 2nd.

Prepared (Paladin)

The Compendium of Forgotten Secrets

Trench

2nd-level transmutation (battle)

CASTING TIME	1 action
RANGE	60 feet
DURATION	Permanent
COMPONENTS	V, S

With scooping gestures, you cause the ground to slowly sink into a trench 5 feet deep, 5 feet across, and 60 feet long. The trench forms slowly enough that enemies have no chance of falling into it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the trench's width increases by 5 feet or the length by 30 feet for each slot level above 2nd. You can make a different choice (width or length) for each slot level above 2nd.

Prepared (Paladin)

Deep Magic: Battle Magic

Vital Mark

2nd-level transmutation (blood)

CASTING TIME	10 minutes
RANGE	Touch
DURATION	24 hours
COMPONENTS	V, S

You perform a ritual that marks one unattended magic item (including weapons and armor) with a clearly visible stain of your blood. The exact appearance of the bloodstain is up to you. The item's magical abilities don't function for anyone else as long as the bloodstain remains on it. For example, a +1 flaming longsword with a vital mark functions as a nonmagical longsword in the hands of anyone but the caster, but it still functions as a +1 flaming longsword for the caster who placed the bloodstain on it. A wand of magic missiles would be no more than a stick in the hands of anyone but the vital mark's caster.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher on the same item for 28 consecutive days, the effect becomes permanent until dispelled.

Prepared (Paladin)

Deep Magic: Blood & Doom

Warning Shout

2nd-level divination (battle)

CASTING TIME	1 reaction
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V

You sense danger before it happens and call out a warning to an ally. One creature you can see and that can hear you gets advantage on an initiative check made before your next turn.

Prepared (Paladin)

Deep Magic: Battle Magic

Winding Key

2nd-level transmutation (clockwork)

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, M (an ornately carved silver key worth 50 gp)

You target a construct, giving it an extra action or move on each of its turns.

Prepared (Paladin)

Deep Magic: Clockwork

Zone of Truth

2nd-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	10 minutes
COMPONENTS	V, S

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such creatures can be evasive in its answers as long as it remains within the boundaries of the truth.

Prepared (Paladin)

Player's Handbook

Absorbing Ward

3rd-level abjuration

CASTING TIME	1 reaction, which you take when you are hit with an attack, spell, or spell-like effect
RANGE	Self
DURATION	Up to 1 minute
COMPONENTS	V, S

When you take a single source of damage, you create a protective ward that has 18 hit points. The ward absorbs up to its total number of hit points from the attack.

Once the ward has absorbed damage in this manner, it goes inured until you release it the next time you deal damage. The number of hit points absorbed by the ward is added as force damage to your next attack, spell, or spell-like ability.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the ward gains 6 hit points for every slot level above 3rd.

Prepared (Paladin)

Grimlore's Grimoire

Aegis of Assault

3rd-level conjuration

CASTING TIME	1 reaction, which you take when a creature within range succeeds on a melee attack roll that would hit one of your allies.
RANGE	30 feet
DURATION	1 round
COMPONENTS	V, M (a weapon)

With a flash of light, you bring instant vengeance to the attacking enemy. As part of the reaction used to cast this spell, you choose to do either one or both of the following:

- Teleport to an unoccupied space, as long as that space is not farther away than you are now from the creature that made the triggering attack.
- Make one melee weapon attack against the attacker if it is within reach. You can use your spellcasting ability instead of Strength for the attack and damage rolls of this attack if you choose. If that attack hits, it deals an extra 1d4 radiant damage.

If you are unable to do either one, the spell ends. Otherwise, after the triggering attack is resolved, you mark the creature who made that attack until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the extra radiant damage inflicted with the melee weapon attack increases by 1d4 for each slot level above 3rd.

Prepared (Paladin)

The Blackstaff's Codex

Aegis of Ensnarement

3rd-level enchantment

CASTING TIME	1 reaction, which you take when a creature within range succeeds on a melee attack roll that would hit one of your allies.
RANGE	30 feet
DURATION	1 round
COMPONENTS	V, M (a weapon)

Your magic ensnares an attacking enemy, moving it so its attack targets you instead of your ally. The creature that made the triggering attack roll must roll a Charisma saving throw, which happens before the attack's damage is resolved. On a failed save, you teleport it to an unoccupied space within 5 feet of you. It then makes the triggering attack against you instead, comparing the same attack roll to your Armor Class to determine whether it hits or misses you.

Whether the saving throw succeeds or fails, after the triggering attack is resolved, the attacking creature takes 1d4 psychic damage and you mark it until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the psychic damage increases by 1d4 for each slot level above 3rd.

Prepared (Paladin)

The Blackstaff's Codex

Aegis of Shielding

3rd-level abjuration

CASTING TIME	1 reaction, which you take when a creature within range succeeds on a melee attack roll that would hit one of your allies.
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V, M (a weapon)

You protect your ally with a barrier of invisible force. Until the end of the turn, the target of the triggering attack gains resistance to bludgeoning, piercing, and slashing damage and a +5 bonus to AC, including against the triggering attack.

After the triggering attack is resolved (whether it hits or misses), the creature that made the attack takes 1d4 force damage and you mark it until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the force damage increases by 1d4 for each slot level above 3rd.

Prepared (Paladin)

The Blackstaff's Codex

Almighty Assault

3rd-level evocation

CASTING TIME	1 action
RANGE	5 feet
DURATION	Instantaneous
COMPONENTS	V, M (any weapon)

And so the wrath of the righteous shall shatter mountains.

As part of the action used to cast this spell, you must make a melee weapon attack against one creature or location within the spell's range. Depending on the damage type the weapon deals, the spell has a different area of effect:

- Slashing
 - A crescent of energy races from the attack, and each creature in a 20-foot cone in the direction of the target must make a Dexterity saving throw.
- Piercing.
 - A pure beam of energy streams from the attack, and each creature in a 60-foot line, 5 foot wide line must make a Dexterity saving throw.
- Bludgeoning.
 - Explosive energy emanates from the attack, and each creature other than you within 10 feet of the target must make a Dexterity saving throw.

Creatures that fail their saving throw take 2d10 radiant damage, are pushed 10 feet back, and fall prone. A creature that was hit by your attack has disadvantage on the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radiant damage increases by 1d10 per slot level above 3rd.

Prepared (Paladin)

The Compendium of Forgotten Secrets

Ameliorate

3rd-level evocation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

A creature you can see within range gains a number of temporary hit points equal to 2d6 + your spellcasting ability modifier. This effect happens every round at the start of your turn for the duration as long as the target is within range, otherwise the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the temporary hit points given increase by 1d6 for each slot level above 3rd.

Prepared (Paladin)

Grimlore's Grimoire

Angelskin

3rd-level abjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	1 minute
COMPONENTS	V, S

You touch a willing creature and its skin takes on a soft, golden glow. Until the spell ends, the target has resistance to all damage inflicted by the following types of creatures: aberrations, elementals, fiends, and undead.

Prepared (Paladin)

Mirt's Undermountain Survival Guide

Anticipate Arcana

3rd-level divination (combat)

CASTING TIME	1 reaction, when an enemy you can see casts a spell
RANGE	Self
DURATION	Instantaneous
COMPONENTS	V, S

Your foresight gives you an instant to ready your defenses against a magical attack. When you cast anticipate arcana, you have advantage on saving throws against spells and other magical effects until the start of your next turn.

Prepared (Paladin)

Deep Magic: Combat Divination

Aura of Vitality

3rd-level evocation

CASTING TIME	1 action
RANGE	Self (30-foot radius)
DURATION	Concentration, up to 1 minute
COMPONENTS	V

Healing energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. You can use a bonus action to cause one creature in the aura (including you) to regain 2d6 hit points.

Prepared (Paladin)

Player's Handbook

Bestow Curse

3rd-level necromancy

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A remove curse spell ends this effect. At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot

Additional Spell

Player's Handbook

Blade of Black Wind

3rd-level necromancy

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V, M (a melee weapon worth at least 1 sp)

You assume a supernatural combat stance that channels terror through your weapon in the form of a howling wind. Until the spell ends, whenever you hit a creature with a melee weapon attack, it takes an additional 3d4 psychic damage and must make a Wisdom saving throw. On a failure, the next attack roll made against this target before the end of your next turn has advantage, and you can push the target up to 5 feet away from you.

Prepared (Paladin)

The Blackstaff's Codex

Blade of Wrath

3rd-level evocation (angelic)

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S

You create a sword of pure white fire in your free hand. The blade is similar in size and shape to a longsword, and it lasts for the duration. If you let go of the blade it disappears, but you can call it forth again as a bonus action.

You can use your action to make a melee spell attack with the blade. On a hit, the target takes 2d8 fire damage and 2d8 radiant damage. An aberration, fey, fiend, or undead creature damaged by the blade must succeed on a Wisdom saving throw or be frightened until the start of your next turn.

The blade sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the fire damage or the radiant damage (your choice) increases by 1d8 for each slot level above 3rd.

Prepared (Paladin)

Deep Magic: Angelic Seals

Bladebane

3rd-level transmutation

CASTING TIME	1 action
RANGE	120 feet
DURATION	10 minutes
COMPONENTS	V, S, M (a drop of blood and ruby dust worth 500gp)

You touch a single slashing weapon and make it more deadly for a short period of time. Choose a creature type, and if humanoids are the chosen creature type select two humanoid subtypes that this spell will affect. The weapon becomes a magical weapon for the purposes of overcoming resistances, and creatures of that type are vulnerable to damage from the weapon.

Prepared (Paladin)

The Great Dale

Blinding Smite

3rd-level evocation

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

The next time you hit a creature with a melee weapon attack during this spell's duration, you weapon flares with a bright light, and the attack deals an extra 3d8 radiant damage to the target. Additionally, the target must succeed on a Constitution saving throw or be blinded until the spell ends. A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

Prepared (Paladin)

Player's Handbook

Create Food and Water

3rd-level conjuration

CASTING TIME	1 action
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V, S

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

Prepared (Paladin)

Player's Handbook

Crusader's Mantle

3rd-level evocation

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

Holy power radiates from you in an aura with a 30-foot radius, awakening boldness in friendly creatures. Until the spell ends, the aura moves with you, centered on you. While in the aura, each non-hostile creature in the aura (including you) deals an extra 1d4 radiant damage when it hits with a weapon attack.

Prepared (Paladin)

Player's Handbook

Curse of Incompetence

3rd-level necromancy (battle)

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

With mocking gestures, you leave the target incapable of performing at or even near its best. If the target fails an Intelligence saving throw, then for the spell's duration, it has disadvantage on Intelligence, Wisdom, and Charisma checks made to direct a battle, determine tactics, or give directions or orders to other creatures. Additionally, each time the target gives commands, directions, or orders to other creatures, those creatures must roll a d4 and subtract the result from their Initiative as they struggle to comprehend and implement the confusing new directions. This applies to command abilities such as the orc war chief's Battle Cry and the hobgoblin warlord's Leadership.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the maximum duration increases by 1 minute for each slot level above 3rd.

Additional Spell

Deep Magic: Battle Magic

Daylight

3rd-level evocation

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 hour
COMPONENTS	V, S

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet. If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object with and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light. If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

Prepared (Paladin)

Player's Handbook

Dirge of the Dragonlords

3rd-level necromancy

CASTING TIME	1 hour
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, M (an offering of gems and coins worth at least 1,000 gp, which the spell consumes)

You return a dead dragon that has been bonded to a Dragonlord back to life. The dragon returns to life with 1 hit point. All of the dragon's mortal wounds are closed, and any missing body parts are restored.

This spell also neutralizes any poisons and cures nonmagical diseases that affected the dragon at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the dragon returns to life.

Prepared (Paladin)

Odyssey of the Dragonlords

Dispel Magic

3rd-level abjuration

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

Choose any creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Prepared (Paladin)

Player's Handbook

Divine Armament

3rd-level conjuration

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You draw energy from the positive plane, and shape it into solidified light that forms one of the following sets of equipment:

Axes. You form two battleaxes, one in each of your hands. Each axe deals 2d6 radiant damage on a hit, and has the light and thrown properties (range 20/60). If you hit a single target with both axes on the same turn, that target's speed is reduced to 0 until the start of your next turn.

Bow. You form a longbow in your hands. The bow magically forms ammunition when you pull back the string, and it deals 2d10 radiant damage on a hit. It has the ammunition (range 150/600) and two-handed properties. Any effect that normally only applies to melee weapon attacks can also apply to ranged attacks made with this weapon.

Hammer. You form a maul in your hands. The maul deals 3d8 radiant damage on a hit, and has the two-handed property. When you hit a creature with the maul, you can push that creature up to 10 feet away from you.

Spear. You form a long spear in your hands. The spear deals 3d8 radiant damage on a hit, and has the two-handed property. It also adds 10 feet to your reach when you attack with it.

Sword and Shield. You form a sword in one of your hands and a shield in the other. The sword deals 2d8 radiant damage on a hit, and has the finesse property. The shield provides the same bonus as a normal shield, but also causes ranged attacks to have disadvantage against you.

Whip. You form a whip in one of your hands. The whip deals 3d6 radiant damage on a hit, and has the finesse and reach properties. Whenever you hit a creature with the whip, you can pull the target up to 5 feet closer to you.

Anything conjured by this spell lasts for the duration, and you are considered proficient in wielding any conjured equipment. Also, the equipment sheds bright light in a 10-foot radius and dim light 10 feet beyond that. If you were holding any objects in your hands when you cast this spell, you can choose to shunt some or all of those objects to a temporary demiplane for the duration. When the spell ends, those objects return to your hands.

If you drop a piece of equipment or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause any of the dissipated equipment to reappear in your hands.

Prepared (Paladin)

Blazing Dawn Player's Companion

Elemental Weapon

3rd-level transmutation

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S

A nonmagical weapon you touch becomes a magic weapon. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits.

At Higher Levels. When you cast this spell using a spell slot of 5th or 6th level, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4. When you use a spell slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.

Prepared (Paladin)

Player's Handbook

Flashburst

3rd-level evocation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S, M (a piece of clear quartz)

Dazzling white light flashes in a 20-foot radius centered on a point you choose within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature is blinded for 1 minute. On a successful save, it isn't blinded by this spell.

A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

Prepared (Paladin)

Mirt's Undermountain Survival Guide

Funeral Pyre

3rd-level conjuration

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S, M (ash from a cremated corpse)

The dead do not fear the flame, for within its embrace they may return to the light. The living, however, often feel differently.

You call forth spikes of burning wood from the ground around a target of your choosing within range, attempting to trap them. The target must make a Dexterity saving throw. Creatures that are Huge or larger make this saving throw with advantage. If they fail, the target is impaled by the spikes and restrained until the start of your next turn, taking 2d8 fire damage and 3d8 piercing damage. If the target succeeds, they take half as much damage and are not restrained. The spikes fade into ash at the start of your next turn. If the target is slain by this spell, the spikes do not fade, but instead remain and become impossible to dispel.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the fire damage or the piercing damage (your choice) increases by 1d8 per slot level above 3rd.

Prepared (Paladin)

The Compendium of Forgotten Secrets

Gaseous Form

3rd-level transmutation

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (a bit of gauze and a wisp of smoke)

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected. While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated. While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

Oath Spells (Paladin)

Player's Handbook

Haste

3rd-level transmutation

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a shaving of licorice root)

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Oath Spells (Paladin)

Player's Handbook

Hero's Steel

3rd-level transmutation (rune)

CASTING TIME	1 action
RANGE	Touch
DURATION	1 minute
COMPONENTS	V, S, M ()

You infuse the metal of a melee weapon with the fearsome aura of a mighty hero. The weapon's wielder has advantage on Charisma (Intimidate) checks made while aggressively brandishing the weapon. In addition, an opponent that currently has 30 or fewer hit points and is struck by the weapon must make a Charisma saving throw or be stunned for 1 round. If the creature has more than 30 hit points but fewer than the weapon's wielder currently has, it becomes frightened instead; a frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success. A creature that succeeds on the saving throw is immune to this effect on the same weapon for 24 hours.

Prepared (Paladin)

Deep Magic: Rune Magic

Holy Rain

3rd-level conjuration

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (a drop of holy water)

Until the spell ends, a light rain falls in a 60-foot-tall cylinder with a 30-foot radius centered on a point you choose within range. The area is dim light, and exposed flames within the area are doused.

This rain is holy water. An undead or fiend that starts its turn within the area or enters it for the first time on a turn must make a Constitution saving throw, taking 3d6 radiant damage on a failed save or half as much damage on a successful one.

The rain also has healing properties. Any corpse within this area can't become undead, and any nonhostile, living creature within the area that starts its turn with 0 hit points is stabilized. A nonhostile creature that remains within the area regains 1d4 hit points for every 10 minutes it remains there.

Lastly, if you maintain your concentration on this spell for its whole duration, plants within the area become enriched. For the next 10 days, these plants grow twice as fast.

Prepared (Paladin)

Blazing Dawn Player's Companion

Invocation from Bahamut

3rd-level abjuration

CASTING TIME	1 reaction, which you take when you see a creature fail a saving throw
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V, S, M (a metallic dragon's scale)

You make a plea to the dragon god of justice, asking him to aid one of your allies. Using your reaction, you allow a creature that you can see within range that failed a saving throw to reroll the saving throw with advantage. The creature must keep the second result.

Prepared (Paladin)

Grimlore's Grimoire

Irreversible Smite

3rd-level necromancy

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

Be sure the blade is swung with purpose and intent, for it cannot be in error without consequence.

The first time you hit with a melee weapon attack during this spell's duration, cruel shadows creep down your weapon and into your target's wounds. The attack deals an extra 3d6 necrotic damage to the target. Additionally, if the target is a creature, its flesh festers and refuses to repair. Until the spell ends, the target cannot regain hit points.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d6 per spell slot level above 3rd.

Prepared (Paladin)

The Compendium of Forgotten Secrets

Magic Circle

3rd-level abjuration

CASTING TIME	1 minute
RANGE	10 feet
DURATION	1 hour
COMPONENTS	V, S, M (holy water or powdered silver and iron worth at least 100 gp, which the spell consumes)

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface. Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.
- The creature has disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by the creature. When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 hour for each slot level above 3rd.

Prepared (Paladin)

Player's Handbook

Marshal's Pursuit

3rd-level transmutation

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V

You focus your mind and body on the relentless pursuit of your foe. Choose a creature you can see within range. Until this spell ends, you gain the following benefits whenever you can see the target:

- Your speed increases by 15 feet.
- Your movement does not provoke opportunity attacks.
- When you hit a creature with an attack roll, you deal an extra 1d6 psychic damage. This damage is increased to 1d12 if the creature is the target of this spell.
- When you hit the target of this spell with a weapon attack, you can mark that creature until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

At Higher Levels. When you cast this spell using a spell slot of 5th or 6th level, you can concentrate on the spell for up to 8 hours. With a slot that's 7th level or higher, you can concentrate for up to 24 hours.

Prepared (Paladin)

The Blackstaff's Codex

Mass Hobble Mount

3rd-level necromancy (battle)

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S

When you cast mass hobble mount, you make separate ranged spell attacks against up to six horses, wolves, or other four-legged or two-legged beasts being ridden as mounts within 60 feet of you. The targets can be different types of beasts and can have different numbers of legs. Each beast hit by your spell is disabled so that it can't move at its normal speed without incurring injury. An affected creature that moves more than half its base speed in a turn takes 4d6 bludgeoning damage.

This spell has no effect on a creature that your GM deems to not be a mount.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Prepared (Paladin)

Deep Magic: Battle Magic

Mirror Shield

3rd-level transmutation

CASTING TIME	1 bonus action
RANGE	Touch
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, M (a shield)

You transmute your shield, strengthening it and causing its front to take on a mirror-like luster. If the shield isn't magical already, it grants a +1 bonus to AC while you wield it. This bonus is in addition to the shield's normal bonus to AC.

Also when you cast this spell, you must choose one of the following damage types: acid, cold, fire, lightning, or thunder. When you would take damage of the choose type while the spell lasts, you can use your reaction to gain resistance to that instance of damage, and cause the shield to reflect a bolt of radiant energy at the creature that damaged you if you can see it and it is within 60 feet of you. That creature must succeed on a Dexterity saving throw or take 1d8 radiant damage. You can reflect this bolt even if the triggering damage causes you to lose concentration.

If the shield leaves your possession, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Prepared (Paladin)

Blazing Dawn Player's Companion

Remove Curse

3rd-level abjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

Prepared (Paladin)

Player's Handbook

Revivify

3rd-level necromancy

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S, M (diamonds worth 300 gp, which the spell consumes)

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Prepared (Paladin)

Player's Handbook

Soul of the Machine

3rd-level abjuration (clockwork)

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S

One willing creature you touch becomes immune to mind-altering effects and psychic damage for the spell's duration.

Prepared (Paladin)

Deep Magic: Clockwork

Spectral Steed

3rd-level conjuration

CASTING TIME	10 minutes
RANGE	Self
DURATION	Instantaneous
COMPONENTS	V, S, M (Onyx dust worth 50 gp, which the spell consumes)

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it.

Appearing in an unoccupied space within range, the steed takes on a form that you choose: a warhorse, a pony, a camel, an elk, or a mastiff. The steed has the statistics of the chosen form, though it is an incorporeal undead creature instead of its normal type, and gains the Incorporeal Movement trait, although it cannot use it while mounted. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum. While your steed is within 1 mile of you, you can communicate with it telepathically. You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

Prepared (Paladin)

Grimlore's Grimoire

Sphere of Deceit

3rd-level illusion

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (a dragon scale worth 300 gp)

You create a magical zone that enables deception in a 15-foot-radius sphere on a point of your choice within range. Until the spell ends, any creatures of your choosing that enter the spell's area gain advantage on all Deception skill checks. Additionally, any creatures in the spell's area that you do not grant this bonus must make a Wisdom saving throw or suffer disadvantage on all Wisdom (Insight) checks made while in the area. When the spell ends, they know that they were deceived in this manner.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the sphere is increased by 10 feet for every slot level above 3rd.

Prepared (Paladin)

Grimlore's Grimoire

Spirit Shroud

3rd-level necromancy

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You call forth spirits of the dead, which flit around you for the spell's duration. The spirits are intangible and invulnerable.

Until the spell ends, any attack you make deals 1d8 extra damage when you hit a creature within 10 feet of you. This damage is radiant, necrotic, or cold (your choice when you cast the spell). Any creature that takes this damage can't regain hit points until the start of your next turn.

In addition, any creature of your choice that you can see that starts its turn within 10 feet of you has its speed reduced by 10 feet until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for every two slot levels above 3rd.

Prepared (Paladin)

Tasha's Cauldron of Everything

Spirit Shroud

3rd-level necromancy

CASTING TIME	1 bonus action
RANGE	90 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You call forth spirits of the dead, which flit around you for the spell's duration. The spirits are intangible and invulnerable, and they are good or evil (your choice).

Until the spell ends, any attack you make deals 1d8 extra damage when you hit a creature within 10 feet of you. This damage is radiant if the spirits are good and necrotic if they are evil. Any creature that takes this damage can't regain hit points until the start of your next turn.

In addition, any creature of your choice that you can see that starts its turn within 10 feet of you has its speed reduced by 10 feet until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the extra damage increases by 1d8 for each slot level above 3rd.

Prepared (Paladin)

UA: Spells and Magic Tattoos

Vaporous Smite

3rd-level evocation

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon flares with a misty white shroud and the attack deals an extra 3d8 radiant damage to the target.

Immediately after the attack, your form turns into a gaseous vapor and you are able to travel up to 15 feet without provoking attacks of opportunity. You return to your normal form at the end of your turn.

Prepared (Paladin)

Grimlore's Grimoire

Hallowing Curse

4th-level necromancy

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, an ill omen is placed on the target, causing disadvantage on Strength and Constitution ability checks and saving throws for the duration. While cursed, the target gains 5d10 worth of negative temporary hit points. These negative temporary hit points must be healed through before a target's normal hit points can be healed. A remove curse spell ends this effect.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the Duration is 8 hours. If you use a spell slot of 7th level or higher, the Duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a Duration that doesn't require Concentration.

Additional Spell

Grimlore's Grimoire

Curse of Yig

5th-level transmutation (ritual, void magic)

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (a drop of snake venom)

This spell transforms a Small, Medium, or Large creature that you can see within range into a servant of Yig (Creature Codex). An unwilling creature can attempt a Wisdom saving throw, negating the effect with a success.

The transformation lasts for the duration or until the target drops to 0 hit points or dies. The target's stats, including mental ability scores, are replaced by the statistics of a servant of Yig. The transformed creature becomes Neutral Evil, and it's both friendly to you and reverent toward the Father of Serpents. Only its equipment is unchanged. The transformed creature can opt to make a Wisdom saving throw at the end of its turn. If it succeeds, the creature's alignment and personality return to normal for the duration and it regains its former attitude toward you and toward Yig.

When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form.

Additional Spell

Deep Magic: Mythos Magic

RANGE

ATTACK

DAMAGE

Your creature type is Humanoid.

Many creatures in the worlds of D&D, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

As an action, you can touch a creature and roll a number of d4s equal to your proficiency bonus. The creature regains a number of hit points equal to the total rolled. Once you use this trait, you can't use it again until you finish a long rest.

You know the light cantrip. Charisma is your spellcasting ability for it.

Your eyes briefly become pools of darkness, and ghostly, flightless wings sprout from your back temporarily. Creatures other than your allies within 10 feet of you that can see you must succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the end of your next turn. Until the transformation ends, once on each of your turns, you can deal extra necrotic damage to one target when you deal damage to it with an attack or a spell. The extra damage equals your proficiency bonus.

You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield:

- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.
- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

Prerequisite: The ability to cast at least one spell

You have practiced casting spells in the midst of combat, learning techniques that grant you the following benefits:

- You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
- You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

As an action, you imbue your eyes with eldritch magic and glare darkly at a creature. If the target can see you, it suffers disadvantage on its next attack roll or ability check made within 1 minute.

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level x 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

By 3rd level, the divine magic flowing through you makes you immune to disease.

The Oath of Treachery is the path followed by paladins who have forsworn other oaths or who care only for their own power and survival. Commonly known as blackguards, these profane warriors are faithful only to themselves. Anyone desperate enough to follow one of these paladins does so because, while deceitful, these paladins command great power. Those who follow them without falling prey to their treachery hope to indulge in wanton violence and accumulate great treasure.

Many of these paladins pay homage to demon lords, especially Grazz't and Orcus. Even the Lords of Hell are loath to ally with these champions of chaos, but sometimes Baalzebul and Glasya find a kindred spirit in a blackguard's penchant for double dealing and treachery.

TENETS OF TREACHERY

A paladin who embraces the Oath of Treachery owes allegiance to no one. There are no tenets of this oath, for it lacks any substance. Those who are unfortunate enough to have close contact with blackguards have observed that a blackguard's overwhelming concern is power and safety, especially if both can be obtained at the expense of others.

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Conjure Duplicate. As an action, you create a visual illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space of your choice that you can see within 30 feet of you. The illusion looks exactly like you; it is silent; it is your size, is insubstantial, and doesn't occupy its space; and it is unaffected by attacks and damage. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but the illusion must remain within 120 feet of you.

For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how uncanny the illusion is.

Poison Strike. You can use your Channel Divinity to make a weapon deadlier. As a bonus action, you touch one weapon or piece of ammunition and conjure a special poison on it. The poison lasts for 1 minute. The next time you hit a target with an attack using that weapon or ammunition, the target takes poison damage immediately after the attack. The poison damage equals 2d10 + your paladin level, or 20 + your paladin level if you had advantage on the attack roll.

Starting at 7th level, you emanate an aura of discord, which gives you the following benefits.

Cull the Herd. You have advantage on melee attack rolls against any creature that has one or more of its allies within 5 feet of it.

Treacherous Strike. If a creature within 5 feet of you misses you with a melee attack, you can use your reaction to force the attacker to reroll that attack against a creature of your choice that is also within 5 feet of the attacker. The ability fails and is wasted if the attacker is immune to being charmed.

You can use this ability three times. You regain expended uses of it when you finish a short or long rest.