



DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH	PROFICIENCY BONUS
DEXTERITY	Strength ○ Dexterity ○ Constitution ○ Intelligence ○ Wisdom ○ Charisma <small>CONDITIONAL</small>
CONSTITUTION	SAVING THROWS
INTELLIGENCE	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)
WISDOM	SKILLS
CHARISMA	PASSIVE PERCEPTION
INITIATIVE	ADVANTAGE

ARMOR	STEALTH DISADVANTAGE	
SHIELD	AC	
ARMOR CLASS		
MAXIMUM	HIT DICE	TEMPORARY
CURRENT HIT POINTS		
DEATH SAVING THROWS		

SPEED	FLY	CLIMB	SWIM
VISION	INSPIRATION	EXHAUSTION	
SPEED, SENSES, & CONDITIONS			

RACIAL TRAITS			
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NAME	RANGE	ATTACK	DAMAGE / TYPE

ATTACKS & SPELLCASTING

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.

Menacing (Attack). You can attempt to demoralize one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check. If your check succeeds, the target is frightened until the end of your next turn. If your check fails, the target can't be frightened by you in this way for 1 hour.

Divine Sense (Action—6/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—40/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.
Defense. While you are wearing armor, you gain a +1 bonus to AC.

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 Redemption. The Oath of Redemption sets a paladin on a difficult path, one that requires a holy warrior to use violence only as a last resort.

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 +5 bonus to the saving throw. You must be conscious to grant this bonus.

Oath Spells. You gain oath spells at the paladin levels listed in the Oath of Redemption Spells table.

Channel Divinity. Emissary of Peace and Rebuke the Violent

Emissary of Peace (Bonus Action—Channel Divinity). You grant yourself a +5 bonus to Persuasion checks for the next 10 minutes.

Rebuke the Violent (Reaction—Channel Divinity). Immediately after an attacker within 30 feet of you deals damage with an attack against a creature other than you, you can use your reaction to force the attacker to make a Wisdom saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

Aura of the Guardian. When a creature within 10 feet of you takes damage, you can use your reaction to magically take that damage, instead of that creature taking it. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.

Features & Traits

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

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. —

Languages. Common, Abyssal, Infernal, Celestial

PROFICIENCIES & LANGUAGES



CHARACTER NAME	GENDER	AGE	HEIGHT	WEIGHT
	EYES	SKIN		HAIR

CHARACTER PORTAIT

ALLIES & ORGANIZATIONS

NAME
SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

Constantly battles with the thoughts of suicide

FLAW

BACKGROUND STORY

Your magic often produces a flashy spectacle, wreathing you or your targets in a mixture of harmless flame and shadowy shapes. When you manipulate an opponent's mind, a flaming symbol of Rakdos might momentarily appear like a mask over the target's face

BACKGROUND FEATURE

A holy Symbol of Mishikal that belonged to Anderson

TRINKET

ADDITIONAL FEATURES

ADVENTURING GEAR

lb.

MAGIC ITEMS

lb.

ATTUNED MAGIC ITEMS

/

VALUABLES — GEMS, ART OBJECTS, TRADE GOODS

lb.

COPPER SILVER ELECTRUM GOLD PLATINUM

ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIED

CARRY CAPACITY

PUSH, DRAG, LIFT

/

INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

ADDITIONAL TREASURE

STORED ITEM

lb.

STORED ITEM

lb.

STORED ITEMS

Flail +1. This +1 Flail as Both a Melle and Range Weapon

20 feet

can put a potion or vial in the cache

INVENTORY — ITEM DESCRIPTIONS & NOTES

QUEST ITEMS & TRINKETS

Magic Resistance: You have advantage on saving throws against spells.

Fey Ansestory: You gain the features of a Eladrin

Relentless: When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Theocracy: You know one cantrip from the cleric spell list.

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. You discern colors in that darkness only as shades of gray.

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Fey Step. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

When you reach 3rd level, your Fey Step gains an additional effect based on your season; if the effect requires a saving throw, the DC equals $8 + \text{your proficiency bonus} + \text{your Intelligence, Wisdom, or Charisma modifier}$ (choose when you select this race):

Autumn.

Immediately after you use your Fey Step, up to two creatures of your choice that you can see within 10 feet of you must succeed on a Wisdom saving throw or be charmed by you for 1 minute, or until you or your companions deal any damage to the creatures.

Winter.

When you use your Fey Step, one creature of your choice that you can see within 5 feet of you before you teleport must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn.

Spring.

When you use your Fey Step, you can touch one willing creature within 5 feet of you. That creature then teleports instead of you, appearing in an unoccupied space of your choice that you can see within 30 feet of you.

Summer.

Immediately after you use your Fey Step, each creature of your choice that you can see within 5 feet of you takes fire damage equal to your proficiency bonus.

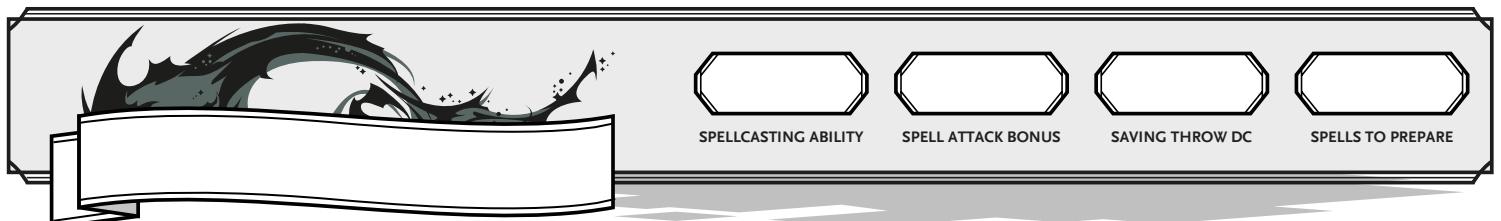
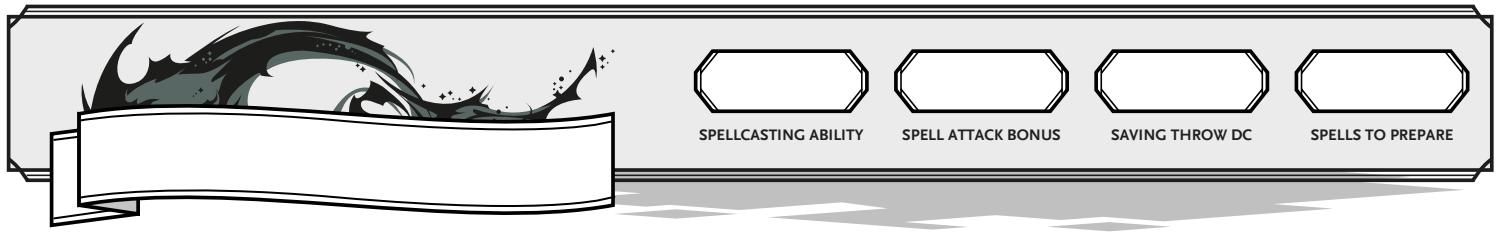
Keen Senses. You have proficiency in the Perception skill.

Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

Whenever you finish this trance, you can change your season, and you can gain two proficiencies that you don't have, each one with a weapon or a tool of your choice selected from the Player's Handbook. You mystically acquire these proficiencies by drawing them from shared elven memory, and you retain them until you finish your next long rest.

NOTES

NOTES



CANTRIPS		

Unhinging Inclination

Divination Cantrip

CASTING TIME 1 action

RANGE Touch

DURATION Instantaneous

COMPONENTS V, S

You touch a creature and attempt to sear their mind with pain depending on how different their beliefs are from your own. Make a melee spell attack against a creature you can see. On a hit, the target takes 1d4 force damage if its moral identity (good, neutral, or evil) differs from your own. Additionally, if the target's ideals towards society and order (lawful, neutral, or chaotic) also differ from your own, it takes an additional 1d4 force damage. If the target shares your alignment, the spell has no effect. This spell does not reveal a creature's alignment to you.

Both instances of this spell's damage increase by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Additional Spell

Grimlore's Grimoire

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)

Grimlore's Grimoire

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.

Holt. 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

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

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

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

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 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.

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)

Blazing Dawn Player's Companion

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

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

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)

Grimoire'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.

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

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

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)

Grimoire'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 an 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

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

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

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

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

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, lift, 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

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 Date

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

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

Sanctuary

1st-level abjuration

CASTING TIME	1 bonus action
RANGE	30 feet
DURATION	1 minute
COMPONENTS	V, S, M (a small silver mirror)

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack, casts a spell that affects an enemy, or deals damage to another creature, this spell ends.

Oath Spells (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

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 spell 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 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

Sleep

1st-level enchantment

CASTING TIME	1 action
RANGE	90 feet
DURATION	1 minute
COMPONENTS	V, S, M (a pinch of fine sand, rose petals, or a cricket)

This spell sends creatures into a magical slumber. Roll 5d8, the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Oath Spells (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

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

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

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

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

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

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 spell 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

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 outwards 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

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

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

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

Calm Emotions

2nd-level enchantment

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

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.

You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the GM rules otherwise.

Oath Spells (Paladin)

Player's Handbook

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 outwards 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

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

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

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:

Revelle: 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

Hold Person

2nd-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a small, straight piece of iron)

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. 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.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target an additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Oath Spells (Paladin)

Player's Handbook

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 $2d4 + \text{the number of hit points spent}$.

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

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

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 $1d4 + \text{your spellcasting ability modifier}$, 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

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

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

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 one 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

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

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)

Grimoire'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

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

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

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

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 will 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

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 108 per slot level above 2nd.

Prepared (Paladin)

The Compendium of Forgotten Secrets

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

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

RANGE

ATTACK

DAMAGE

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.

You become fearsome to others, gaining the following benefits:

- Increase your Charisma score by 1, to a maximum of 20
- You gain proficiency in the Intimidation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Attack action on your turn, you can replace one attack with an attempt to demoralize one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check. If your check succeeds, the target is frightened until the end of your next turn. If your check fails, the target can't be frightened by you in this way for 1 hour.

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.

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

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 Redemption sets a paladin on a difficult path, one that requires a holy warrior to use violence only as a last resort. Paladins who dedicate themselves to this oath believe that any person can be redeemed and that the path of benevolence and justice is one that anyone can walk. These paladins face evil creatures in the hope of turning their foes to the light, and they slay their enemies only when such a deed will clearly save other lives. Paladins who follow this path are known as redeemers.

White redeemers are idealists, they are no fools. Redeemers know that undead, demons, devils, and other supernatural threats can be inherently evil. Against such foes, paladins who swear this oath bring the full wrath of their weapons and spells to bear. Yet the redeemers still pray that, one day, even creatures of wickedness will invite their own redemption.

TENETS OF THE OATH OF REDEMPTION
The paladins of the Oath of Redemption hold a paladin to a high standard of peace and justice.

Peace. Violence is a weapon of last resort. Diplomacy and understanding are the paths to long-lasting peace.

Innocence. All people begin life in an innocent state, and it is their environment or the influence of dark forces that drives them to evil. By setting the proper example, and working to heal the wounds of a deeply flawed world, you can set anyone on a righteous path.

Patience. Change takes time. Those who have walked the path of the wicked must be given reminders to keep them honest and true. Once you have planted the seed of righteousness in a creature, you must work day after day to allow that seed to survive and flourish.

Wisdom. Your heart and mind must stay clear, for eventually you will be forced to admit defeat. While every creature can be redeemed, some are so far along the path of evil that you have no choice but to end their lives for the greater good. Any such action must be carefully weighed and the consequences fully understood, but once you have made the decision, follow through with it knowing your path is just.

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.

You gain oath spells at the paladin levels listed in the Oath of Redemption Spells table. See the Sacred Oath class feature for how oath spells work.

Oath of Redemption Spells

Paladin Level Spells

- | | |
|------|--|
| 3rd | <i>sanctuary, sleep</i> |
| 5th | <i>calm emotions, hold person</i> |
| 9th | <i>counterspell, hypnotic pattern</i> |
| 13th | <i>Otiluke's resilient sphere, stoneskin</i> |
| 17th | <i>hold monster, wall of force</i> |

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

Emissary of Peace. You can use your Channel Divinity to augment your presence with divine power. As a bonus action, you grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes.

Rebuke the Violent. You can use your Channel Divinity to rebuke those who use violence. Immediately after an attacker within 30 feet of you deals damage with an attack against a creature other than you, you can use your reaction to force the attacker to make a Wisdom saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

You can use your Channel Divinity to augment your presence with divine power. As a bonus action, you grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes.

You can use your Channel Divinity to rebuke those who use violence. Immediately after an attacker within 30 feet of you deals damage with an attack against a creature other than you, you can use your reaction to force the attacker to make a Wisdom saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

Starting at 7th level, you can shield others from harm at the cost of your own health. When a creature within 10 feet of you takes damage, you can use your reaction to magically take that damage, instead of that creature taking it. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.

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