

BANE

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

a drop of blood

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from 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.

BLESS

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

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.

COMMAND

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

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, 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.

Paladin (Vengeance)

1st level Enchantment

Paladin

1st level Enchantment

Paladin (Crown)

1st level Enchantment

COMPELLED DUEL

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

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, if it succeeds on this saving throw, this spell doesn't restrict the target's movement for that turn.
The spell ends if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you end your turn more than 30 feet away from the target.

CURE WOUNDS

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

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.

DETECT EVIL AND GOOD

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

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.

Paladin (Crown)

1st level Enchantment

Paladin

1st level Evocation

Paladin

1st level Divination

DETECT MAGIC (RITUAL)

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

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.

DETECT POISON AND DISEASE

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

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.

DIVINE FAVOR

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

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

Paladin

1st level Divination

Paladin

1st level Divination

Paladin

1st level Evocation



ENSNARING STRIKE

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

The next time you hit a creature with a weapon attack before this spell ends, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away. While restrained by this spell, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed. At Higher Levels: If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

HELLISH REBUKE

| CASTING TIME 1 reaction | RANGE 60 feet |
|----------------------------|---------------------------|
| COMPONENTS V, S | DURATION Instantaneous |

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire 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.

HEROISM

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

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.

Paladin (Ancients)

1st level Conjuration

Paladin (Oathbreaker)

1st level Evocation

Paladin

1st level Enchantment

HUNTER'S MARK

| CASTING TIME 1 bonus action | RANGE 90 feet |
|--------------------------------|---|
| COMPONENTS V | DURATION Concentration, up to 1 hour |

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. 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 mark a new creature.
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.

INFILCT WOUNDS

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

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.
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.

PROTECTION FROM EVIL AND GOOD

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

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.

Paladin (Vengeance)

1st level Divination

Paladin (Oathbreaker)

1st level Necromancy

Paladin (Devotion)

1st level Abjuration

PURIFY FOOD AND DRINK (RITUAL)

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

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.

SANCTUARY

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

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 or casts a spell that affects an enemy creature, this spell ends.

SEARING SMITE

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

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 above the 1st.

Paladin

1st level Transmutation

Paladin (Devotion)

1st level Abjuration

Paladin

1st level Evocation



SHIELD OF FAITH

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

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.

SPEAK WITH ANIMALS (RITUAL)

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

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

THUNDEROUS SMITE

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

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.

Paladin

1st level Abjuration

Paladin (Ancients)

1st level Divination

Paladin

1st level Evocation

WRATHFUL SMITE

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

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.

AID

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

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.

BRANDING SMITE

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

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.

Paladin

1st level Evocation

Paladin

2nd level Abjuration

Paladin

2nd level Evocation

CROWN OF MADNESS

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

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes. The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach. On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

DARKNESS

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

bat fur and a drop of pitch or piece of coal

Magical darkness spreads from a point you choose within range to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 9th level or lower, the spell that created the light is dispelled.

FIND STEED

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

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 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.

Paladin (Oathbreaker)

2nd level Enchantment

Paladin (Oathbreaker)

2nd level Evocation

Paladin

2nd level Conjuration



HOLD PERSON

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

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.

LESSER RESTORATION

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

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

LOCATE OBJECT

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

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.

Paladin (Vengeance)

2nd level Enchantment

Paladin (Devotion)

2nd level Abjuration

Paladin

2nd level Divination

MAGIC WEAPON

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

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.

MISTY STEP

| CASTING TIME | RANGE |
|----------------|---------------|
| 1 bonus action | Self |
| COMPONENTS | DURATION |
| V | Instantaneous |

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

MOONBEAM

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

several seeds of any moonseed plant and a piece of opalescent feldspar

A silvery beam of pale light shines down in a 5-foot radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.
When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one. A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light. On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction.
At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

Paladin

2nd level Transmutation

Paladin (Vengeance)

2nd level Conjuration

Paladin (Ancients)

2nd level Evocation

PROTECTION FROM POISON

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

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.

WARDING BOND

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

a pair of platinum rings worth at least 50 gp each, which you and target must wear for the duration

This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage.
The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.

ZONE OF TRUTH

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

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.

Paladin

2nd level Abjuration

Paladin (Crown)

2nd level Abjuration

Paladin (Crown)

2nd level Enchantment



ANIMATE DEAD

| CASTING TIME | RANGE |
|--------------|---------------|
| 1 minute | 10 feet |
| COMPONENTS | DURATION |
| V, S, M | Instantaneous |

a drop of blood, a piece of flesh, and a pinch of bone dust

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the DM has the creature's game statistics). On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain the control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one. At Higher Levels: When you cast this

Paladin (Oathbreaker)

3rd level Necromancy

BESTOW CURSE

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

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 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 of 5th level or higher grants a duration that doesn't require concentration.

Paladin (Oathbreaker)

3rd level Necromancy

CRUSADER'S MANTLE

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

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.

Paladin

3rd level Evocation

AURA OF VITALITY

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

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.

Paladin (Crown)

3rd level Evocation

BEACON OF HOPE

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

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

Paladin (Devotion)

3rd level Abjuration

BLINDING SMITE

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

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.

Paladin

3rd level Evocation

CREATE FOOD AND WATER

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

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.

Paladin

3rd level Conjuration

DAYLIGHT

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

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 choose 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 9th level or lower, the spell that created the darkness is dispelled.

Paladin

3rd level Evocation

DISPEL MAGIC

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

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 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.

Paladin (Devotion)

3rd level Abjuration



ELEMENTAL WEAPON

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

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.

Paladin

3rd level Transmutation

HASTE

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

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.

Paladin (Vengeance)

3rd level Transmutation

MAGIC CIRCLE

| CASTING TIME | RANGE |
|--------------|----------|
| 1 minute | 10 feet |
| COMPONENTS | DURATION |
| V, S, M | 1 hour |

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.

Paladin

3rd level Abjuration

PLANT GROWTH

| CASTING TIME | RANGE |
|---------------------|---------------|
| 1 action or 8 hours | 150 feet |
| COMPONENTS | DURATION |
| V, S | Instantaneous |

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits.

If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected. If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

Paladin (Ancients)

3rd level Transmutation

PROTECTION FROM ENERGY

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

For the duration, the willing creature you touch has resistance to one damage type of your choice - acid, cold, fire, lightning, or thunder.

Paladin (Vengeance)

3rd level Abjuration

REMOVE CURSE

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

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.

Paladin

3rd level Abjuration

REVIVIFY

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

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.

Paladin

3rd level Necromancy

SPIRIT GUARDIANS

| CASTING TIME | RANGE |
|--------------|---------------------------------|
| 1 action | Self (15-foot-radius) |
| COMPONENTS | DURATION |
| V, S, M | Concentration, up to 10 minutes |

a holy symbol

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage. 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.

Paladin (Crown)

3rd level Conjunction

AURA OF LIFE

| CASTING TIME | RANGE |
|--------------|---------------------------------|
| 1 action | Self (30-foot radius) |
| COMPONENTS | DURATION |
| V | Concentration, up to 10 minutes |

Life-preserving energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each non-hostile creature in the aura (including you) has resistance to necrotic damage, and its hit point maximum can't be reduced. In addition, a non-hostile, living creature regains 1 hit point when it starts its turn in the aura with 0 hit points.

Paladin

4th level Abjuration



AURA OF PURITY

| CASTING TIME | RANGE |
|--------------|---------------------------------|
| 1 action | Self (30-foot radius) |
| COMPONENTS | DURATION |
| V | Concentration, up to 10 minutes |

Purifying energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each non-hostile creature in the aura (including you) can't become diseased, has resistance to poison damage, and has advantage on saving throws against effects that cause any of the following conditions - blinded, charmed, deafened, frightened, paralyzed, poisoned, and stunned.

Paladin

4th level Abjuration

CONFUSION

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

three nut shells

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled actions. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn. 1: The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. 2-6: The creature doesn't move or take actions this turn. 7-8: The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn. 9-10: The creature can act and move normally. At the end of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target. At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot above 4th.

Paladin (Oathbreaker)

4th level Enchantment

FREEDOM OF MOVEMENT

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

a leather strap, bound around the arm or a similar appendage

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

Paladin (Devotion)

4th level Abjuration

BANISHMENT

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

an item distasteful to the target

You attempt to send one creature that you can see within range to another place of existence. The target must succeed on a Charisma saving throw or be banished. If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return. At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

Paladin (Vengeance)

4th level Abjuration

BLIGHT

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

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs.

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies. At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Paladin (Oathbreaker)

4th level Necromancy

DIMENSION DOOR

| CASTING TIME | RANGE |
|--------------|---------------|
| 1 action | 500 feet |
| COMPONENTS | DURATION |
| V | Instantaneous |

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as 200 feet straight downward or upward to the northwest at a 45-degree angle, 300 feet.

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell. If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

Paladin

4th level Abjuration

Paladin (Vengeance)

4th level Conjunction

GUARDIAN OF FAITH

| CASTING TIME | RANGE |
|--------------|----------|
| 1 action | 30 feet |
| COMPONENTS | DURATION |
| V | 8 hours |

A Large spectral guardian appears and hovers for the duration in an unoccupied space of your choice that you can see within range. The guardian occupies that space and is indistinct except for a gleaming sword and shield emblazoned with the symbol of your deity. Any creature hostile to you that moves to a space within 10 feet of the guardian for the first time on a turn must succeed on a Dexterity saving throw. The creature takes 20 radiant damage on a failed save, or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 60 damage.

Paladin (Devotion)

4th level Conjuration

ICE STORM

| CASTING TIME | RANGE |
|--------------|---------------|
| 1 action | 300 feet |
| COMPONENTS | DURATION |
| V, S, M | Instantaneous |

a pinch of dust and a few drops of water

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn. At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.

Paladin (Ancients)

4th level Evocation



LOCATE CREATURE

| CASTING TIME | RANGE |
|--------------|-----------------------------|
| 1 action | Self |
| COMPONENTS | DURATION |
| V, S, M | Concentration, up to 1 hour |

a bit of fur from a bloodhound

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement.
The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close - within 30 feet - at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature. This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Paladin

4th level Divination

STAGGERING SMITE

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

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon pierces both body and mind, and the attack deals an extra 4d6 psychic damage to the target. The target must make a Wisdom saving throw. On a failed save, it has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn.

STONESKIN

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

diamond dust worth 100 gp, which the spell consumes

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

BANISHING SMITE

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

The next time you hit a creature with a weapon attack before this spell ends, your weapon crackles with force, and the attack deals an extra 5d10 force damage to the target. Additionally, if this attack reduces the target to 50 hit points or fewer, you banish it. If the target is native to a different plane of existence than the one you're on, the target disappears, returning to its home plane. If the target is native to the plane you're on, the creature vanishes into a harmless demiplane. While there, the target is incapacitated. It remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

Paladin

5th level Abjuration

CIRCLE OF POWER

| CASTING TIME | RANGE |
|--------------|---------------------------------|
| 1 action | Self (30-foot radius) |
| COMPONENTS | DURATION |
| V | Concentration, up to 10 minutes |

Divine energy radiates from you, distorting and diffusing magical energy within 30 feet of you. Until the spell ends, the sphere moves with you, centered on you. For the duration, each friendly creature in the area (including you) has advantage on saving throws against spells and other magical effects. Additionally, when an affected creature succeeds on a saving throw made against a spell or magical effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw.

COMMUNE (RITUAL)

| CASTING TIME | RANGE |
|--------------|----------|
| 1 minute | Self |
| COMPONENTS | DURATION |
| V, S, M | 1 minute |

incense and a vial of holy or unholy water

You contact your deity or a divine proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question.

Divine beings aren't necessarily omniscient, so you might receive unclear as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the DM might offer a short phrase as an answer instead. If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The DM makes this roll in secret.

COMMUNE WITH NATURE (RITUAL)

| CASTING TIME | RANGE |
|--------------|---------------|
| 1 minute | Self |
| COMPONENTS | DURATION |
| V, S | Instantaneous |

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns. You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area - terrain and bodies of water

Paladin (Devotion)

5th level Divination

CONTAGION

| CASTING TIME | RANGE |
|--------------|----------|
| 1 action | Touch |
| COMPONENTS | DURATION |
| V, S | 7 days |

Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice from any of the ones described below.
At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends. Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it. Blinding Sickness: Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded. Filth Fever: A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength. Flesh Rot: The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage. Mindfire: The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the confusion spell during combat. Seizure: The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity. Slimy Doom: The

DESTRUCTIVE WAVE

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

You strike the ground, creating a burst of divine energy that ripples outward from you. Each creature you choose within 30 feet of you must succeed on a Constitution saving throw or take 5d6 thunder damage, as well as 5d6 radiant or necrotic damage (your choice), and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

Paladin

5th level Evocation



DISPEL EVIL AND GOOD

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

hol^o water or powdered silver and iron

Shimmering energy surrounds and protects you from fey, undead, and creatures originating from beyond the Material Plane. For the duration, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against you. You can end the spell early by using either of the following special functions.

Break Enchantment: As your action, you touch a creature you can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures.

Dismissal: As your action, make a melee spell attack against a celestial, an elemental, a fey, a fiend, or an undead you can reach. On a hit, you attempt to drive the creature back to its home plane. The creature must succeed on a Charisma saving throw or be sent back to its home plane (if it isn't there already). If they aren't on their home plane, undead are sent to the Shadowfell, and fey are sent to the Feywild.

Paladin

5th level Abjuration

GEAS

| CASTING TIME | RANGE |
|--------------|----------|
| 1 minute | 60 feet |
| COMPONENTS | DURATION |
| V | 30 days |

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends. You can end the spell early by using an action to dismiss it. A remove curse, greater restoration, or wish spell also ends it. At Higher Levels: When you cast this spell using a spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of the spell lasts until it is ended by one of the spells mentioned above.

Paladin (Crown)

5th level Enchantment

Paladin (Vengeance)

SCRYING

| CASTING TIME | RANGE |
|--------------|---------------------------------|
| 10 minutes | Self |
| COMPONENTS | DURATION |
| V, S, M | Concentration, up to 10 minutes |

a focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed.

Knowledge - Save Modifier: Secondhand (you have heard of the target) +5 Familiar (you have met the target) +0 Familiar (you know the target well) -5 Connection - Save Modifier Likeness or picture -2 Possession or garment -4 Body part, lock of hair, bit of nail, or the like - -10 On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours. On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist. Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the

Paladin (Vengeance)

5th level Divination

DOMINATE PERSON

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

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link to it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as Attack that creature. Run over there, or Fetch that object. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During that time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends. At Higher Levels: When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the

Paladin (Oathbreaker)

5th level Enchantment

FLAME STRIKE

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

pinch of sulfur

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10-foot radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 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 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each slot level above 5th.

Paladin (Devotion)

5th level Evocation

HOLD MONSTER

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

a small, straight piece of iron

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. 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 6th level or higher, you can target an additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

5th level Enchantment

Paladin

RAISE DEAD

| CASTING TIME | RANGE |
|--------------|---------------|
| 1 hour | Touch |
| COMPONENTS | DURATION |
| V, S, M | Instantaneous |

a diamond worth at least 500 gp, which the spell consumes

You return a dead creature you touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point. This spell also neutralizes any poison and cures nonmagical diseases that affected the creature 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 creature returns to life. This spell can't return an undead creature to life. This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival — its head, for instance — the spell automatically fails. Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

5th level Necromancy

TREE STRIDE

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

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered. You can use this transportation ability once per round for the duration. You must end each turn outside a tree.

5th level Conjuration

