

BLESS

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

Paladin1st level Enchantment

CEREMONY (RITUAL) [1/2]

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

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

Paladin (XGE)1st level Abjuration

CEREMONY (RITUAL) [2/2]

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

25 gp worth of powdered silver, which the spell consumes

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.

Paladin (XGE)1st level Abjuration

COMMAND [1/2]

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V	DURATION 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 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

Paladin (*) (Crown) (Conquest)1st level Enchantment

COMMAND [2/2]

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

one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Paladin (*) (Crown) (Conquest)1st level Enchantment

COMPELLED DUEL

CASTING TIME 1 bonus action	RANGE 30 feet
COMPONENTS V	DURATION 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.

Paladin (*) (Crown)1st level Enchantment

CURE WOUNDS

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

Paladin1st level Evocation

DETECT EVIL AND GOOD

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

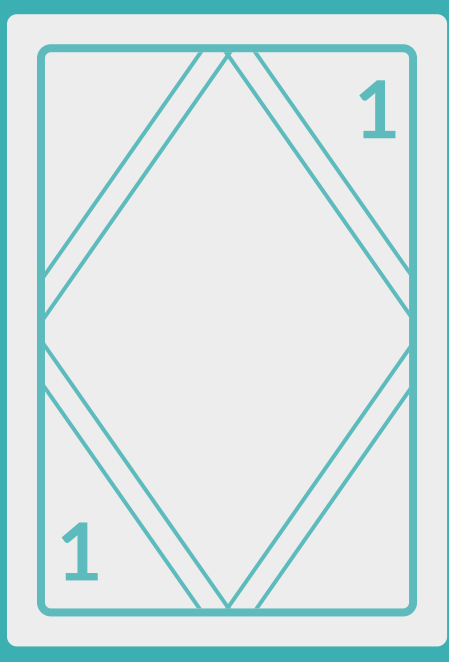
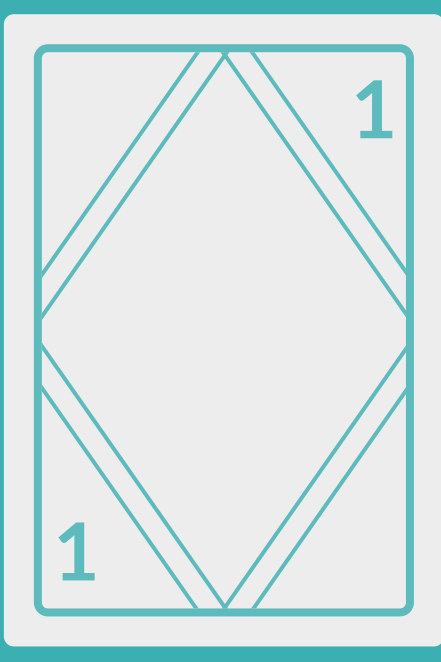
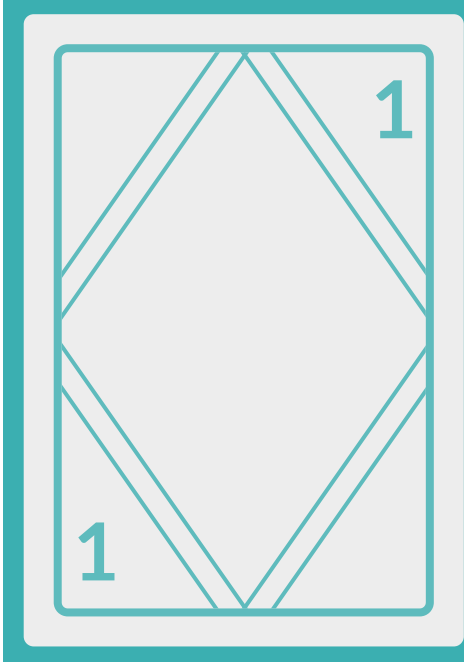
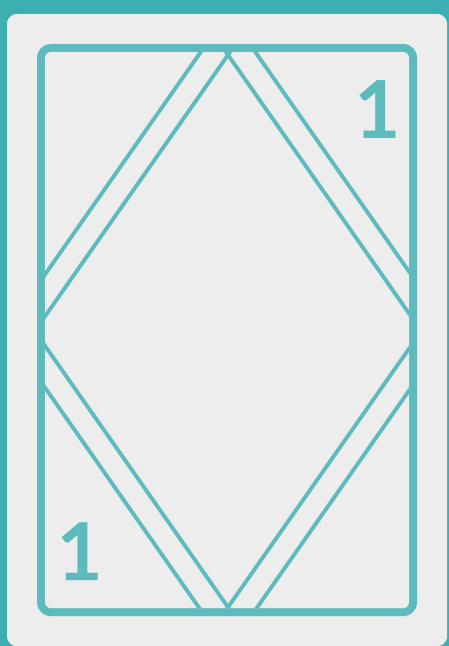
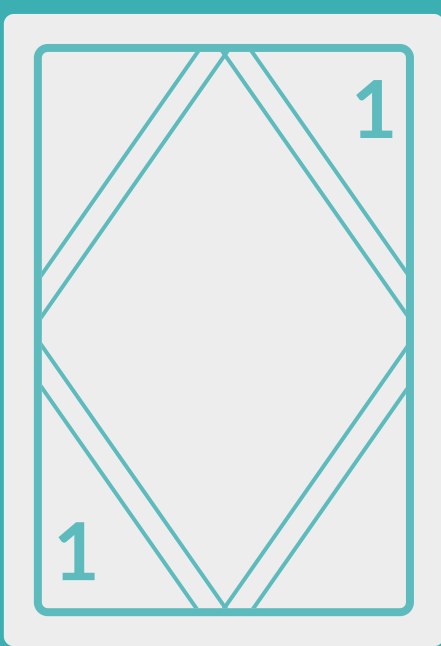
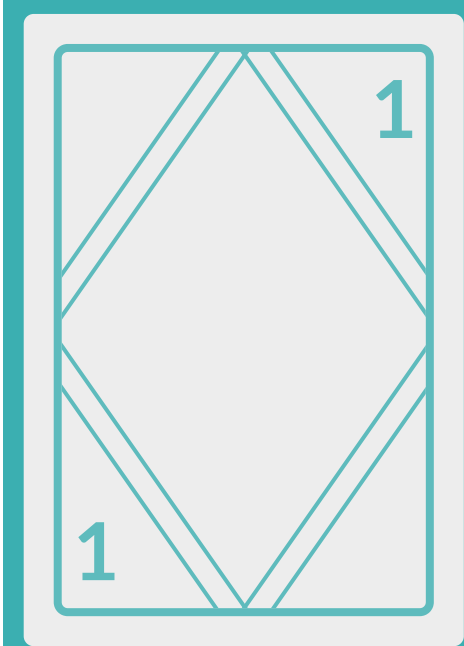
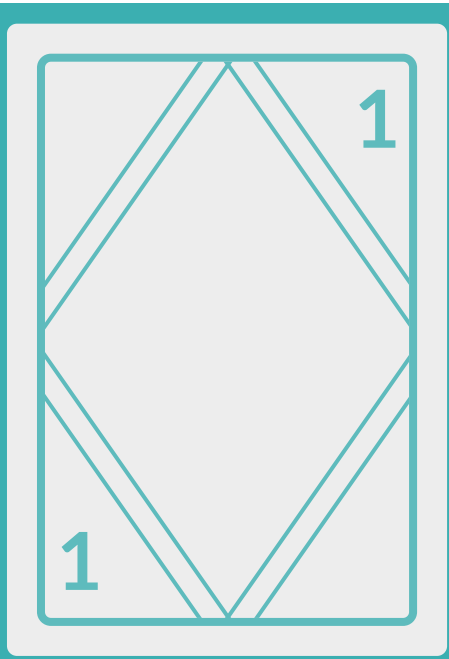
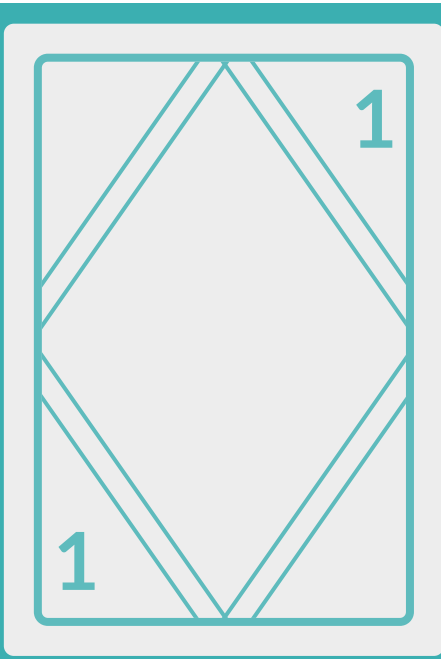
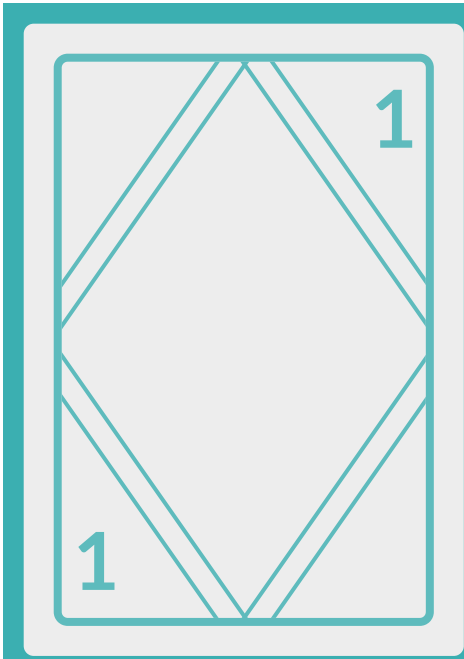
Paladin1st level Divination

DETECT MAGIC (RITUAL)

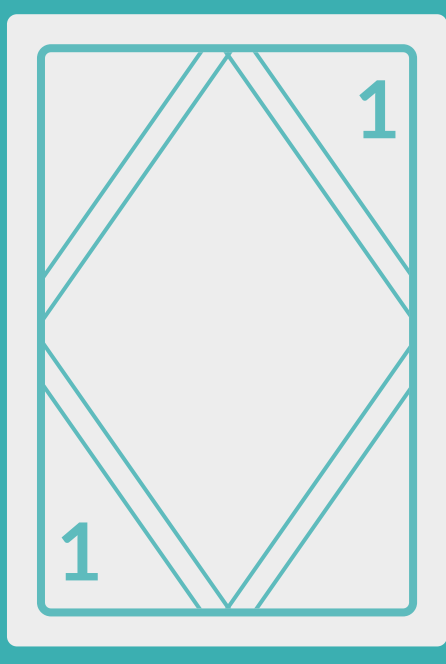
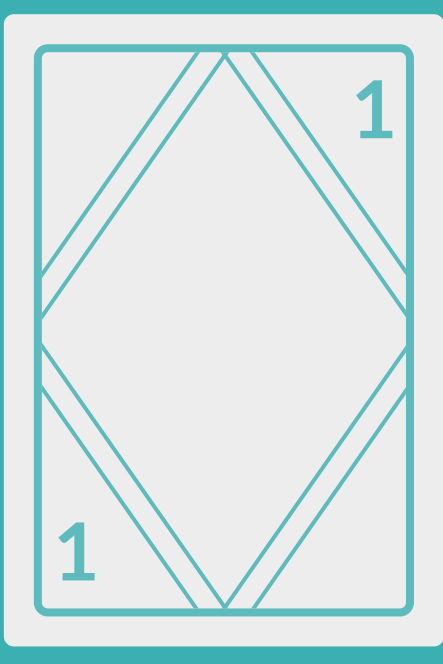
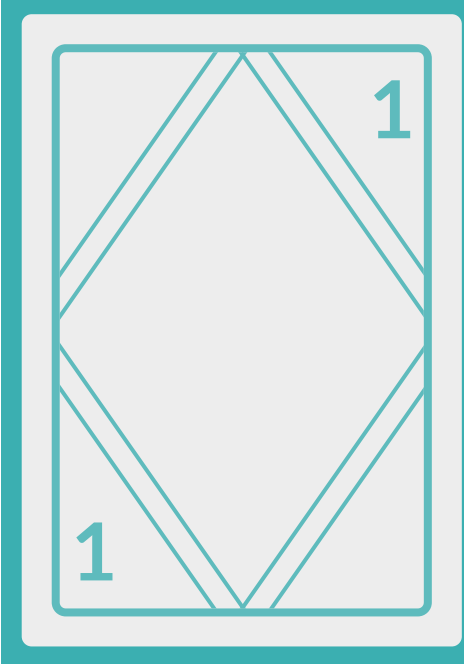
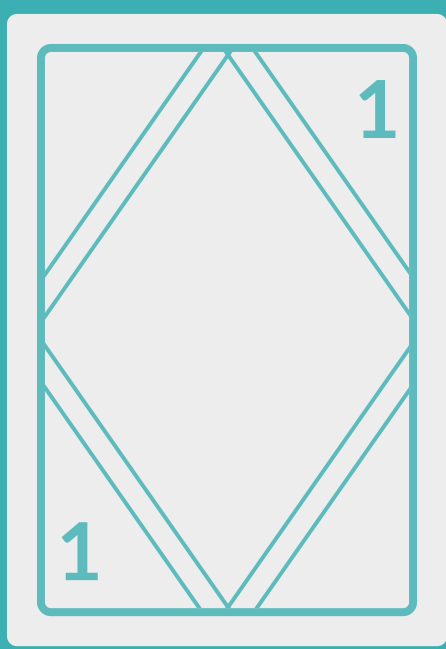
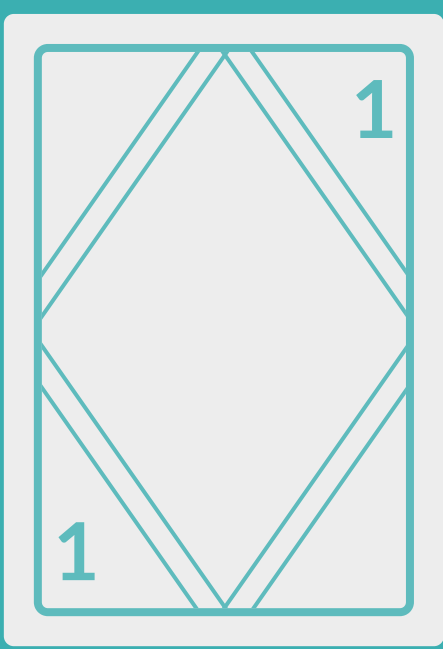
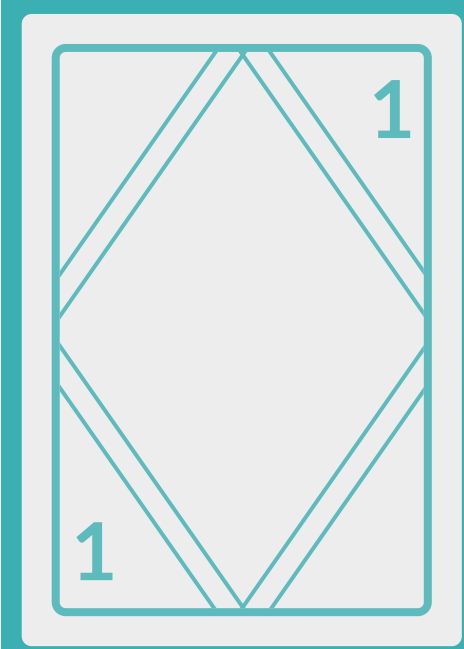
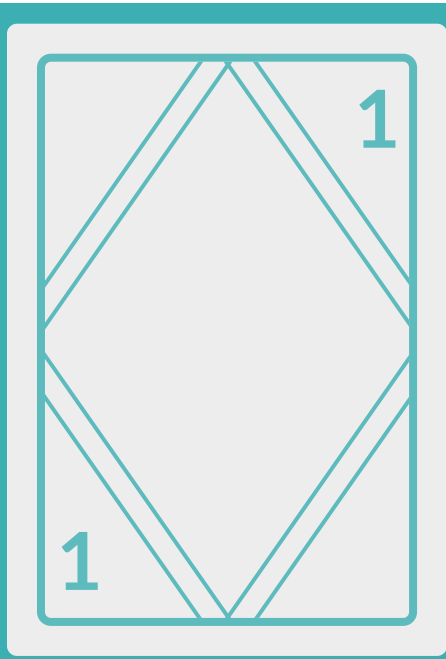
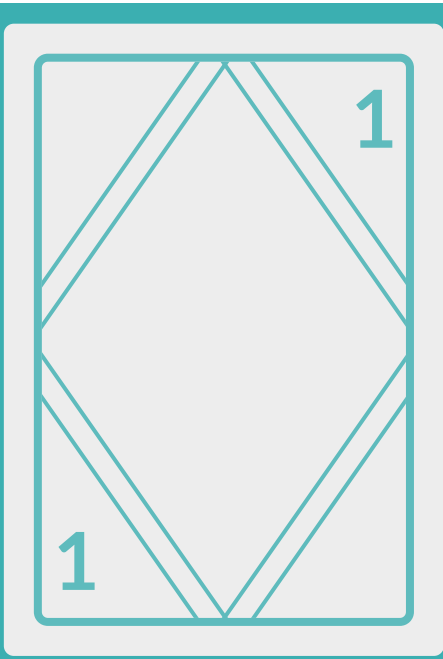
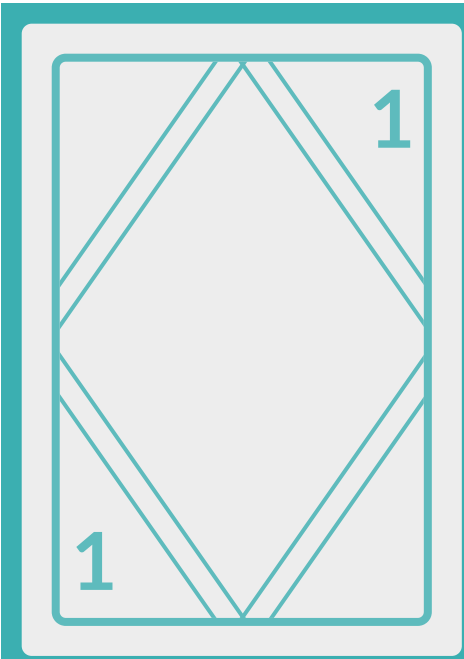
CASTING TIME 1 action	RANGE Self
COMPONENTS V, S	DURATION Concentration, up to 10 minutes

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.

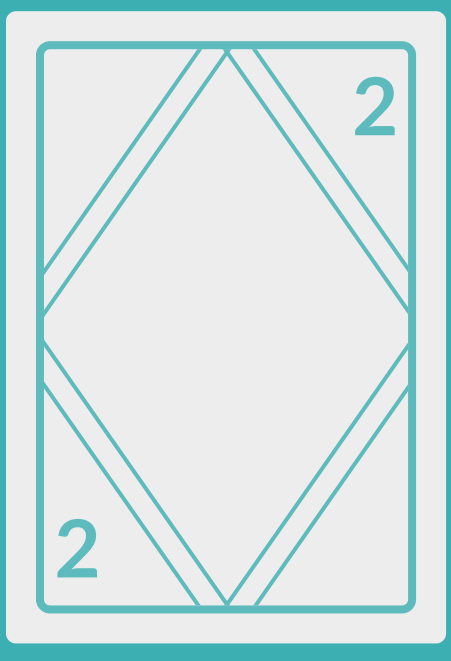
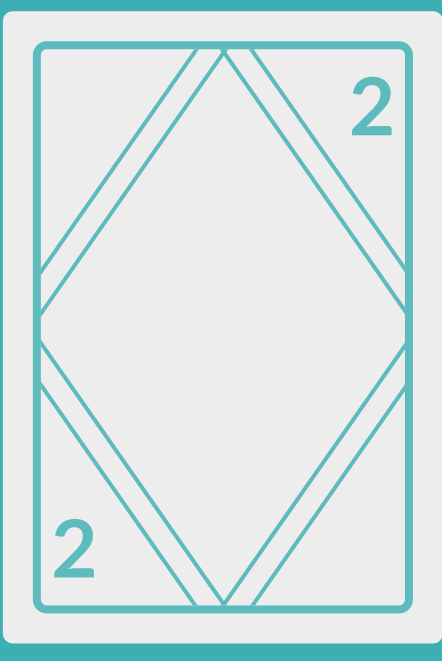
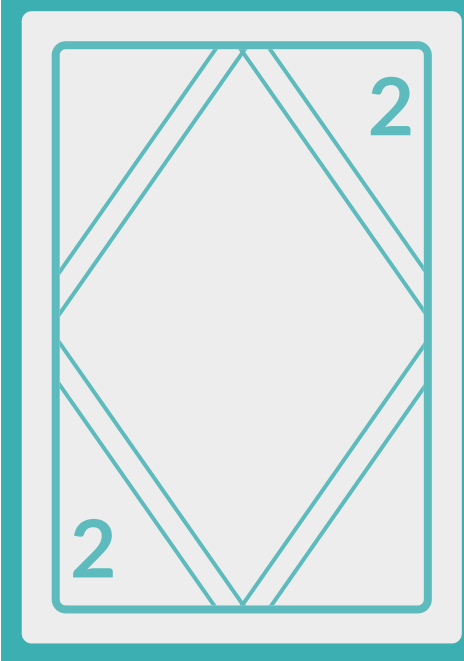
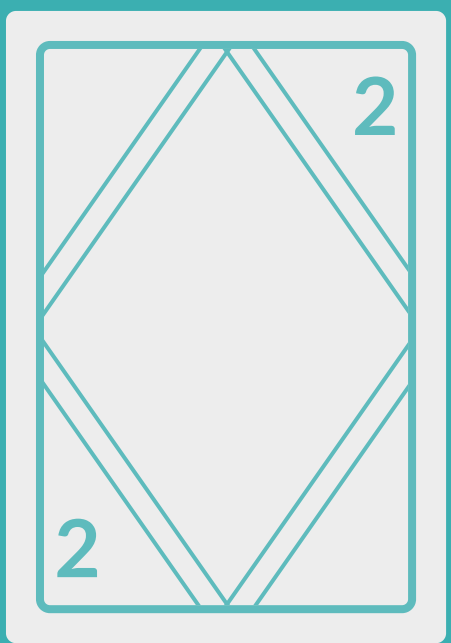
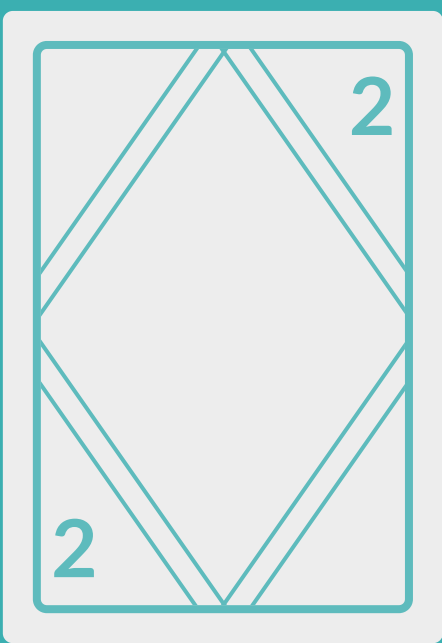
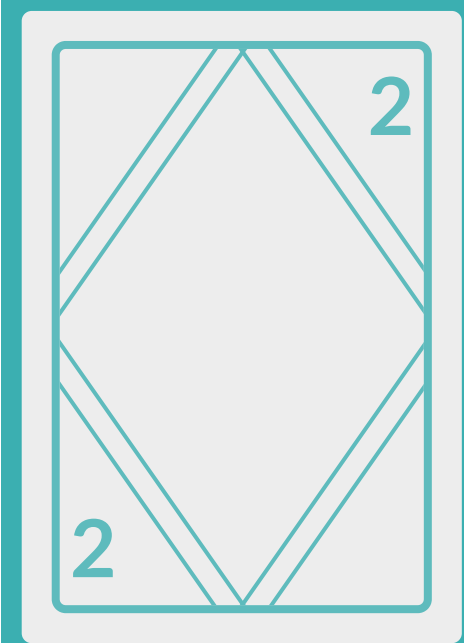
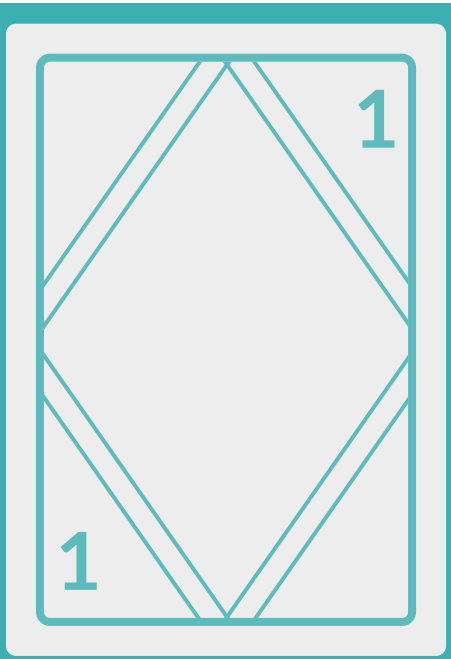
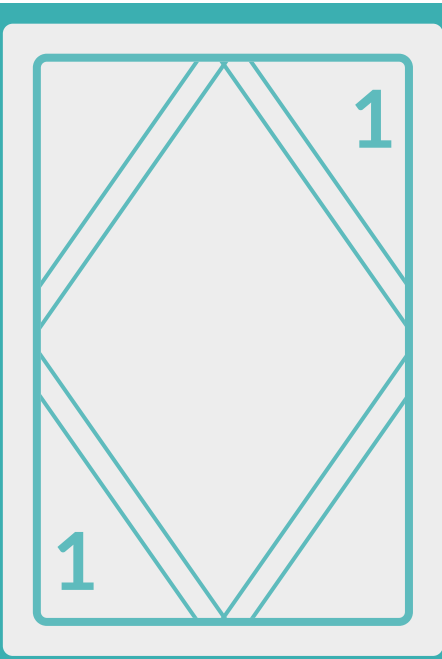
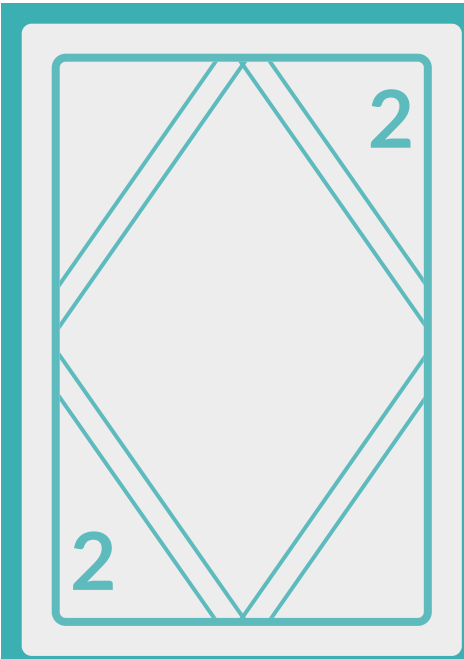
Paladin1st level Divination



<div>DETECT POISON AND DISEASE</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>Self</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Concentration, up to 10 minutes</td></tr> </table> <div> <p><i>a yew leaf</i></p> <p>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.</p> <p>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.</p> </div> <div>Paladin1st level Divination</div>		CASTING TIME	RANGE	1 action	Self	COMPONENTS	DURATION	V, S, M	Concentration, up to 10 minutes
CASTING TIME	RANGE								
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<div>DIVINE FAVOR</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 bonus action</td><td>Self</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S</td><td>Concentration, up to 1 minute</td></tr> </table> <div> <p>Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal and extra 1d4 radiant damage on a hit.</p> </div> <div>Paladin1st level Evocation</div>		CASTING TIME	RANGE	1 bonus action	Self	COMPONENTS	DURATION	V, S	Concentration, up to 1 minute
CASTING TIME	RANGE								
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<div>HELLISH REBUKE</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 reaction</td><td>60 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S</td><td>Instantaneous</td></tr> </table> <div> <p>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.</p> <p>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.</p> </div> <div>Paladin (Oathbreaker)1st level Evocation</div>		CASTING TIME	RANGE	1 reaction	60 feet	COMPONENTS	DURATION	V, S	Instantaneous
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<div>HEROISM</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>Touch</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S</td><td>Concentration, up to 1 minute</td></tr> </table> <div> <p>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.</p> <p>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.</p> </div> <div>Paladin1st level Enchantment</div>		CASTING TIME	RANGE	1 action	Touch	COMPONENTS	DURATION	V, S	Concentration, up to 1 minute
CASTING TIME	RANGE								
1 action	Touch								
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<div>INFLICT WOUNDS</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>Touch</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S</td><td>Instantaneous</td></tr> </table> <div> <p>Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.</p> <p>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.</p> </div> <div>Paladin (Oathbreaker)1st level Necromancy</div>		CASTING TIME	RANGE	1 action	Touch	COMPONENTS	DURATION	V, S	Instantaneous
CASTING TIME	RANGE								
1 action	Touch								
COMPONENTS	DURATION								
V, S	Instantaneous								
<div>PROTECTION FROM EVIL AND GOOD</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>Touch</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Concentration, up to 10 minutes</td></tr> </table> <div> <p><i>holy water or powdered silver and iron, which the spell consumes</i></p> <p>Until the spell ends, one willing creature you touch is protected against certain types of creatures - aberrations, celestials, elementals, fey, fiends, and undead.</p> <p>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.</p> </div> <div>Paladin (*) (Devotion)1st level Abjuration</div>		CASTING TIME	RANGE	1 action	Touch	COMPONENTS	DURATION	V, S, M	Concentration, up to 10 minutes
CASTING TIME	RANGE								
1 action	Touch								
COMPONENTS	DURATION								
V, S, M	Concentration, up to 10 minutes								
<div>PURIFY FOOD AND DRINK (RITUAL)</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>10 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S</td><td>Instantaneous</td></tr> </table> <div> <p>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.</p> </div> <div>Paladin1st level Transmutation</div>		CASTING TIME	RANGE	1 action	10 feet	COMPONENTS	DURATION	V, S	Instantaneous
CASTING TIME	RANGE								
1 action	10 feet								
COMPONENTS	DURATION								
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<div>SEARING SMITE</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 bonus action</td><td>Self</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V</td><td>Concentration, up to 1 minute</td></tr> </table> <div> <p>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.</p> <p>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.</p> </div> <div>Paladin1st level Evocation</div>		CASTING TIME	RANGE	1 bonus action	Self	COMPONENTS	DURATION	V	Concentration, up to 1 minute
CASTING TIME	RANGE								
1 bonus action	Self								
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V	Concentration, up to 1 minute								
<div>SHIELD OF FAITH</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 bonus action</td><td>60 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Concentration, up to 10 minutes</td></tr> </table> <div> <p><i>a small parchment with a bit of holy text written on it</i></p> <p>A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.</p> </div> <div>Paladin1st level Abjuration</div>		CASTING TIME	RANGE	1 bonus action	60 feet	COMPONENTS	DURATION	V, S, M	Concentration, up to 10 minutes
CASTING TIME	RANGE								
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<div>THUNDEROUS SMITE</div> <table> <tr> <td>CASTING TIME 1 bonus action</td><td>RANGE Self</td></tr> <tr> <td>COMPONENTS V</td><td>DURATION Concentration, up to 1 minute</td></tr> </table> <div> <p>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.</p> </div> <div>Paladin1st level Evocation</div>		CASTING TIME 1 bonus action	RANGE Self	COMPONENTS V	DURATION Concentration, up to 1 minute
CASTING TIME 1 bonus action	RANGE Self				
COMPONENTS V	DURATION Concentration, up to 1 minute				
<div>WRATHFUL SMITE</div> <table> <tr> <td>CASTING TIME 1 bonus action</td><td>RANGE Self</td></tr> <tr> <td>COMPONENTS V, S, M</td><td>DURATION Concentration, up to 1 minute</td></tr> </table> <div> <p>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.</p> </div> <div>Paladin1st level Evocation</div>		CASTING TIME 1 bonus action	RANGE Self	COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
CASTING TIME 1 bonus action	RANGE Self				
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute				
<div>AID</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 30 feet</td></tr> <tr> <td>COMPONENTS V, S, M</td><td>DURATION 8 hours</td></tr> </table> <div> <p><i>a tiny strip of white cloth</i></p> <p>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.</p> </div> <div>Paladin2nd level Abjuration</div>		CASTING TIME 1 action	RANGE 30 feet	COMPONENTS V, S, M	DURATION 8 hours
CASTING TIME 1 action	RANGE 30 feet				
COMPONENTS V, S, M	DURATION 8 hours				
<div>BRANDING SMITE</div> <table> <tr> <td>CASTING TIME 1 bonus action</td><td>RANGE Self</td></tr> <tr> <td>COMPONENTS V</td><td>DURATION Concentration, up to 1 minute</td></tr> </table> <div> <p>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.</p> </div> <div>Paladin2nd level Evocation</div>		CASTING TIME 1 bonus action	RANGE Self	COMPONENTS V	DURATION Concentration, up to 1 minute
CASTING TIME 1 bonus action	RANGE Self				
COMPONENTS V	DURATION Concentration, up to 1 minute				
<div>CROWN OF MADNESS</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 120 feet</td></tr> <tr> <td>COMPONENTS V, S</td><td>DURATION Concentration, up to 1 minute</td></tr> </table> <div> <p>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.</p> </div> <div>Paladin (Oathbreaker)2nd level Enchantment</div>		CASTING TIME 1 action	RANGE 120 feet	COMPONENTS V, S	DURATION Concentration, up to 1 minute
CASTING TIME 1 action	RANGE 120 feet				
COMPONENTS V, S	DURATION Concentration, up to 1 minute				
<div>DARKNESS</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 60 feet</td></tr> <tr> <td>COMPONENTS V, M</td><td>DURATION Concentration, up to 10 minutes</td></tr> </table> <div> <p><i>bat fur and a drop of pitch or piece of coal</i></p> <p>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 4th level or lower, the spell that created the light is dispelled.</p> </div> <div>Paladin (Oathbreaker)2nd level Evocation</div>		CASTING TIME 1 action	RANGE 60 feet	COMPONENTS V, M	DURATION Concentration, up to 10 minutes
CASTING TIME 1 action	RANGE 60 feet				
COMPONENTS V, M	DURATION Concentration, up to 10 minutes				
<div>FIND STEED [1/2]</div> <table> <tr> <td>CASTING TIME 10 minutes</td><td>RANGE 30 feet</td></tr> <tr> <td>COMPONENTS V, S</td><td>DURATION Instantaneous</td></tr> </table> <div> <p>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</p> </div> <div>Paladin2nd level Conjuration</div>		CASTING TIME 10 minutes	RANGE 30 feet	COMPONENTS V, S	DURATION Instantaneous
CASTING TIME 10 minutes	RANGE 30 feet				
COMPONENTS V, S	DURATION Instantaneous				
<div>FIND STEED [2/2]</div> <table> <tr> <td>CASTING TIME 10 minutes</td><td>RANGE 30 feet</td></tr> <tr> <td>COMPONENTS V, S</td><td>DURATION Instantaneous</td></tr> </table> <div> <p>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.</p> </div> <div>Paladin2nd level Conjuration</div>		CASTING TIME 10 minutes	RANGE 30 feet	COMPONENTS V, S	DURATION Instantaneous
CASTING TIME 10 minutes	RANGE 30 feet				
COMPONENTS V, S	DURATION Instantaneous				
<div>HOLD PERSON</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 60 feet</td></tr> <tr> <td>COMPONENTS V, S, M</td><td>DURATION Concentration, up to 1 minute</td></tr> </table> <div> <p><i>a small, straight piece of iron</i></p> <p>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 on additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.</p> </div> <div>Paladin2nd level Enchantment</div>		CASTING TIME 1 action	RANGE 60 feet	COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
CASTING TIME 1 action	RANGE 60 feet				
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute				



LESSER RESTORATION	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S	DURATION 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.	
Paladin (*) (Devotion) 2nd level Abjuration	

LOCATE OBJECT	
CASTING TIME 1 action	RANGE Self
COMPONENTS V, S, M	DURATION 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 2nd level Divination	

MAGIC WEAPON	
CASTING TIME 1 bonus action	RANGE Touch
COMPONENTS V, S	DURATION 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.	
Paladin 2nd level Transmutation	

PROTECTION FROM POISON	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S	DURATION 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.	
Paladin 2nd level Abjuration	

ZONE OF TRUTH	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION 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 (*) (Devotion) (Crown) 2nd level Enchantment	

