

Gnomepunin tended, Paladin 4 – Spells

Bless	Paladin 1st	Ensnaring Strike	Paladin 1st
<i>1st-level enchantment</i> Casting Time : 1 action Range : 30 feet Components : V, S, M (a sprinkling of holy water) Duration : Concentration, up to 1 minute		<i>1st-level conjuration</i> Casting Time : 1 bonus action Range : Self Components : V Duration : up to 1 minute	
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.		The next time you hit a creature with a weapon attack before this spell ends, 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.	
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.			
Ceremony	Paladin 1st	Appears In : 5e Players Handbook	Protection from Evil and Good
<i>1st-level abjuration (ritual)</i> Casting Time : 1 hour Range : Touch Components : V, S, M (25 gp worth of powdered silver, which the spell consumes) Duration : Instantaneous			Paladin 1st
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.		Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.	
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.		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.	
Funeral Rite. You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell.			
Wedding. You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.			
Appears In : Xanathar's Guide To Everything			
Divine Favor	Paladin 1st	Speak with Animals	Paladin 1st
<i>1st-level evocation</i> Casting Time : 1 bonus action Range : Self Components : V, S Duration : Concentration, up to 1 minute		<i>1st-level divination (ritual)</i> Casting Time : 1 action Range : Self Components : V, S Duration : 10 minutes	
Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.		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 GM's discretion.	