

Memorized	Scroll	Spell
1ST-LEVEL PALADIN SPELLS		
		Bless: Allies gain +1 on attack rolls and +1 on saves against fear.
		Bless Water: Makes holy water.
		Bless Weapon: Weapon strikes true against evil foes.
		Create Water: Creates 2 gallons/level of pure water.
		Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
		Detect Poison: Detects poison in one creature or small object.
		Detect Undead: Reveals undead within 60 ft.
		Divine Favor: You gain +1 per three levels on attack and damage rolls.
		Endure Elements: Exist comfortably in hot or cold environments.
		Magic Weapon: Weapon gains +1 bonus.
		Protection from Chaos/Evil: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
		Read Magic: Read scrolls and spellbooks.
		Resistance: Subject gains +1 on saving throws.
		Restoration, Lesser: Dispel magical ability penalty or repairs 1d4 ability damage.
		Virtue: Subject gains 1 temporary hp.
2ND-LEVEL PALADIN SPELLS		
		Bull's Strength: Subject gains +4 to Str for 1 min./level.
		Delay Poison: Stops poison from harming subject for 1 hour/level.
		Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
		Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
		Remove Paralysis: Frees one or more creatures from paralysis or <i>slow</i> effect.
		Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
		Shield Other F: You take half of subject's damage.
		Undetectable Alignment: Conceals alignment for 24 hours.
		Zone of Truth: Subjects within range cannot lie.
3RD-LEVEL PALADIN SPELLS		
		Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
		Daylight: 60-ft. radius of bright light.
		Discern Lies: Reveals deliberate falsehoods.
		Dispel Magic: Cancels spells and magical effects.
		Heal Mount: As <i>heal</i> on warhorse or other special mount.
		Magic Circle against Chaos: As <i>protection from chaos</i> , but 10-ft. radius and 10 min./level.
		Magic Circle against Evil: As <i>protection from evil</i> , but 10-ft. radius and 10 min./level.
		Magic Weapon, Greater: +1 bonus/four levels (max +5).
		Prayer: Allies +1 bonus on most rolls, enemies -1 penalty.
		Remove Blindness/Deafness: Cures normal or magical conditions.
		Remove Curse: Frees object or person from curse.
4TH-LEVEL PALADIN SPELLS		
		Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
		Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
		Death Ward: Grants immunity to death spells and negative energy effects.
		Dispel Chaos: +4 bonus against attacks by chaotic creatures.
		Dispel Evil: +4 bonus against attacks by evil creatures.
		Holy Sword: Weapon becomes +5, deals +2d6 damage against evil.
		Mark of Justice: Designates action that will trigger <i>curse</i> on subject.
		Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

		Restoration m: Restores level and ability score drains.
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