

PALADIN SPELLS

SPELL SAVE

 DC MOD

CONDITIONAL MODIFIERS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	0	<input type="checkbox"/>	0
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

Your caster level is one-half your paladin class level

1ST LEVEL

- Bless
- Bless Water
- Bless Weapon
- Create Water
- Cure Light Wounds
- Detect Poison
- Detect Undead
- Divine Favor
- Endure Elements
- Magic Weapon
- Protection from Chaos
- Protection from Evil
- Read Magic
- Resistance
- Restoration, Lesser
- Virtue

2ND LEVEL

- Bull's Strength
- Delay Poison
- Eagle's Splendor
- Owl's Wisdom
- Remove Paralysis
- Resist Energy
- Shield Other
- Undetectable Alignment
- Zone of Truth

3RD LEVEL

- Cure Moderate Wounds
- Daylight
- Discern Lies
- Dispel Magic
- Heal Mount

- Magic Circle against Chaos
- Magic Circle against Evil
- Magic Weapon, Greater
- Prayer
- Remove Blindness/Deafness
- Remove Curse

4TH LEVEL

- Break Enchantment
- Cure Serious Wounds
- Death Ward
- Dispel Chaos
- Dispel Evil
- Holy Sword
- Mark of Justice
- Neutralize Poison
- Restoration

©2003 WIZARDS OF THE COAST, INC. Permission granted to photocopy for personal use only.

©2003 WIZARDS OF THE COAST, INC. Permission granted to photocopy for personal use only.

RANGER SPELLS

SPELL SAVE

 DC MOD

CONDITIONAL MODIFIERS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	0	<input type="checkbox"/>	0
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

Your caster level is one-half your ranger class level

1ST LEVEL

- Alarm
- Animal Messenger
- Charm Animals
- Calm Animals
- Delay Poison
- Detect Animals and Plants
- Detect Poison
- Detect Shores and Pits
- Endure Elements
- Entangle
- Hide from Animals
- Jump
- Longstrider
- Magic Fang
- Pass without Trace
- Read Magic
- Resist Energy
- Speak with Animals
- Summon Nature's Ally I

2ND LEVEL

- Barkskin
- Bear's Endurance
- Cat's Grace
- Cure Light Wounds
- Hold Animal
- Owl's Wisdom
- Protection from Energy
- Snare
- Speak with Plants
- Spike Growth
- Summon Nature's Ally II
- Wind Wall

3RD LEVEL

- Command Plants
- Cure Moderate Wounds
- Darkvision
- Diminish Plants
- Freedom of Movement
- Nondetection
- Summon Nature's Ally IV
- Tree Stride

4TH LEVEL

- Magic Fang, Greater
- Neutralize Poison
- Plant Growth
- Reduce Animal
- Remove Disease
- Repel Vermin
- Summon Nature's Ally III
- Tree Shape
- Water Walk