

# Treachery Paladin – Complete Spell List

Spell Save DC  (8 + Charisma + Proficiency) Spell Attack Bonus  (Charisma + Proficiency)

Channel Divinity (Conjure Duplicate / Poison Strike) ☐ Used

Maximum Spells Prepared  (Level/2 + Charisma) Lay on Hands Pool  /  HP (Level x 5)

**1<sup>st</sup>** Slots  Used ☐ ☐ ☐ ☐

**Charm Person**  
**Expeditious Retreat**

- Bless
- Ceremony
- Command
- Compelled Duel
- Cure Wounds
- Detect Evil and Good
- Detect Magic
- Detect Poison and Disease
- Divine Favor
- Heroism
- Protection from Evil and Good
- Purify Food and Drink
- Searing Smite
- Shield of Faith
- Thunderous Smite
- Wrathful Smite

**2<sup>nd</sup>** Slots  Used ☐ ☐ ☐

**Invisibility**  
**Mirror Image**

- Aid
- Branding Smite
- Find Steed
- Lesser Restoration
- Locate Object
- Magic Weapon
- Protection from Poison
- Zone of Truth

**3<sup>rd</sup>** Slots  Used ☐ ☐ ☐

**Haste**  
**Gaseous Form**

- Aura of Vitality
- Blinding Smite
- Create Food and Water
- Crusader's Mantle
- Daylight
- Dispel Magic
- Elemental Weapon
- Magic Circle
- Remove Curse
- Revivify

**4<sup>th</sup>** Slots  Used ☐ ☐ ☐

**Greater Invisibility**  
**Confusion**

- Aura of Life
- Aura of Purity
- Death Ward
- Find Greater Steed
- Locate Creature
- Staggering Smite

**5<sup>th</sup>** Slots  Used ☐ ☐

**Dominate Person**  
**Passwall**

- Banishing Smite
- Circle of Power
- Destructive Wave
- Dispel Evil and Good
- Geas
- Holy Weapon
- Raise Dead