

# 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