

HOLY KNIGHT/PALADIN

Name: _____

Spells per Level: 1____ 2____ 3____ 4____

Player: _____

Level 1	Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○ Awaken	(ZG 103)	Necr	4 seg	5 ft/lvl	V, S, M	Instantaneous	1 creature	None	Necr
○○○○○ Cause Fear°	(PHB 256)	Abj	1 seg	10 yds	V, S	Special	1 creature/4 levels	Special	Charm
○○○○○ Cause Light Wounds°	(PHB 255)	Necr	5 seg	Touch	V, S	Permanent	Creature touched	None	Hurt
○○○○○ Contact Home Gawd	(HJM 122)	Dev/Div	1 turn	Unlimited	V, S, M	1 week	Caster	None	Dev
○○○○○ Cure Light Wounds	(PHB 255)	Necr	5 seg	Touch	V, S	Permanent	Creature touched	None	Heal
○○○○○ Detect Evil	(PHB 255)	Div	10 seg		0 V, S, M	1 turn + 5 rnd/level	10 ft x 120 yds	None	Dev
○○○○○ Detect Good°	(PHB 255)	Div	10 seg		0 V, S, M	1 turn + 5 rnd/level	10 ft x 120 yds	None	Dev
○○○○○ Detect Magic	(PHB 255)	Div	10 seg		0 V, S, M	1 turn	10 ft x 30 yds	None	Div
○○○○○ Diagnose Injury	(ZG 105)	Div	3 seg	5 ft/lvl	V, S, M	1 rnd/level	1 creature/rd	None	Div/Heal
○○○○○ Invisibility to Undead	(PHB 255)	Abj	4 seg	Touch	V, S, M	6 rnd	1 creature	Special	Necr
○○○○○ Know Direction	(ZG 110)	Div	1 seg	Touch	V, S, M	Instantaneous	Special	None	Div/Trav
○○○○○ Protection from Evil	(PHB 256)	Abj	4 seg	Touch	V, S, M	3 rnd	1 creature	None	Ward
○○○○○ Protection from Good°	(PHB 256)	Abj	4 seg	Touch	V, S, M	3 rnd	1 creature	None	Ward
○○○○○ Remove Fear	(PHB 256)	Abj	1 seg	10 yds	V, S	Special	1 creature/4 levels	Special	Charm
○○○○○ Sanctuary	(PHB 256)	Abj	4 seg	Touch	V, S, M	2 rnd + 1 rnd/level	1 creature	None	Ward
○○○○○ Walking Corpse	(PHB 256)	Necr	1 turn	Touch	V, S	1 week/level	1 creature	None	Necr

Level 2	Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○ Aid	(PHB 256)	Necr/Conj	5 seg	Touch	V, S, M	1 rnd + 1 rnd/level	1 creature	None	Necr
○○○○○ Animated Corpse	(PHB 256)	Necr	1 turn	Touch	V, S	1 week/level	1 creature	None	Necr
○○○○○ Augury	(PHB 257)	Div	2 rds		0 V, S, M	Special	Special	None	Div
○○○○○ Cause Moderate Wounds°	(PHB 257)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Hurt
○○○○○ Cure Color Blindness	(ZG 105)	Abj	10 seg	Touch	V, S	Permanent	1 creature	Special	Heal
○○○○○ Cure Moderate Wounds	(PHB 257)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Heal
○○○○○ Detect Charm	(PHB 257)	Div	10 seg		0 V, S	1 turn	1 creature/rd	Negates	Div
○○○○○ Detect Gawds	(HJM 122)	Dev/Div	10 seg	240 yds	V, S, M	1 turn	1 star system	None	Div
○○○○○ Diminished Rite	(PHB 257)	Necr	10 seg	Touch	V, S	Permanent	1 creature	None	Necr
○○○○○ Find Traps	(PHB 258)	Div	5 seg		0 V, S	3 turns	10 ft x 30 yds	None	Div
○○○○○ Heal Light Wounds	(PHB 258)	Necr	5 seg	5 ft/lvl	V, S	Permanent	1 creature	None	Heal
○○○○○ Know Alignment	(PHB 258)	Div	10 seg	10 yds	V, S	1 turn	1 creature/object	Negates	Div
○○○○○ Premonition	(PHB 258)	Div	2 seg	Touch	V, S, M	2 rnd/level	1 creature	Negates	Div
○○○○○ Rigor Mortis	(PHB 259)	Necr	5 seg	120 yds	V, S	2 rnd/level	1 creature	Negates	Charm
○○○○○ Slow Poison	(PHB 259)	Necr	1 seg	Touch	V, S, M	1 hour/level	1 creature	None	Heal
○○○○○ Undetectable Alignment°	(PHB 258)	Div	10 seg	10 yds	V, S	1 turn	1 creature/object	Negates	Div
○○○○○ Undetectable Charm°	(PHB 257)	Div	10 seg		0 V, S	1 turn	1 creature/rd	Negates	Div

Level 3	Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○ Animate Dead	(PHB 260)	Necr	10 seg	10 yds	V, S, M	Permanent	Special	None	Necr
○○○○○ Bestow Curse°	(PHB 263)	Abj	6 seg	Touch	V, S	Permanent	Special	Special	Ward
○○○○○ Cause Blindness or Deafness°	(PHB 261)	Abj	10 seg	Touch	V, S	Permanent	1 creature	Special	Necr
○○○○○ Cause Disease°	(PHB 261)	Abj	10 seg	Touch	V, S	Permanent	1 creature	None	Necr
○○○○○ Cause Nasty Wounds°	(PHB 261)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Hurt
○○○○○ Cure Blindness or Deafness	(PHB 261)	Abj	10 seg	Touch	V, S	Permanent	1 creature	Special	Necr
○○○○○ Cure Disease	(PHB 261)	Abj	10 seg	Touch	V, S	Permanent	1 creature	None	Necr
○○○○○ Cure Nasty Wounds	(PHB 261)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Heal
○○○○○ Dispel Magic	(PHB 261)	Abj	6 seg	60 yds	V, S	Special	30 ft cube/1 item	None	Ward
○○○○○ Feign Death	(PHB 261)	Necr	1/2 seg	Touch	V	1 turn + 1 rnd/level	Person touched	None	Necr
○○○○○ Flame Walk	(PHB 261)	Abj	5 seg	Touch	V, S, M	1 rnd + 1 rnd/level	Creature touched	None	Fire
○○○○○ Glyph of Warding	(PHB 261)	Abj/Evoc	Special	Touch	V, S, M	Until discharged	Special	Special	Ward

HOLY KNIGHT/PALADIN

Level 3 (cont.)		Book	School	Casting		Duration	Area of Effect	Save	Sphere	
				Time	Range					
○○○○○	Heal Moderate Wounds	(PHB 262)	Necr	5 seg	5 ft/lvl	V, S	Permanent	1 creature	None	Heal
○○○○○	Lesser Reanimation	(PHB 262)	Necr	10 seg	Touch	V, S, M	Permanent	1 creature	None	Necr
○○○○○	Locate Object	(PHB 262)	Div	1 turn	60 yds + 10 yds/lvl	V, S, M	8 hours	1 object	None	Div
○○○○○	Negative Plane Protection	(PHB 262)	Abj	10 seg	Touch	V, S	Special	1 creature	None	Necr/Ward
○○○○○	Obscure Object°	(PHB 262)	Div	1 turn	60 yds + 10 yds/lvl	V, S, M	8 hours	1 object	None	Div
○○○○○	Remove Curse	(PHB 263)	Abj	6 seg	Touch	V, S	Permanent	Special	Special	Ward
○○○○○	Remove Paralysis	(PHB 263)	Abj	6 seg	10 yds/lvl	V, S	Permanent	1d4 creatures in 20 ft cube	None	Ward
○○○○○	Shock Therapy	(ZG 113)	Necr	10 seg	Touch	S, M	Permanent	1 creature	Special	Heal
○○○○○	Shock Therapy°	(ZG 113)	Necr	10 seg	Touch	S, M	Permanent	1 creature	Special	Hurt
○○○○○	Speak to the Dead	(PHB 263)	Necr	1 turn		0 V, S, M	Special	1 creature	Special	Div
○○○○○	Vitality	(ZG 114)	Alter, Necr	6 seg	Touch	V, S, M	8 hours	1 creature/3 levels	None	Heal
○○○○○	Ward Off Evil	(PHB 263)	Abj	3 seg	Touch	V, S, M	2 rnd/level	10 ft radius	None	Ward
○○○○○	Ward Off Good°	(PHB 263)	Abj	3 seg	Touch	V, S, M	2 rnd/level	10 ft radius	None	Ward
○○○○○	Weather Prediction	(ZG 114)	Div	10 seg		0 V, S	Instantaneous	Caster	None	Div/ Wx

Level 4		Book	School	Casting		Duration	Area of Effect	Save	Sphere	
				Time	Range					
○○○○○	Abjure	(PHB 264)	Abj	10 seg	10 yds	V, S, M	Special	1 creature	Special	Sum
○○○○○	Cause Lycanthropy	(ZG 104)	Necr	10 seg	Touch	V, S, M	Permanent	1 person	Negates	Ani
○○○○○	Cause Serious Wounds°	(PHB 264)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Hurt
○○○○○	Cure Serious Wounds	(PHB 264)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Heal
○○○○○	Detect Lie	(PHB 264)	Div	7 seg	30 yds	V, S, M	1 rnd/level	1 creature	Negates	Div
○○○○○	Divination	(PHB 264)	Div	1 turn		0 V, S, M	Special	Special	None	Div
○○○○○	Feign Life	(ZG 107)	Necr	6 rds	Touch	V, S, M	1 min/level	1 body	None	Necr
○○○○○	Free Action	(PHB 265)	Abj/Ench	7 seg	Touch	V, S, M	1 turn/level	1 creature	None	Charm
○○○○○	Heal Nasty Wounds	(PHB 265)	Necr	5 seg	5 ft/lvl	V, S	Permanent	1 creature	None	Heal
○○○○○	Minor Raise Dead	(PHB 266)	Necr	1 turn	Touch	V, S	Permanent	1 creature	None	Necr
○○○○○	Neutralize Poison	(PHB 266)	Necr	7 seg	Touch	V, S	Permanent	Special	None	Heal
○○○○○	Poison°	(PHB 266)	Necr	7 seg	Touch	V, S	Permanent	Special	None	Hurt
○○○○○	Protection from Undead	(ZG 111)	Abj	10 seg		0 V, S	1d4 rnd/lvl	10 ft radius	None	Ward
○○○○○	Spell Immunity	(PHB 266)	Abj	10 seg	Touch	V, S, M	1 turn/level	1 creature	None	Ward
○○○○○	Touch of Death	(PHB 267)	Necr	5 seg	Touch	V, S	Permanent	1 living creature	Negates	Necr
○○○○○	Undetectable Lie°	(PHB 264)	Div	7 seg	30 yds	V, S, M	1 rnd/level	1 creature	Negates	Div