

DARK KNIGHT

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
○○○○○ Bless	(PHB 253)	Conj/Sum	10 seg	60 yds	V, S, M	6 rnd	50 ft cu.	None	Dev
○○○○○ 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
○○○○○ Curse°	(PHB 253)	Conj/Sum	10 seg	60 yds	V, S, M	6 rnd	50 ft cube	None	Dev
○○○○○ 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
○○○○○ Know Direction	(ZG 110)	Div	1 seg	Touch	V, S, M	Instantaneous	Special	None	Div/Trav
○○○○○ Summon Divine Lackey	(ZG 114)	Conj/Sum	7 seg	0	V, S, M	1 hour/level	30 ft radius	None	Sum
○○○○○ 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
○○○○○ Chant	(PHB 257)	Conj/Sum	5 seg	0	V, S	Time of chanting	30 ft radius	None	Comb
○○○○○ Create Holy Symbol	(ZG 104)	Conj/Sum	2 seg	0	V	Permanent	Caster	None	Cre
○○○○○ Create Obstacle	(BTS 23)	Conj/Sum	3 seg	100 ft + 10 ft/lvl	V, S, M	1 turn + 1 rnd/level	1ft/level x 1ft/level x 1ft/level	None	Cre
○○○○○ 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
○○○○○ Dust Devil	(PHB 257)	Conj/Sum	2 rds	30 yds	V, S	2 rnd/level	5 x 4 ft cone	None	Air/Sum
○○○○○ 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
○○○○○ Cause Nasty Wounds°	(PHB 261)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Hurt
○○○○○ Create Campsite	(ZG 104)	Conj/Sum	3 seg	0	V, S, M	Special	50-ft radius	None	Trav
○○○○○ Create Obstacle, Greater	(BTS 23)	Conj/Sum	3 seg	100 ft + 10 ft/lvl	V, S, M	1 turn + 1 rnd/level	Special	None	Cre
○○○○○ Cure Nasty Wounds	(PHB 261)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Heal
○○○○○ Feign Death	(PHB 261)	Necr	1/2 seg	Touch	V	1 turn + 1 rnd/level	Person touched	None	Necr
○○○○○ Feign Life	(ZG 107)	Necr	6 rds	Touch	V, S, M	1 min/level	1 body	None	Necr
○○○○○ 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

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Level 3 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○ Locate Object	(PHB 262)	Div	1 turn	60 yds + 10 yds/lvl	V, S, M	8 hours	1 object	None	Div
○○○○○ Obscure Object ^o	(PHB 262)	Div	1 turn	60 yds + 10 yds/lvl	V, S, M	8 hours	1 object	None	Div
○○○○○ Prayer	(PHB 263)	Conj/Sum	6 seg	0	V, S, M	1 rnd/level	60 ft radius	None	Comb
○○○○○ Shock Therapy	(ZG 113)	Necr	10 seg	Touch	S, M	Permanent	1 creature	Special	Heal
○○○○○ Shock Therapy ^o	(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
○○○○○ Turn	(ZG 114)	Conj/Sum	8 seg	0	V, S, M	1 turn	Caster	None	Sum
○○○○○ Vitality	(ZG 114)	Alter, Necr	6 seg	Touch	V, S, M	8 hours	1 creature/3 levels	None	Heal
○○○○○ Weather Prediction	(ZG 114)	Div	10 seg	0	V, S	Instantaneous	Caster	None	Div/ Wx

Level 4	Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○ Blessed Warmth	(ZG 103)	Conj/Sum	10 seg	Touch	V, S, M	Permanent	1 cubic ft/level	None	Sun
○○○○○ Cause Lycanthropy	(ZG 104)	Necr	10 seg	Touch	V, S, M	Permanent	1 person	Negates	Ani
○○○○○ Cause Serious Wounds ^o	(PHB 264)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Hurt
○○○○○ Cloak of Bravery	(PHB 264)	Conj/Sum	6 seg	Touch	V, S, M	Special	1 creature	Negates	Charm
○○○○○ Cloak of Fear ^o	(PHB 264)	Conj/Sum	6 seg	Touch	V, S, M	Special	1 creature	Negates	Charm
○○○○○ 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
○○○○○ 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
○○○○○ Touch of Death	(PHB 267)	Necr	5 seg	Touch	V, S	Permanent	1 living creature	Negates	Necr
○○○○○ Undetectable Lie ^o	(PHB 264)	Div	7 seg	30 yds	V, S, M	1 rnd/level	1 creature	Negates	Div