

# 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 +<br>5 rnd/level | 10 ft x 120 yds     | None    | Dev      |
| ○○○○○ Detect Good°           | (PHB 255) | Div     | 10 seg       |           | 0 V, S, M | 1 turn +<br>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 +<br>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 +<br>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 +<br>1 rnd/level | Person touched    | None    | Necr   |
| ○○○○○ Flame Walk                   | (PHB 261) | Abj      | 5 seg        | Touch  | V, S, M | 1 rnd +<br>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 +<br>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 +<br>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   |