

PALADIN SPELLS

SPELL SAVE

WIS
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

Your caster level is one-half your paladin class level.

1ST LEVEL

- Bless
- Bless Water
- Bless Weapon
- Create Water
- Cure Light Wounds
- Detect Poison
- Detect Undead
- Divine Favor
- Divine Sacrifice
- Endure Elements
- Magic Weapon
- Protection from Evil
- Read Magic
- Resistance
- Virtue

2ND LEVEL

- Blessed Aim
- Curse of the Brute
- Delay Poison
- Remove Paralysis
- Resist Elements
- Shield Other
- Undetectable Alignment
- Zeal

3RD LEVEL

- Cure Moderate Wounds
- Discern Lies
- Dispel Magic
- Greater Magic Weapon
- Heal Mount
- Magic Circle against Evil
- Prayer
- Remove Blindness/Deafness

4TH LEVEL

- Cure Serious Wounds
- Death Ward
- Dispel Evil
- Freedom of Movement
- Holy Sword
- Lesser Aspect of the Deity
- Neutralize Poison
- Weapon of the Deity

BLACKGUARD SPELLS

SPELL SAVE

WIS
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

1ST LEVEL

- Cause Fear
- Cure Light Wounds
- Doom
- Inflict Light Wounds
- Magic Weapon
- Summon Monster I*

2ND LEVEL

- Bull's Strength
- Cure Moderate Wounds
- Darkness
- Death Knell
- Inflict Moderate Wounds
- Shatter
- Summon Monster II*

3RD LEVEL

- Contagion
- Cure Serious Wounds
- Deeper Darkness
- Inflict Serious Wounds
- Protection from Elements
- Summon Monster III*

4TH LEVEL

- Cure Critical Wounds
- Freedom of Movement
- Inflict Critical Wounds
- Poison
- Summon Monster IV*

* Evil creatures only

SPELL DURATION TRACKING

Spell: _____
Duration: _____
rounds/minutes
□□□□ □□□□ □□□□
□□□□ □□□□ □□□□

Spell: _____
Duration: _____
rounds/minutes
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□□□□ □□□□ □□□□

HARRIER SPELLS

for the consecrated harrier prestige class

SPELL SAVE

WIS
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>

1ST LEVEL

- Alter Self
- Animate Rope
- Calm Emotions
- Command
- Doom

2ND LEVEL

- Charm Person
- Daylight
- Detect Thoughts
- Hold Person

3RD LEVEL

- Death Ward
- Discern Lies
- Dismissal
- Legend Lore

4TH LEVEL

- Dominate Person
- Mark of Justice

5TH LEVEL

- Antimagic Field
- Banishment

Spell: _____
Duration: _____
rounds/minutes
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□□□□ □□□□ □□□□

Spell: _____
Duration: _____
rounds/minutes
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□□□□ □□□□ □□□□

LIBERATOR SPELLS

for the holy liberator prestige class

SPELL SAVE

WIS
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

1ST LEVEL

- Bless
- Bless Weapon
- Cure Light Wounds
- Detect Poison
- Detect Undead
- Divine Favor
- Endure Elements
- Magic Weapon
- Remove Fear
- Resistance
- Virtue

2ND LEVEL

- Aid
- Bull's Strength
- Calm Emotions
- Cure Moderate Wounds
- Delay Poison
- Remove Paralysis
- Resist Elements
- Shield Other

3RD LEVEL

- Cure Serious Wounds
- Discern Lies
- Dispel Magic
- Greater Magic Weapon
- Magic Circle against Evil
- Prayer
- Remove Curse

4TH LEVEL

- Cure Critical Wounds
- Death Ward
- Dispel Evil
- Freedom of Movement
- Holy Sword
- Neutralize Poison

CHALICE SPELLS

for the knight of the Chalice

SPELL SAVE

WIS
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

1ST LEVEL

- Bless Water
- Bless Weapon
- Detect Chaos
- Detect Evil
- Divine Favor
- Doom
- Endure Elements
- Magic Weapon
- Protection from Evil
- Remove Fear
- Summon Monster I

2ND LEVEL

- Aid
- Bull's Strength
- Consecrate
- Endurance
- Resist Elements
- Sound Burst
- Spiritual Weapon
- Summon Monster II
- Undetectable Alignment
- Zeal

3RD LEVEL

- Dispel Magic
- Invisibility Purge
- Magic Circle against Evil
- Magic Vestment
- Prayer
- Protection from Elements
- Searing Light
- Shout
- Summon Monster III

4TH LEVEL

- Dimensional Anchor
- Discern Lies
- Dismissal
- Dispel Evil
- Holy Smite
- Greater Magic Weapon
- Lesser Aspect of the Deity
- Lesser Planar Ally
- Weapon of the Deity

HUNTER SPELLS

for the hunter of the dead

SPELL SAVE

WIS
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

1ST LEVEL

- Cure Light Wounds
- Invisibility to Undead
- Magic Weapon
- Remove Fear

2ND LEVEL

- Bull's Strength
- Continual Flame
- Cure Moderate Wounds
- Darkvision

3RD LEVEL

- Cure Serious Wounds
- Halt Undead
- Protection from Elements
- Searing Light

4TH LEVEL

- Cure Critical Wounds
- Death Ward
- Freedom of Movement

SPELL DURATION TRACKING

Spell: _____
 Duration: _____
 rounds/minutes

Spell: _____
 Duration: _____
 rounds/minutes

Spell: _____
 Duration: _____
 rounds/minutes

MIDDLE CIRCLE SPELLS

for the knight of the Middle Circle

SPELL SAVE

WIS
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>

1ST LEVEL

- Bless
- Bless Weapon
- Cure Light Wounds
- Detect Poison
- Detect Undead
- Divine Favor
- Magic Weapon
- Protection from Evil
- Read Magic

2ND LEVEL

- Augury
- Shield Other
- Undetectable Alignment

3RD LEVEL

- Cure Moderate Wounds
- Discern Lies
- Dispel Magic
- Greater Magic Weapon
- Prayer

TEMPLAR SPELLS

SPELL SAVE

WIS
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>

1ST LEVEL

- Bless
- Cause Fear
- Command
- Divine Favor
- Entropic Shield
- Magic Weapon
- Mount
- Shield of Faith

2ND LEVEL

- Aid
- Bull's Strength
- Calm Emotions
- Endurance
- Enthral
- Hold Person
- Shield Other
- Spiritual Weapon

3RD LEVEL

- Blindness/Deafness
- Daylight
- Dispel Magic
- Invisibility Purge
- Magic Vestment
- Negative Energy Protection
- Prayer
- Searing Light

4TH LEVEL

- Divine Power
- Freedom of Movement
- Greater Magic Weapon
- Status

SPELL SAVE

WIS
MODIFIER

SPELL SAVE DC	SPELL FOCUS	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	0
<input type="checkbox"/>	<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>

DOMAINS

name _____
granted power _____

q 1 _____
q 2 _____
q 3 _____
q 4 _____
q 5 _____
q 6 _____
q 7 _____
q 8 _____
q 9 _____

name _____
granted power _____

q 1 _____
q 2 _____
q 3 _____
q 4 _____
q 5 _____
q 6 _____
q 7 _____
q 8 _____
q 9 _____

prestige domain name _____
granted power _____

q 1 _____
q 2 _____
q 3 _____
q 4 _____
q 5 _____
q 6 _____
q 7 _____
q 8 _____
q 9 _____

0 LEVEL

Spontaneous cure/inflict: 1 hp

- Create Water
- Cure Minor Wounds
- Detect Magic
- Detect Poison
- Guidance
- Inflict Minor Wounds
- Light
- Mending
- Purify Food and Drink
- Read Magic
- Resistance
- Virtue

1ST LEVEL

Spontaneous cure/inflict: 1d8+1/level (max. +5)

- Bane
- Bless
- Bless Water
- Burial Blessing
- Cause Fear
- Command
- Comprehend Languages
- Cure Light Wounds
- Curse Water
- Deathwatch
- Detect Chaos
- Detect Evil
- Detect Good
- Detect Law
- Detect Undead
- Divine Favor
- Doom
- Endure Elements
- Entropic Shield
- Inflict Light Wounds
- Invisibility to Undead
- Magic Stone
- Magic Weapon
- Obscuring Mist
- Protection from Chaos
- Protection from Evil
- Protection from Good
- Protection from Law
- Random Action
- Remove Fear
- Sanctuary
- Shield of Faith
- Summon Monster I

2ND LEVEL

Spontaneous cure/inflict: 2d8+1/level (max +10)

- Aid
- Animal Messenger
- Augury
- Brambles
- Bull's Strength
- Calm Emotions
- Consecrate
- Cure Moderate Wounds
- Darkness
- Death Knell

- Delay Poison
- Desecrate
- Divine Flame
- Divine Zephyr
- Endurance
- Enthrall
- Find Traps
- Gentle Repose
- Hold Person
- Inflict Moderate Wounds
- Knife Spray
- Lesser Restoration
- Make Whole
- Remove Paralysis
- Resist Elements
- Shatter
- Shield Other
- Silence
- Sound Burst
- Speak with Animals
- Spiritual Weapon
- Summon Monster II
- Undetectable Alignment
- Zone of Truth

3RD LEVEL

Spontaneous cure/inflict: 3d8+1/level (max +15)

- Animate Dead
- Beastmask
- Bestow Curse
- Blessed Aim
- Blindness/Deafness
- Briar Web
- Chain of Eyes
- Contagion
- Continual Flame
- Create Food and Water
- Cure Serious Wounds
- Curse of the Brute
- Daylight
- Deeper Darkness
- Dispel Magic
- Flame of Faith
- Glyph of Warding
- Helping Hand
- Inflict Serious Wounds
- Invisibility Purge
- Lesser Telepathic Bond
- Locate Object
- Magic Circle against Chaos
- Magic Circle against Evil
- Magic Circle against Good
- Magic Circle against Law
- Magic Vestment
- Meld into Stone
- Negative Energy Protection
- Obscure Object
- Prayer
- Protection from Elements
- Remove Blindness/Deafness
- Remove Curse
- Remove Disease
- Searing Light
- Speak with Dead
- Speak with Plants

- Spikes
- Stone Shape
- Summon Monster III
- Sweet Water
- Sword Stream
- Water Breathing
- Water Walk
- Wind Wall

- Righteous Might
- Scrying
- Slay Living
- Spell Resistance
- Summon Monster V
- True Seeing
- Unhallow
- Wall of Stone

4TH LEVEL

Spontaneous cure/inflict: 4d8+1/level (max +20)

- Air Walk
- Beast Claws
- Castigate
- Control Water
- Cure Critical Wounds
- Death Ward
- Dimensional Anchor
- Discern Lies
- Dismissal
- Divination
- Divine Power
- Freedom of Movement
- Giant Vermin
- Greater Magic Weapon
- Harrier
- Imbue with Spell Ability
- Inflict Critical Wounds
- Lesser Planar Ally
- Neutralize Poison
- Poison
- Recitation
- Repel Vermin
- Restoration
- Sending
- Spell Immunity
- Status
- Summon Monster IV
- Tongues
- Unfailing Endurance
- Weapon of the Deity
- Weather Eye

5TH LEVEL

- Atonement
- Bear's Heart
- Blight
- Break Enchantment
- Circle of Doom
- Commune
- Dispel Chaos
- Dispel Evil
- Dispel Good
- Dispel Law
- Divine Agility
- Ethereal Jaunt
- Flame Strike
- Greater Command
- Hallow
- Healing Circle
- Insect Plague
- Mark of Justice
- Plane Shift
- Raise Dead

6TH LEVEL

- Animate Objects
- Antilife Shell
- Banishment
- Blade Barrier
- Create Undead
- Etherealness
- Find the Path
- Forbiddance
- Geas/Quest
- Greater Dispelling
- Greater Glyph of Warding
- Harm
- Heal
- Heroes' Feast
- Planar Ally
- Summon Monster VI
- Wind Walk
- Word of Recall

7TH LEVEL

- Blasphemy
- Control Weather
- Destruction
- Dictum
- Greater Restoration
- Greater Scrying
- Holy Word
- Refuge
- Regenerate
- Repulsion
- Resurrection
- Righteous Wrath of the Faithful
- Slime Wave
- Summon Monster VII
- Word of Chaos

8TH LEVEL

- Antimagic Field
- Brain Spider
- Chain of Chaos
- Cloak of Chaos
- Create Greater Undead
- Discern Location
- Earthquake
- Fire Storm
- Greater Planar Ally
- Holy Aura
- Mass Heal
- Shield of Law
- Summon Monster VIII
- Symbol
- Unholy Aura

9TH LEVEL

- Astral Projection
- Energy Drain
- Gate
- Implosion
- Miracle
- Soul Bind
- Storm of Vengeance
- Summon Monster IX
- True Resurrection

SPELL DURATION TRACKING

Spell: _____
 Duration: _____ rounds/minutes

Spell: _____
 Duration: _____ rounds/minutes

Spell: _____
 Duration: _____ rounds/minutes

Spell: _____
 Duration: _____ rounds/minutes

Spell: _____
 Duration: _____ rounds/minutes

Spell: _____
 Duration: _____ rounds/minutes

Spell: _____
 Duration: _____ rounds/minutes

Spell: _____
 Duration: _____ rounds/minutes

Spell: _____
 Duration: _____ rounds/minutes

Spell: _____
 Duration: _____ rounds/minutes

SPELL SAVE

WIS
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>

0 LEVEL

- Cure Minor Wounds*
- Guidance
- Inflict Minor Wounds*
- Light
- Read Magic
- Resistance
- Virtue

1ST LEVEL

- Bless Water*
- Burial Blessing
- Comprehend Languages
- Cure Light Wounds
- Curse Water*
- Divine Favor
- Endure Elements
- Entropic Shield
- Inflict Light Wounds*
- Invisibility to Undead
- Magic Stone**
- Magic Weapon**
- Protection from Chaos*
- Protection from Evil*
- Protection from Good*
- Protection from Law*
- Sanctuary
- Shield of Faith

2ND LEVEL

- Aid
- Augury
- Brambles**
- Bull's Strength
- Cure Moderate Wounds*
- Death Knell
- Delay Poison
- Endurance
- Gentle Repose
- Inflict Moderate Wounds*
- Lesser Restoration
- Resist Elements
- Speak with Animals
- Undetectable Alignment

3RD LEVEL

- Bestow Curse*
- Chain of Eyes
- Contagion*
- Continual Flame
- Cure Serious Wounds*
- Curse of the Brute
- Daylight
- Deeper Darkness
- Flame of Faith
- Glyph of Warding
- Inflict Serious Wounds*
- Invisibility Purge
- Magic Circle against Chaos*
- Magic Circle against Evil*
- Magic Circle against Good*
- Magic Circle against Law*
- Magic Vestment
- Meld into Stone
- Negative Energy Protection
- Obscure Object
- Protection from Elements
- Remove Curse*
- Remove Disease*
- Speak with Plants
- Spikes**
- Stone Shape
- Water Breathing
- Water Walk

4TH LEVEL

- Air Walk
- Beast Claws
- Cure Critical Wounds*
- Death Ward
- Divination
- Divine Power
- Freedom of Movement
- Imbue with Spell Ability
- Inflict Critical Wounds*
- Neutralize Poison*
- Poison*
- Restoration
- Status
- Tongues
- Unfailing Endurance

5TH LEVEL

- Atonement
- Blight
- Commune
- Dispel Chaos*
- Dispel Evil*
- Dispel Good*
- Dispel Law*
- Divine Agility
- Ethereal Jaunt
- Hallow*
- Mark of Justice
- Plane Shift
- Raise Dead*
- Righteous Might

- Slay Living*
- Spell Resistance
- True Seeing
- Unhallow*

* The Dungeon Master decides which of these spells are appropriate for the character's organization.
** While these spells technically can be cast, a careless sacred fist might break his discipline, depending on his subsequent actions.

SPELL DURATION TRACKING

Spell: _____
Duration: _____rounds/minutes

Spell: _____
Duration: _____rounds/minutes

Spell: _____
Duration: _____rounds/minutes

Spell: _____
Duration: _____rounds/minutes

Spell: _____
Duration: _____rounds/minutes

Spell: _____
Duration: _____rounds/minutes

Spell: _____
Duration: _____rounds/minutes

Spell: _____
Duration: _____rounds/minutes

Spell: _____
Duration: _____rounds/minutes

Spell: _____
Duration: _____rounds/minutes