TALABITY OF ELLO		for the consecrated harrier prestige class	for the holy liberator prestige class
SPELL SAVE	SPELL SAVE	SPELL SAVE	SPELL SAVE
WIS MODIFIER	WIS MODIFIER	WIS MODIFIER	WIS
SPELL LEVEL SPELLS BONUS SAVE DC LEVEL PER DAY SPELLS	SPELL LEVEL SPELLS BONUS SAVE DC LEVEL PER DAY SPELLS	SPELL LEVEL SPELLS BONUS	SPELL LEVEL SPELLS BONUS SAVE DC LEVEL PER DAY SPELLS
		SAVE DC FER DAT SPELLS	
1ST	1ST	1ST	1ST
2ND	2ND	2ND	2ND
3RD	3RD	3RD	3RD
4TH	4TH	4TH	4TH
our caster level is one-half your	1ST LEVEL	5TH	1ST LEVEL
paladin class level.	□□□ Cause Fear		
1ST LEVEL	□□□ Cause real □□□□ Cure Light Wounds	1ST LEVEL	□□□ Bless Weapon
	□□□ Doom	□□□ Alter Self	□□□ Cure Light Wounds
□□□ Bless	□□□ Inflict Light Wounds	□□□ Animate Rope	□□□ Detect Poison
□□□ Bless Water	□□□ Magic Weapon	□□□ Calm Emotions	□□□ Detect Undead
□□□ Bless Weapon □□□ Create Water	□□□ Summon Monster I*	□□□ Command □□□ Doom	<ul><li>□□□ Divine Favor</li><li>□□□ Endure Elements</li></ul>
□□□ Cure Light Wounds	2ND LEVEL	Doon!	_ □□□ Endure Elements _ □□□ Magic Weapon
□□□ Detect Poison	ZIND ELVEL	2ND LEVEL	□□□ Remove Fear
□□□ Detect Undead	□□□ Bull's Strength		□□□ Resistance
□□□ Divine Favor	□□□ Cure Moderate Wounds	□□□ Charm Person	□□□ Virtue
□□□ Divine Sacrifice	□□□ Darkness	□□□ Daylight	
□□□ Endure Elements	□□□ Death Knell	□□□ Detect Thoughts □□□ Hold Person	2ND LEVEL
□□□ Magic Weapon	□□□ Inflict Moderate Wounds □□□ Shatter	Hold Person	□□□ Aid
□□□ Protection from Evil □□□ Read Magic	□□□ Summon Monster II*	3RD LEVEL	□□□ Bull's Strength
□□□ Resistance	Summon Worlster II	SKD LEVEL	
□□□ Virtue	3RD LEVEL	□□□ Death Ward	□□□ Cure Moderate Wounds
		□□□ Discern Lies	□□□ Delay Poison
2ND LEVEL	□□□ Contagion	□□□ Dismissal	□□□ Remove Paralysis
	□□□ Cure Serious Wounds	□□□ Legend Lore	□□□ Resist Elements
□□□ Blessed Aim	□□□ Deeper Darkness □□□ Inflict Serious Wounds	4TH LEVEL	□□□ Shield Other
□□□ Curse of the Brute	□□□ Protection from Elements	41F1 LEVEL	2DD LEVEL
<ul><li>□□□ Delay Poison</li><li>□□□ Remove Paralysis</li></ul>	□□□ Summon Monster III*	□□□ Dominate Person	3RD LEVEL
□□□ Resist Elements	Summon Wonster in	□□□ Mark of Justice	□□□ Cure Serious Wounds
□□□ Shield Other	4TH LEVEL		□□□ Discern Lies
□□□ Undetectable Alignment		5TH LEVEL	□□□ Dispel Magic
□□□ Zeal	□□□ Cure Critical Wounds		□□□ Greater Magic Weapon
	□□□ Freedom of Movement	□□□ Antimagic Field □□□ Banishment	□□□ Magic Circle against Evil
3RD LEVEL	□□□ Inflict Critical Wounds		□□□ Prayer
DDD Come Me denote Westerde	□□□ Poison □□□ Summon Monster IV*		□□□ Remove Curse
□□□ Cure Moderate Wounds □□□ Discern Lies	Juli Summon Monster IV		4TH LEVEL
□□□ Dispel Magic	* Evil creatures only		41FI LEVEL
□□□ Greater Magic Weapon	,		□□□ Cure Critical Wounds
□□□ Heal Mount			□□□ Death Ward
□□□ Magic Circle against Evil	SPELL DURATION TRACKING		□□□ Dispel Evil
□□□ Prayer	Cmall	Coolli	□□□ Freedom of Movement
□□□ Remove Blindness/Deafness	Spell: Duration:	Spell: Duration:	□□□ Holy Sword
4TH LEVEL	rounds/minutes	rounds/minutes	□□□ Neutralize Poison
4111 LLVLL			
□□□ Cure Serious Wounds			
□□□ Death Ward			
□□□ Dispel Evil	Spell:	Spell:	
□□□ Freedom of Movement	Duration:	Duration:	
□□□ Holy Sword	rounds/minutes	rounds/minutes	
□□□ Lesser Aspect of the Deity	00000 00000 00000	00000 00000 00000	
□□□ Neutralize Poison			

□□□ Weapon of the Deity

for the knight of the Chalice	for the hunter of the dead	for the knight of the Middle Circle	TEIVIPLAR SPELLS
SPELL SAVE	SPELL SAVE	SPELL SAVE	SPELL SAVE
WIS MODIFIER	WIS MODIFIER	WIS MODIFIER	WIS MODIFIER
SPELL SPELLS BONUS SPELLS  1ST SPELLS  2ND SPELLS  3RD SPELLS  4TH SPELLS  1ST	SPELL SAVE DC LEVEL SPELLS BONUS SPELLS  1ST	SPELL SPELLS BONUS SPELLS  1ST	SPELL SAVE DC LEVEL SPELLS BONUS SPELLS  1ST
□□□ Magic Weapon	□□□ Bull's Strength	_	□□□ Shield of Faith
□□□ Protection from Evil     □□□ Remove Fear     □□□ Summon Monster I	□□□ Continual Flame □□□ Cure Moderate Wounds □□□ Darkvision	2ND LEVEL  Graph Augury Graph Shield Other	2ND LEVEL
2ND LEVEL  Aid Bull's Strength Consecrate Endurance Sound Burst Sound Burst Spiritual Weapon	3RD LEVEL  Cure Serious Wounds  Halt Undead  Searing Light  4TH LEVEL  Cure Critical Wounds	□□□ Undetectable Alignment  3RD LEVEL □□□ Cure Moderate Wounds □□□ Discern Lies □□□ Dispel Magic □□□ Greater Magic Weapon □□□ Prayer	Bull's Strength Calm Emotions Endurance Enthrall Hold Person Shield Other Spiritual Weapon
Summon Monster II Undetectable Alignment Zeal  Bro LEVEL Unispel Magic Univisibility Purge Magic Circle against Evil	Death Ward Freedom of Movement  SPELL DURATION TRACKING		Blindness/Deafness
□□□ Magic Vestment □□□ Prayer	Spell:	Spell:	4TH LEVEL
□□□ Protection from Elements □□□ Searing Light □□□ Shout □□□ Summon Monster III	Duration: rounds/minutes	Duration: rounds/minutes	□□□ Divine Power □□□ Freedom of Movement □□□ Greater Magic Weapon □□□ Status
4TH LEVEL  Dimensional Anchor Discern Lies Dismissal Dispel Evil Holy Smite Greater Magic Weapon Lesser Aspect of the Deity User Company Compa	Spell:	Spell: Duration: rounds/minutes  Spell: Duration: rounds/minutes	

## CLERIC SPELLS

SPELL SAVE	0 LEVEL	□□□ Deserate
	Spontaneous cure/inflict: 1 hp	Divine Flame
WIS MODIFIER	□□□ Create Water	Divine Zephyr
SPELL SPELL LEVEL SPELLS BONUS	□□□ Cure Minor Wounds	□□□ Endurance
SPELL SPELL LEVEL SPELLS BONUS SAVE DC FOCUS LEVEL SPELLS SPELLS	□□□ Detect Magic	
	□□□ Detect rough	
0 0	□□□ Guidance	□□□ Find Traps
1ST	□□□ Inflict Minor Wounds	□□□ Gentle Repose
		□□□ Hold Person
2ND	□□□ Light	□□□ Inflict Moderate Wounds
	□□□ Mending	□□□ Knife Spray
3RD	□□□ Purify Food and Drink	□□□ Lesser Restoration
	□□□ Read Magic	□□□ Make Whole
4TH	□□□ Resistance	□□□ Remove Paralysis
5TH	□□□ Virtue	□□□ Resist Elements
	1CT   F\/F	□□□ Shatter
6TH	1ST LEVEL	□□□ Shield Other
	Constant of the first 1 do 1 floor (constant 5)	□□□ Silence
7TH	Spontaneous cure/inflict: 1d8+1/level (max. +5)	□□□ Sound Burst
	□□□ Bane	□□□ Speak with Animals
BTH	Bless	□□□ Spiritual Weapon
9TH	□□□ Bless Water	□□□ Summon Monster II
	□□□ Burial Blessing	□□□ Undetectable Alignment
DOMAINS	□□□ Cause Fear	□□□ Zone of Truth
DOMAINS	□□□ Command	
name	□□□ Comprehend Languages	3RD LEVEL
granted power	□□□ Cure Light Wounds	
	□□□ Curse Water	Spontaneous cure/inflict: 3d8+1/level (max +15)
	_ □□□ Deathwatch	□□□ Animate Dead
	- □□□ Detect Chaos	□□□ Beastmask
	- □□□ Detect Evil	□□□ Bestow Curse
q 1	- □□□ Detect Good	□□□ Blessed Aim
q 2	- □□□ Detect Law	□□□ Blindness/Deafness
q 3 q 4	□□□ Detect Undead	□□□ Briar Web
q 5	□□□ Divine Favor	□□□ Chain of Eyes
q 6	□□□ Doom	□□□ Contagion
q 7	□□□ Endure Elements	□□□ Continual Flame
q 8	□□□ Entropic Shield	□□□ Create Food and Water
q 9	_ □□□ Inflict Light Wounds	□□□ Cure Serious Wounds
	□□□ Invisibility to Undead	□□□ Curse of the Brute
name	- □□□ Magic Stone	□□□ Daylight
granted power	- □□□ Magic Weapon	□□□ Deeper Darkness
	□□□ Obscuring Mist	□□□ Dispel Magic
	□□□ Protection from Chaos	□□□ Flame of Faith
	□□□ Protection from Evil	□□□ Glyph of Warding
q 1	□□□ Protection from Good	□□□ Helping Hand
q 2	□□□ Protection from Law	□□□ Inflict Serious Wounds
q 3	- □□□ Random Action	□□□ Invisibility Purge
q 4	- □□□ Remove Fear	Lesser Telepathic Bond
q 5	□□□ Sanctuary	□□□ Locate Object
q 6	□□□ Shield of Faith	□□□ Magic Circle against Chaos
q 7	Summon Monster I	□□□ Magic Circle against Evil
q 8	-	■□□ Magic Circle against Cond
q 9	2ND LEVEL	□□□ Magic Circle against Good
prosting domain name		□□□ Magic Vestment
prestige domain name granted power	Spontaneous cure/inflict: 2d8+1/level (max +10)	□□□ Meld into Stone
granted power	□□□ Aid	□□□ Negative Energy Protection
	□□□ Animal Messenger	DDD Obscure Object
	- □□□□ Augury	□□□ Prayer
	- □□□ Brambles	□□□ Protection from Elements
q 1	- □□□ Bull's Strength	□□□ Remove Blindness/Deafness
q 2	Calm Emotions	Remove Curse
q 3	□□□ Consecrate	
94	Cure Moderate Wounds	□□□ Remove Disease
q 5	Darkness	□□□ Searing Light
q 6		
G 7	- □□□□ Death Knell	□□□ Speak with Dead
q 7 q 8	□□□ Death Knell	□□□ Speak with Plants

CLERIC SPELLS		SPELL PLANNING SHEET
□□□ Spikes	□□□ Righteous Might	9TH LEVEL
□□□ Stone Shape	□□□ Scrying	7111 LLVLL
□□□ Summon Monster III	□□□ Slay Living	□□□ Astral Projection
□□□ Sweet Water	□□□ Spell Resistance	□□□ Energy Drain
□□□ Sword Stream	□□□ Summon Monster V	□□□ Gate
□□□ Water Breathing	□□□ True Seeing	□□□ Implosion
□□□ Water Walk	□□□ Unhallow	□□□ Miracle
□□□ Wind Wall	□□□ Wall of Stone	□□□ Soul Bind
4TLLLEVE	/TILLEVEL	□□□ Storm of Vengeance □□□ Summon Monster IX
4TH LEVEL	6TH LEVEL	□□□ True Resurrection
Spontaneous cure/inflict: 4d8+1/level (max +20)	□□□ Animate Objects	
□□□ Air Walk	□□□ Antilife Shell	SPELL DURATION TRACKING
□□□ Beast Claws	□□□ Banishment	
□□□ Castigate	□□□ Blade Barrier	Spell:rounds/minutes
□□□ Control Water	□□□ Create Undead	
□□□ Cure Critical Wounds	□□□ Etherealness	
□□□ Death Ward	□□□ Find the Path	
□□□ Dimensional Anchor	□□□ Forbiddance	Spolls
□□□ Discern Lies	Geas/Quest	Spell:rounds/minutes
□□□ Dismissal	□□□ Greater Dispelling □□□ Greater Glyph of Warding	
□□□ Divination □□□ Divine Power	□□□ Harm	
□□□ Freedom of Movement		
□□□ Giant Vermin	□□□ Heroes' Feast	Spell:
□□□ Greater Magic Weapon	□□□ Planar Ally	Spell:rounds/minutes
□□□ Harrier	□□□ Summon Monster VI	
□□□ Imbue with Spell Ability	□□□ Wind Walk	
□□□ Inflict Critical Wounds	□□□ Word of Recall	
□□□ Lesser Planar Ally		Spell:rounds/minutes
□□□ Neutralize Poison	7TH LEVEL	
□□□ Poison	DDD Bloomham.	
□□□ Recitation	□□□ Blasphemy □□□ Control Weather	
□□□ Repel Vermin	Destruction	Spell:
□□□ Restoration □□□ Sending	Dictum	Duration:rounds/minutes
□□□ Spell Immunity	□□□ Greater Restoration	
	□□□ Greater Scrying	
□□□ Summon Monster IV	□□□ Holy Word	
□□□ Tongues	□□□ Refuge	Spell:
□□□ Unfailing Endurance	□□□ Regenerate	Spell:rounds/minutes
□□□ Weapon of the Deity	□□□ Repulsion	
□□□ Weather Eye	□□□ Resurrection	
	□□□ Righteous Wrath of the Faithful	
5TH LEVEL	□□□ Slime Wave	Spell:rounds/minutes
□□□ Atonement	□□□ Summon Monster VII	
□□□ Bear's Heart	□□□ Word of Chaos	
	8TH LEVEL	
□□□ Break Enchantment		Snell:
□□□ Circle of Doom	□□□ Antimagic Field	Spell:rounds/minutes
□□□ Commune	□□□ Brain Spider	
□□□ Dispel Chaos	□□□ Chain of Chaos	
□□□ Dispel Evil	□□□ Cloak of Chaos	
□□□ Dispel Good	□□□ Create Greater Undead	Spell:rounds/minutes
□□□ Dispel Law	□□□ Discern Location	
□□□ Divine Agility	□□□ Earthquake	
□□□ Ethereal Jaunt	□□□ Fire Storm	
□□□ Flame Strike	□□□ Greater Planar Ally	
□□□ Greater Command	□□□ Holy Aura □□□ Mass Heal	Spell:rounds/minutes
□□□ Hallow	□□□ Shield of Law	
☐☐☐ Healing Circle ☐☐☐ Insect Plague	□□□ Summon Monster VIII	
□□□ Mark of Justice	□□□ Symbol	
□□□ Plane Shift	□□□ Unholy Aura	

□□□ Raise Dead

## SACRED FIST SPELLS

	3RD LEVEL	□□□ Slay Living*
SPELL SAVE	SKD LEVEL	□□□ Spell Resistance
WIS MODIFIER	□□□ Bestow Curse*	□□□ True Seeing
MODIFIER	□□□ Chain of Eyes	□□□ Unhallow*
SPELL LEVEL SPELLS BONUS SAVE DC LEVEL PER DAY SPELLS	□□□ Contagion*	
	□□□ Continual Flame	* The Dungeon Master decides which of these spells
0 0	□□□ Cure Serious Wounds*	are appropriate for the character's organization.
107	□□□ Curse of the Brute	** While these spells technically can be cast, a care-
1ST	□□□ Daylight	less sacred fist might break his discipline, depend-
2ND	□□□ Deeper Darkness □□□ Flame of Faith	ing on his subsequent actions.
	□□□ Glyph of Warding	SPELL DURATION TRACKING
3RD	□□□ Inflict Serious Wounds*	SPELL DURATION TRACKING
4TH	□□□ Invisibility Purge	Snell:
41П	□□□ Magic Circle against Chaos*	Spell:rounds/minutes
5TH	□□□ Magic Circle against Evil*	
	□□□ Magic Circle against Good*	
	□□□ Magic Circle against Law*	
) LEVEL	□□□ Magic Vestment	Spell:
□□□ Cure Minor Wounds*	□□□ Meld into Stone	Duration:rounds/minutes
□□□ Cure Millor Woullds □□□ Guidance	□□□ Negative Energy Protection	
□□□ Inflict Minor Wounds*	□□□ Obscure Object	
□□□ Light	□□□ Protection from Elements	
□□□ Read Magic	□□□ Remove Curse*	Spell:
□□□ Resistance	□□□ Remove Disease*	Duration:rounds/minutes
	□□□ Speak with Plants	
	□□□ Spikes**	
IST LEVEL	□□□ Stone Shape	
	□□□ Water Breathing	Spell:rounds/minutes
□□□ Bless Water*	□□□ Water Walk	
□□□ Burial Blessing		
□□□ Comprehend Languages	4TH LEVEL	
□□□ Cure Light Wounds	***************************************	Cnall.
□□□ Curse Water*	□□□ Air Walk	Spell:rounds/minutes
□□□ Divine Favor	□□□ Beast Claws	
□□□ Endure Elements	□□□ Cure Critical Wounds*	
□□□ Entropic Shield	□□□ Death Ward	
□□□ Inflict Light Wounds*	□□□ Divination	Spell:
□□□ Invisibility to Undead □□□ Magic Stone**	□□□ Divine Power	Spell:rounds/minutes
□□□ Magic Weapon**	□□□ Freedom of Movement	
□□□ Protection from Chaos*	□□□ Imbue with Spell Ability	
□□□ Protection from Evil*	□□□ Inflict Critical Wounds*	
□□□ Protection from Good*	□□□ Neutralize Poison*	Spell:
□□□ Protection from Law*	□□□ Poison*	Duration:rounds/minutes
□□□ Sanctuary	□□□ Restoration	
□□□ Shield of Faith	□□□ Status	
	□□□ Tongues	
2ND LEVEL	□□□ Unfailing Endurance	Spell:rounds/minutes
□□□ Aid	5TH LEVEL	
□□□ Augury	□□□ Atonement	
□□□ Brambles**	□□□ Blight	Spolls
□□□ Bull's Strength		Spell:rounds/minutes
□□□ Cure Moderate Wounds* □□□ Death Knell	□□□ Dispel Chaos*	
□□□ Delay Poison	□□□ Dispel Evil*	
□□□ Endurance	□□□ Dispel Good*	
□□□ Gentle Repose	□□□ Dispel Law*	Spell:
□□□ Inflict Moderate Wounds*	□□□ Divine Agility	Spell:rounds/minutes
Lesser Restoration	□□□ Ethereal Jaunt	
□□□ Resist Elements	□□□ Hallow*	
□□□ Speak with Animals	□□□ Mark of Justice	
□□□ Undetectable Alignment	□□□ Plane Shift	
	□□□ Raise Dead*	

 $\square\square\square$  Righteous Might