

Holy Knight Spell List

1ST-LEVEL HOLY KNIGHT SPELLS

Bless Weapon: Weapon strikes true against evil foes.

Compel Hostility: Compels opponents to attack you instead of your allies.

Cure: Heals 1d6 damage + Charisma modifier + 1 per level (max of +5).

Enlight: Infuses weapon with holy damage of +1 per level (max of +5) on next attack.

Fearna: Target is cured of Fear effect.

Hero's Defense: Allows the use of lay on hands while falling unconscious.

Keep Watch: Enable the subjects to stand watch or keep vigil throughout the night without any ill effects.

Knight's Calling: Forces target to move toward you and fight you.

Lead Blades: Melee weapons damage as if one size bigger.

Magic Weapon: Weapon gains +1 bonus.

Ohlight: Converts weapon into holy damage on next attack.

Phalanx: Grants caster a damage reduction of 5/magic.

Restore: Subject is healed of 1d4 temporary ability damages and fatigue.

Sun Metal: Weapon touched bursts into flames.

Tactical Acumen: You gain an additional +1 on attack rolls or to AC due to battlefield positioning.

2ND-LEVEL HOLY KNIGHT SPELLS

Bestow Grace: Subject gains bonus on saving throws equal to Cha modifier.

Blindna: Target is cured of Blind status.

Consecrate: Fills area with positive energy, weakening undead.

Cure II: Heals for 3d6 + Charisma modifier + 1 per level (max of +10).

Effortless Armor: Armor you wear no longer slows your speed.

Elemental Resistance: Subject gains elemental resistance of a chosen type.

Enlight II: Infuses weapon with holy damage of +2 per level (max of +10) on next attack.

Galka's Strength, Lesser: Subject gains a +4 enhancement bonus to Strength.

Holy Shield: Lend your shield's protection to another.

Intercept Attack: You suffer all damage meant for an adjacent ally.

Litany of Defense: Doubles armor's enhancement bonus.

Panacea: Target is cured of Poison status.

Paralyna: Target is cured of Paralyzed status.

Phalanx II: As *phalanx*, but grants a damage reduction 10/cold iron instead.

Radiant Spikes: Creatures attacking the subject of this spell take 1d6 points of holy damage.

Righteous Vigor: Boosts attack bonus with each hit.

Shield Other: You take half of subject's damage.

Vestment of the Champion: Armor or shield gains a +1 enhancement per four levels.

Vox: Target is cured of Silence status.

Weapon of Awe: Weapon gets +2 on damage rolls.

3RD-LEVEL HOLY KNIGHT SPELLS

Cleanse: Target is cured of Diseased status.

Cross: Target is cured of Cursed status.

Cure III: Heals 5d6 damage + Charisma modifier + 1 per level (max of +15).

Daylight: Touched object sheds bright light in a 60-ft.-radius.

Deadly Juggernaut: Your might increases with every kill you make.

Dispel: Cancels one magical spell or effect.

Elemental Resistance, Communal: As *elemental resistance*, but may divide the duration among creatures touched.

Enlight III: Infuses weapon with holy damage of +3 per level (max of +15) on next attack.

Litany of Sight: You can see invisible creatures and objects within 30 feet of you.

Magic Weapon, Greater: Weapon gains +1 bonus/four levels (max +5).

Phalanx III: As *phalanx*, but grants a damage reduction 15/adamantine instead.

Rescue: You pull an ally adjacent to you.

Wrathful Mantle: Subject shines and gets +1/four levels on all saves.

4TH-LEVEL HOLY KNIGHT SPELLS

Burst of Glory: Targets in the area gain a +1 sacred bonus on attack rolls and saves against fear effects, plus 1 temporary hit point per caster level (maximum +20).

Chains of Light: Target is held immobile by glowing golden chains composed of pure light.

Cura: Allies heal for 1d6 per level.

Esuna: Subject is cured of a negative status effect of 3rd level or lower.

Forceful Strike: Empower a melee weapon to deal 1d4 force damage/level and bull rush on one hit.

Holy Mantle: Subject is shrouded by a shimmering mantle of light that glows like a torch.

King's Castle: Instantly switch places with a single ally.

Litany of Vengeance: Allies attacking the target of the spell gain a +5 bonus on damage rolls for 1 round.

Ohlightra: As *ohlight*, but affects multiple creatures instead.

Radiant Spikes II: Creatures attacking the subject of this spell take 3d6 points of holy damage.

Resounding Blow: Melee attack deals 1d6 more damage.

Restora: As *restore*, except it also dispels temporarily negative levels or one permanent negative level.