

# Cleric Spells

3.5

|                |   |   |   |   |   |   |   |   |   |   |
|----------------|---|---|---|---|---|---|---|---|---|---|
| SPELLS PER DAY |   |   |   |   |   |   |   |   |   |   |
| BONUS SPELLS   |   |   |   |   |   |   |   |   |   |   |
| LEVEL          | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| SPELL SAVE DC  |   |   |   |   |   |   |   |   |   |   |

|        |                       |                      |                      |
|--------|-----------------------|----------------------|----------------------|
|        | CLOSE                 | MEDIUM               | LONG                 |
| RANGES | <div></div>           | <div></div>          | <div></div>          |
|        | 25 ft + 5 ft / 2 LVLS | 100 ft + 10 ft / LVL | 400 ft + 40 ft / LVL |

|               |  |
|---------------|--|
| DOMAIN        |  |
| GRANTED POWER |  |
| DOMAIN        |  |
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## LEVEL 0

| Spell                                          | Description                           | Schl  | Comp     | Time | Range | Target, Effect, Area   | Duration            | Save      | SR  | PHB |
|------------------------------------------------|---------------------------------------|-------|----------|------|-------|------------------------|---------------------|-----------|-----|-----|
| <input type="checkbox"/> Create Water          | Creates 2 gallons/lvl of pure water   | Conj  | V,S      | 1 a  | Close | Up to 2 gallons/lvl    | Instantaneous       | -         | -   | 215 |
| <input type="checkbox"/> Cure Minor Wounds     | Cures 1 point of damage               | Conj  | V,S      | 1 a  | Touch | One creature           | Instantaneous       | Will half | Yes | 216 |
| <input type="checkbox"/> Detect Magic          | Detects spells and magic items        | Div   | V,S      | 1 a  | 60-ft | Cone                   | Conc, 1 min/lvl (D) | -         | -   | 219 |
| <input type="checkbox"/> Detect Poison         | Detects poison in creature or item    | Div   | V,S      | 1 a  | Close | Creat,obj or 5-ft cube | Instantaneous       | -         | -   | 219 |
| <input type="checkbox"/> Guidance              | +1 on 1 attack roll, save or check    | Div   | V,S      | 1 a  | Touch | One creature           | 1 min or till used  | Will negs | Yes | 238 |
| <input type="checkbox"/> Inflict Minor Wounds  | Deal 1 dmg                            | Necro | V,S      | 1 a  | Touch | One creature           | Instantaneous       | Will negs | Yes | 244 |
| <input type="checkbox"/> Light                 | Item shines like a torch 20-ft glow   | Evoc  | V,M/DF   | 1 a  | Touch | One item               | 10 min/lvl (D)      | -         | -   | 248 |
| <input type="checkbox"/> Mending               | Makes minor repairs of item           | Trans | V,S      | 1 a  | 10-ft | Item, 1 lb             | Instantaneous       | Will negs | Yes | 253 |
| <input type="checkbox"/> Purify Food and Drink | Purifies 1 cu ft/lvl of food or water | Trans | V,S      | 1 a  | 10-ft | 1 cu ft/lvl            | Instantaneous       | Will negs | Yes | 267 |
| <input type="checkbox"/> Read Magic            | Read scrolls and spellbooks           | Div   | V,S,F    | 1 a  | Self  | 250 words/min          | 10 min/lvl          | -         | -   | 269 |
| <input type="checkbox"/> Resistance            | Target gains +1 on saves              | Abjur | V,S,M/DF | 1 a  | Touch | One creature           | 1 min               | Will negs | Yes | 272 |
| <input type="checkbox"/> Virtue                | Target gains 1 temporary hp           | Trans | V,S,DF   | 1 a  | Touch | One creature           | 1 min               | Fort negs | Yes | 298 |

## LEVEL 1

| Spell                                          | Description                          | Schl  | Comp     | Time  | Range  | Target, Effect, Area  | Duration             | Save      | SR  | PHB |
|------------------------------------------------|--------------------------------------|-------|----------|-------|--------|-----------------------|----------------------|-----------|-----|-----|
| <input type="checkbox"/> Bane                  | Enemies suffer -1 att, -1 vs fear    | Ench  | V,S,DF   | 1 a   | 50-ft  | Enemies in 50-ft      | 1 min/lvl            | Will negs | Yes | 203 |
| <input type="checkbox"/> Bless                 | Allies gains +1 att, +1 vs fear      | Ench  | V,S,DF   | 1 a   | 50-ft  | Allies in 50-ft       | 1 min/lvl            | -         | Yes | 205 |
| <input type="checkbox"/> Bless Water           | Make holy water                      | Trans | V,S,M    | 1 min | Touch  | Water flask           | Instantaneous        | Will negs | Yes | 205 |
| <input type="checkbox"/> Cause Fear            | Creature frightened or shaken 1 rnd  | Necro | V,S      | 1 a   | Close  | One living creature   | 1d4 rnds             | Will part | Yes | 208 |
| <input type="checkbox"/> Command               | One target obeys command 1 rnd       | Ench  | V        | 1 a   | Close  | One living creature   | 1 round              | Will negs | Yes | 211 |
| <input type="checkbox"/> Comprehend Languages  | Understands all languages            | Div   | V,S,M/DF | 1 a   | Self   | 250 words/min         | 10 min/lvl           | -         | -   | 212 |
| <input type="checkbox"/> Cure Light Wounds     | Cures 1d8+1/lvl (+5)                 | Conj  | V,S      | 1 a   | Touch  | One creature          | Instantaneous        | Will half | Yes | 215 |
| <input type="checkbox"/> Curse Water           | Make unholy water                    | Necro | V,S,M    | 1 min | Touch  | Water flask           | Instantaneous        | Will negs | Yes | 216 |
| <input type="checkbox"/> Deathwatch            | Sees how wounded targets are         | Necro | V,S      | 1 a   | 30-ft  | Cone                  | 10 min/lvl           | -         | -   | 217 |
| <input type="checkbox"/> Detect Chaos          | Reveals creatures, spells or items   | Div   | V,S,DF   | 1 a   | 60-ft  | Cone                  | Conc, 10 min/lvl (D) | -         | -   | 218 |
| <input type="checkbox"/> Detect Evil           | Reveals creatures, spells or items   | Div   | V,S,DF   | 1 a   | 60-ft  | Cone                  | Conc, 10 min/lvl (D) | -         | -   | 218 |
| <input type="checkbox"/> Detect Good           | Reveals creatures, spells or items   | Div   | V,S,DF   | 1 a   | 60-ft  | Cone                  | Conc, 10 min/lvl (D) | -         | -   | 219 |
| <input type="checkbox"/> Detect Law            | Reveals creatures, spells or items   | Div   | V,S,DF   | 1 a   | 60-ft  | Cone                  | Conc, 10 min/lvl (D) | -         | -   | 219 |
| <input type="checkbox"/> Detect Undead         | Reveals undead within 60-ft          | Div   | V,S,M/DF | 1 a   | 60-ft  | Cone                  | Conc, 1min/lvl (D)   | -         | -   | 220 |
| <input type="checkbox"/> Divine Favor          | You gain att, dmg bonus +1/3 lvls    | Evoc  | V,S,DF   | 1 a   | Self   | Caster                | 1 min                | -         | -   | 224 |
| <input type="checkbox"/> Doom                  | -2 on attacks, dmg, saves, skills    | Necro | V,S,DF   | 1 a   | Medium | One living creature   | 1 min/lvl            | Will negs | Yes | 225 |
| <input type="checkbox"/> Endure Elements       | Protected in extreme temperatures    | Abjur | V,S      | 1 a   | Touch  | One creature          | 24 hours             | Will negs | Yes | 226 |
| <input type="checkbox"/> Entropic Shield       | 20% miss chance on ranged attacks    | Abjur | V,S      | 1 a   | Self   | Caster                | 1 min/lvl (D)        | -         | -   | 227 |
| <input type="checkbox"/> Hide from Undead      | Indiscernible to undead              | Abjur | V,S,DF   | 1 a   | Touch  | One creature/lvl      | 10 min/lvl (D)       | Will negs | Yes | 241 |
| <input type="checkbox"/> Inflict Light Wounds  | Deal 1d8+1/lvl dmg (+5)              | Necro | V,S      | 1 a   | Touch  | One creature          | Instantaneous        | Will half | Yes | 244 |
| <input type="checkbox"/> Magic Stone           | +1 att,1d6+1 dmg, 2d6+2 vs undead    | Trans | V,S,DF   | 1 a   | Touch  | 1-3 Stones            | 30 min or till used  | Will negs | Yes | 251 |
| <input type="checkbox"/> Magic Weapon          | Weapon gets +1 att/dmg               | Trans | V,S,F,DF | 1 a   | Touch  | Weapon                | 1 min/lvl            | Will negs | Yes | 251 |
| <input type="checkbox"/> Obscuring Mist        | Fog surrounds you, visibility 5-ft   | Conj  | V,S      | 1 a   | 20-ft  | 20-ft radius          | 1 min/lvl            | -         | -   | 258 |
| <input type="checkbox"/> Protection from Chaos | +2 AC and saves vs chaotic creatures | Abjur | V,S,M/DF | 1 a   | Touch  | One creature          | 1 min/lvl (D)        | Will negs | -   | 266 |
| <input type="checkbox"/> Protection from Evil  | +2 AC and saves vs evil creatures    | Abjur | V,S,M/DF | 1 a   | Touch  | One creature          | 1 min/lvl (D)        | Will negs | -   | 266 |
| <input type="checkbox"/> Protection from Good  | +2 AC and saves vs good creatures    | Abjur | V,S,M/DF | 1 a   | Touch  | One creature          | 1 min/lvl (D)        | Will negs | -   | 266 |
| <input type="checkbox"/> Protection from Law   | +2 AC and saves vs lawful creatures  | Abjur | V,S,M/DF | 1 a   | Touch  | One creature          | 1 min/lvl (D)        | Will negs | -   | 266 |
| <input type="checkbox"/> Remove Fear           | +4 on fear saves                     | Abjur | V,S      | 1 a   | Close  | One creature +1/4lvls | 10 min               | Will negs | Yes | 271 |
| <input type="checkbox"/> Sanctuary             | Opponents cannot attack you          | Abjur | V,S,DF   | 1 a   | Touch  | One creature          | 1 rnd/lvl            | Will negs | -   | 274 |
| <input type="checkbox"/> Shield of Faith       | +2 AC +1/6lvls                       | Abjur | V,S,M    | 1 a   | Touch  | One creature          | 1 min/lvl            | Will negs | Yes | 278 |
| <input type="checkbox"/> Summon Monster I      | Calls outsider to fight for you      | Conj  | V,S,F/DF | Round | Close  | One creature          | 1 rnd/lvl (D)        | -         | -   | 285 |

## LEVEL 2

| Spell                                         | Description                         | Schl  | Comp     | Time  | Range  | Target, Effect, Area | Duration            | Save      | SR  | PHB |
|-----------------------------------------------|-------------------------------------|-------|----------|-------|--------|----------------------|---------------------|-----------|-----|-----|
| <input type="checkbox"/> Aid                  | +1 att,+1 fear saves,1d8 +1/lvl hps | Ench  | V,S,DF   | 1 a   | Touch  | One living creature  | 1 min/lvl           | -         | Yes | 196 |
| <input type="checkbox"/> Align Weapon         | Adds alignment to weapon            | Trans | V,S,DF   | 1 a   | Touch  | Weapon               | 1 min/lvl           | Will negs | Yes | 197 |
| <input type="checkbox"/> Augury               | Learns if an action is good or bad  | Div   | V,S,M,F  | 1 min | Self   | Caster               | Instantaneous       | -         | -   | 202 |
| <input type="checkbox"/> Bear's Endurance     | +4 Con                              | Trans | V,S, DF  | 1 a   | Touch  | One creature         | 1 min/lvl           | Will negs | Yes | 203 |
| <input type="checkbox"/> Bull's Strength      | +4 Str                              | Trans | V,S,M/DF | 1 a   | Touch  | One creature         | 1 min/lvl           | Will negs | Yes | 207 |
| <input type="checkbox"/> Calm Emotions        | Calms 1d6/lvl targets               | Ench  | V,S,DF   | 1 a   | Medium | 20-ft radius         | Conc, 1 rnd/lvl (D) | Will negs | Yes | 207 |
| <input type="checkbox"/> Consecrate           | Fill area with positive energy      | Evoc  | V,S,M,DF | 1 a   | Close  | 20-ft radius         | 2 hr/lvl            | -         | -   | 212 |
| <input type="checkbox"/> Cure Moderate Wounds | Cures 2d8+1/lvl (+10)               | Conj  | V,S      | 1 a   | Touch  | One creature         | Instantaneous       | Will half | Yes | 216 |
| <input type="checkbox"/> Darkness             | Supernatural darkness               | Evoc  | V,M/DF   | 1 a   | Touch  | Item 20-ft radius    | 10 min/lvl (D)      | -         | -   | 216 |
| <input type="checkbox"/> Death Knell          | Gain 1d8 temp hp, +2 Str, +1 level  | Necro | V,S      | 1 a   | Touch  | One living creature  | 10 min / creat HD   | Will negs | Yes | 217 |
| <input type="checkbox"/> Delay Poison         | Stops poison from harming target    | Conj  | V,S,DF   | 1 a   | Touch  | One creature         | 1 hr/lvl            | Fort negs | Yes | 217 |

|                          |                         |                                        |       |          |        |        |                        |               |           |     |     |
|--------------------------|-------------------------|----------------------------------------|-------|----------|--------|--------|------------------------|---------------|-----------|-----|-----|
| <input type="checkbox"/> | Desecrate               | Fill area with negative energy         | Evoc  | V,S,M,DF | 1 a    | Close  | 20-ft radius           | 2 hr/lvl      | -         | Yes | 218 |
| <input type="checkbox"/> | Eagle's Splendor        | +4 Cha                                 | Trans | V,S,M/DF | 1 a    | Touch  | One creature           | 1 min/lvl     | Will negs | Yes | 225 |
| <input type="checkbox"/> | Enthrall                | Captivates all within medium range     | Ench  | V,S      | Round  | Medium | Creatures in range     | Up to 1 hour  | Will negs | Yes | 227 |
| <input type="checkbox"/> | Find Traps              | Notice traps as rogue does             | Div   | V,S      | 1 a    | Self   | Caster                 | 1 min/lvl     | -         | -   | 230 |
| <input type="checkbox"/> | Gentle Repose           | Preserves one corpse                   | Necro | V,S,M/DF | 1 a    | Touch  | One dead creature      | 1 day/lvl     | Will negs | Yes | 235 |
| <input type="checkbox"/> | Hold Person             | Target becomes paralyzed               | Ench  | V,S,F/DF | 1 a    | Medium | One humanoid           | 1 rnd/lvl (D) | Will negs | Yes | 241 |
| <input type="checkbox"/> | Inflict Moderate Wounds | Deal 2d8+1/lvl dmg (+10)               | Necro | V,S      | 1 a    | Touch  | One creature           | Instantaneous | Will half | Yes | 244 |
| <input type="checkbox"/> | Make Whole              | Completely repairs an item             | Trans | V,S      | 1 a    | Close  | Item, 10 cu ft/lvl     | Instantaneous | Will negs | Yes | 252 |
| <input type="checkbox"/> | Owl's Wisdom            | +4 Wis                                 | Trans | V,S,M/DF | 1 a    | Touch  | One creature           | 1 min/lvl     | Will negs | Yes | 259 |
| <input type="checkbox"/> | Remove Paralysis        | Frees creats from parlys/hold/slow     | Conj  | V,S      | 1 a    | Close  | 4 creatures in 30-ft   | Instantaneous | Will negs | Yes | 271 |
| <input type="checkbox"/> | Resist Energy           | Ignores 10 energy dmg/rnd              | Abjur | V,S,DF   | 1 a    | Touch  | One creature           | 10 min/lvl    | Fort negs | Yes | 272 |
| <input type="checkbox"/> | Restoration, Lesser     | Restores 1d4 ability score loss        | Conj  | V,S      | 3 rnds | Touch  | One creature           | Instantaneous | Will negs | Yes | 272 |
| <input type="checkbox"/> | Shatter                 | Sonic vibration damages items          | Evoc  | V,S,M/DF | 1 a    | Close  | 5-ft radius, 1 lb/lvl  | Instantaneous | Special   | Yes | 278 |
| <input type="checkbox"/> | Shield Other            | Target +1 AC, save, half dmg to caster | Abjur | V,S,F    | 1 a    | Close  | One creature           | 1 hr/lvl (D)  | Will negs | Yes | 278 |
| <input type="checkbox"/> | Silence                 | All sound is stopped                   | Illus | V,S      | 1 a    | Long   | 20-ft radius           | 1 min/lvl (D) | Will negs | Yes | 279 |
| <input type="checkbox"/> | Sound Burst             | 1d8 sonic damage, may stun 1 round     | Evoc  | V,S,F/DF | 1 a    | Close  | 10-ft radius           | Instantaneous | Fort part | Yes | 281 |
| <input type="checkbox"/> | Spiritual Weapon        | 1d8 +1/3lvls damage, attacks by itself | Evoc  | V,S,DF   | 1 a    | Medium | Magical weapon         | 1 rnd/lvl (D) | -         | Yes | 283 |
| <input type="checkbox"/> | Status                  | Monitors condition, position of allies | Div   | V,S      | 1 a    | Touch  | Living creature/3 lvls | 1 hr/lvl      | Will negs | Yes | 284 |
| <input type="checkbox"/> | Summon Monster II       | Calls outsider to fight for you        | Conj  | V,S,F/DF | Round  | Close  | 2:1 1:1d3              | 1 rnd/lvl (D) | -         | -   | 286 |
| <input type="checkbox"/> | Undetectable Alignment  | Conceals alignment for 24 hours        | Abjur | V,S,     | 1 a    | Close  | One creat or item      | 24 hours      | Will negs | Yes | 297 |
| <input type="checkbox"/> | Zone of Truth           | Targets within area cannot lie         | Ench  | V,S,DF   | 1 a    | Close  | 20-ft radius           | 1 min/lvl     | Will negs | Yes | 303 |

### LEVEL 3

|                          | Spell                       | Description                             | Schl  | Comp     | Time   | Range   | Target, Effect, Area   | Duration                | Save      | SR  | PHB |
|--------------------------|-----------------------------|-----------------------------------------|-------|----------|--------|---------|------------------------|-------------------------|-----------|-----|-----|
| <input type="checkbox"/> | Animate Dead                | Creates skeletons and zombies           | Necro | V,S,M    | 1 a    | Touch   | Max 2HD/lvl            | Instantaneous           | -         | -   | 198 |
| <input type="checkbox"/> | Bestow Curse                | -6 abi / -4 att, saves, checks etc.     | Necro | V,S      | 1 a    | Touch   | One creature           | Permanent               | Will negs | Yes | 203 |
| <input type="checkbox"/> | Blindness/Deafness          | Makes target blind or deaf              | Necro | V,S      | 1 a    | Medium  | One living creature    | Permanent (D)           | Fort negs | Yes | 206 |
| <input type="checkbox"/> | Contagion                   | Infects with chosen disease             | Necro | V,S      | 1 a    | Touch   | One living creature    | Instantaneous           | Fort negs | Yes | 213 |
| <input type="checkbox"/> | Continual Flame             | Permanent and heatless torch            | Evoc  | V,S,M    | 1 a    | Touch   | Magical flame          | Permanent               | -         | -   | 213 |
| <input type="checkbox"/> | Create Food and Water       | Feeds 3 humans (or horse) / level       | Conj  | V,S      | 10 min | Close   | Food and water         | 24 hours                | -         | -   | 215 |
| <input type="checkbox"/> | Cure Serious Wounds         | Cures 3d8+1/lvl (+15)                   | Conj  | V,S      | 1 a    | Touch   | One creature           | Instantaneous           | Will half | Yes | 216 |
| <input type="checkbox"/> | Daylight                    | 60-ft radius of bright light            | Evoc  | V,S      | 1 a    | Touch   | Item 60-ft radius      | 10 min/lvl (D)          | -         | -   | 216 |
| <input type="checkbox"/> | Deeper Darkness             | Supernatural darkness                   | Evoc  | V,M/DF   | 1 a    | Touch   | Item 60-ft radius      | 1 day/lvl               | -         | -   | 217 |
| <input type="checkbox"/> | Dispel Magic                | Cancels magical effects (+10)           | Abjur | V,S      | 1 a    | Medium  | Special                | Instantaneous           | -         | -   | 223 |
| <input type="checkbox"/> | Glyph of Warding            | Symbol harms activater 1d8/2lvl (5)     | Abjur | V,S,M    | 10 min | Touch   | Item / 5 sq ft/lvl     | Till used (D)           | Special   | Yes | 236 |
| <input type="checkbox"/> | Helping Hand                | Ghostly hand leads target to you        | Evoc  | V,S,DF   | 1 a    | 5 miles | Ghostly hand           | 1 hr/lvl                | -         | -   | 239 |
| <input type="checkbox"/> | Inflict Serious Wounds      | Deal 3d8+1/lvl dmg (+15)                | Necro | V,S      | 1 a    | Touch   | One creature           | Instantaneous           | Will half | Yes | 244 |
| <input type="checkbox"/> | Invisibility Purge          | Dispels invisibility within 5-ft/level  | Evoc  | V,S      | 1 a    | Self    | Caster                 | 1 min/lvl (D)           | -         | -   | 245 |
| <input type="checkbox"/> | Locate Object               | Senses direction of item                | Div   | V,S,F/DF | 1 a    | Long    | 400-ft+40-ft/lvl rad   | 1 min/lvl               | -         | -   | 248 |
| <input type="checkbox"/> | Magic Circle against Chaos  | Non-lawful creatures cannot enter       | Abjur | V,S,M/DF | 1 a    | Touch   | 10-ft radius           | 10 min/lvl              | Will negs | -   | 249 |
| <input type="checkbox"/> | Magic Circle against Evil   | Non-good creatures cannot enter         | Abjur | V,S,M/DF | 1 a    | Touch   | 10-ft radius           | 10 min/lvl              | Will negs | -   | 249 |
| <input type="checkbox"/> | Magic Circle against Good   | Non-evil creatures cannot enter         | Abjur | V,S,M/DF | 1 a    | Touch   | 10-ft radius           | 10 min/lvl              | Will negs | -   | 250 |
| <input type="checkbox"/> | Magic Circle against Law    | Non-chaotic creatures cannot enter      | Abjur | V,S,M/DF | 1 a    | Touch   | 10-ft radius           | 10 min/lvl              | Will negs | -   | 250 |
| <input type="checkbox"/> | Magic Vestment              | Armor/shield gains +1/4lvls             | Trans | V,S,DF   | 1 a    | Touch   | Armor/shield           | 1 hr/lvl                | Will negs | Yes | 251 |
| <input type="checkbox"/> | Meld into Stone             | You and possessions meld into stone     | Trans | V,S,DF   | 1 a    | Self    | Caster                 | 10 min/lvl              | -         | -   | 252 |
| <input type="checkbox"/> | Obscure Object              | Masks item to scrying and divination    | Abjur | V,S,M/DF | 1 a    | Touch   | Item to 100 lb/lvl     | 8 hours                 | Will negs | Yes | 258 |
| <input type="checkbox"/> | Prayer                      | Allies+1 att,dmg,save,skill, Enemies -1 | Ench  | V,S,DF   | 1 a    | 40-ft   | 40-ft radius           | 1 rnd/lvl               | -         | Yes | 264 |
| <input type="checkbox"/> | Protection from Energy      | Absorbs 12 energy dmg/lvl (120)         | Abjur | V,S,DF   | 1 a    | Touch   | One creature           | 10 min/lvl or till used | Fort negs | Yes | 266 |
| <input type="checkbox"/> | Remove Blindness / Deafness | Cure normal or magical conditions       | Conj  | V,S      | 1 a    | Touch   | One creature           | Instantaneous           | Fort negs | Yes | 270 |
| <input type="checkbox"/> | Remove Curse                | Frees item or person from curse         | Abjur | V,S      | 1 a    | Touch   | Creature or item       | Instantaneous           | Will negs | Yes | 270 |
| <input type="checkbox"/> | Remove Disease              | Cures all diseases affecting target     | Conj  | V,S      | 1 a    | Touch   | One creature           | Instantaneous           | Fort negs | Yes | 271 |
| <input type="checkbox"/> | Searing Light               | Dmg 1d8/2 lvls,undead 1d6/1d8/lvl       | Evoc  | V,S      | 1 a    | Medium  | Ray                    | Instantaneous           | -         | Yes | 275 |
| <input type="checkbox"/> | Speak with Dead             | Corpse answers one question/2lvls       | Necro | V,S,DF   | 10 min | 10-ft   | One dead creature      | 1 min/lvl               | Will negs | -   | 281 |
| <input type="checkbox"/> | Stone Shape                 | Sculpts stone into any form             | Trans | V,S,M/DF | 1 a    | Touch   | 10 cu ft + 1 cu ft/lvl | Instantaneous           | -         | -   | 284 |
| <input type="checkbox"/> | Summon Monster III          | Calls outsider to fight for you         | Conj  | V,S,F/DF | Round  | Close   | 3:1 2:1d3 1:1d4+1      | 1 rnd/lvl (D)           | -         | -   | 286 |
| <input type="checkbox"/> | Water Breathing             | Targets can breath underwater           | Trans | V,S,M/DF | 1 a    | Touch   | Living creatures       | 2 hr/lvl                | Will negs | Yes | 300 |
| <input type="checkbox"/> | Water Walk                  | Target treads on water as if solid      | Trans | V,S,DF   | 1 a    | Touch   | One creature/lvl       | 10 min/lvl (D)          | Will negs | Yes | 300 |
| <input type="checkbox"/> | Wind Wall                   | Deflects arrows, small creatures, gases | Evoc  | V,S,M/DF | 1 a    | Medium  | 10/lvl long,5/lvl high | 1 rnd/lvl               | -         | Yes | 302 |

### LEVEL 4

|                          | Spell                    | Description                          | Schl  | Comp       | Time   | Range      | Target, Effect, Area    | Duration        | Save      | SR  | PHB |
|--------------------------|--------------------------|--------------------------------------|-------|------------|--------|------------|-------------------------|-----------------|-----------|-----|-----|
| <input type="checkbox"/> | Air Walk                 | Target treads on air as if solid     | Trans | V,S,DF     | 1 a    | Touch      | One creature            | 10 min/lvl      | -         | Yes | 196 |
| <input type="checkbox"/> | Control Water            | Raises, lowers or parts water        | Trans | V,S,M/DF   | 1 a    | Long       | 10ftx10ftx2ft/lvl       | 10 min/lvl (D)  | -         | -   | 214 |
| <input type="checkbox"/> | Cure Critical Wounds     | Cures 4d8+1/lvl (+20)                | Conj  | V,S        | 1 a    | Touch      | One creature            | Instantaneous   | Will half | Yes | 215 |
| <input type="checkbox"/> | Death Ward               | Immunity to death spells/effects     | Necro | V,S,DF     | 1 a    | Touch      | One living creature     | 1 min/lvl       | -         | -   | 217 |
| <input type="checkbox"/> | Dimensional Anchor       | Stops extradimensional movement      | Abjur | V,S        | 1 a    | Medium     | Ray                     | 1 min/lvl       | -         | Yes | 221 |
| <input type="checkbox"/> | Discern Lies             | Reveals deliberate falsehoods        | Div   | V,S,DF     | 1 a    | Close      | Creature/lvl in 30-ft   | Conc, 1 rnd/lvl | Will negs | -   | 221 |
| <input type="checkbox"/> | Dismissal                | Force creature back to native plane  | Abjur | V,S,DF     | 1 a    | Close      | Extraplanar creature    | Instantaneous   | Will negs | Yes | 222 |
| <input type="checkbox"/> | Divination               | Provides useful advice for actions   | Div   | V,S,M      | 10 min | Self       | Caster                  | Instantaneous   | -         | -   | 224 |
| <input type="checkbox"/> | Divine Power             | Level is Att bonus, +6 Str, 1 hp/lvl | Evoc  | V,S,DF     | 1 a    | Self       | Caster                  | 1 rnd/lvl       | -         | -   | 224 |
| <input type="checkbox"/> | Freedom of Movement      | Target moves and attacks normally    | Abjur | V,S,M,DF   | 1 a    | Prsl,touch | One creature            | 10 min/lvl      | Will negs | Yes | 233 |
| <input type="checkbox"/> | Giant Vermin             | Turn insects into giant vermin       | Trans | V,S,DF     | 1 a    | Close      | 1-3 vermin in 30-ft     | 1 min/lvl       | -         | Yes | 235 |
| <input type="checkbox"/> | Imbue with Spell Ability | Transfer spells to target            | Evoc  | V,S,DF     | 10 min | Touch      | One creature            | Till used       | Will negs | Yes | 243 |
| <input type="checkbox"/> | Inflict Critical Wounds  | Deal 4d8+1/lvl dmg (+20)             | Necro | V,S        | 1 a    | Touch      | One creature            | Instantaneous   | Will half | Yes | 244 |
| <input type="checkbox"/> | Magic Weapon, Greater    | Weapon gets +1/4 lvl att/dmg (5)     | Trans | V,S,F,M/DF | 1 a    | Close      | Weapon or 50 proj.      | 1 hr/lvl        | Will negs | Yes | 251 |
| <input type="checkbox"/> | Neutralize Poison        | Detoxifies venom in or on target     | Conj  | V,S,M/DF   | 1 a    | Touch      | Creat / obj 1 cu ft/lvl | 10 min/lvl      | Will negs | Yes | 257 |
| <input type="checkbox"/> | Planar Ally, Lesser      | Outsider (6 HD) exchanges services   | Conj  | V,S,DF,XP  | 10 min | Close      | One creature            | Instantaneous   | -         | -   | 261 |
| <input type="checkbox"/> | Poison                   | Touch 1d10 Con dmg, repeats 1min     | Necro | V,S,DF     | 1 a    | Touch      | One living creature     | Instantaneous   | Fort negs | Yes | 262 |

|                          |                   |                                         |       |          |        |         |                     |                |           |     |     |
|--------------------------|-------------------|-----------------------------------------|-------|----------|--------|---------|---------------------|----------------|-----------|-----|-----|
| <input type="checkbox"/> | Repel Vermin      | Insects with HD<lvl/3 cannot enter      | Abjur | V,S,DF   | 1 a    | 10-ft   | 10-ft radius        | 10 min/lvl (D) | Will negs | Yes | 271 |
| <input type="checkbox"/> | Restoration       | Restores ability, neg lvls, one exp lvl | Conj  | V,S,M    | 3 rnds | Touch   | One creature        | Instantaneous  | Will negs | Yes | 272 |
| <input type="checkbox"/> | Sending           | Delivers short message anywhere         | Evoc  | V,S,M/DF | 10 min | Special | One creature        | 1 round        | -         | -   | 275 |
| <input type="checkbox"/> | Spell Immunity    | Immune to a 1-4 level spell/4levels     | Abjur | V,S,DF   | 1 a    | Touch   | One creature        | 10 min/lvl     | Will negs | Yes | 282 |
| <input type="checkbox"/> | Summon Monster IV | Calls outsider to fight for you         | Conj  | V,S,F/DF | Round  | Close   | 4:1 3:1d3 2-1:1d4+1 | 1 rnd/lvl (D)  | -         | -   | 286 |
| <input type="checkbox"/> | Tongues           | Speak and understand any language       | Div   | V,M/DF   | 1 a    | Touch   | One creature        | 10 min/lvl     | Will negs | -   | 294 |

## LEVEL 5

|                          | Spell                      | Description                               | Schl  | Comp          | Time   | Range   | Target, Effect, Area  | Duration               | Save      | SR  | PHB |
|--------------------------|----------------------------|-------------------------------------------|-------|---------------|--------|---------|-----------------------|------------------------|-----------|-----|-----|
| <input type="checkbox"/> | Atonement                  | Removes burden of past misdeeds           | Abjur | V,S,M,F,DF,XP | 1 hr   | Touch   | One living creature   | Instantaneous          | -         | Yes | 201 |
| <input type="checkbox"/> | Break Enchantment          | Frees target from enchantments            | Abjur | V,S           | 1 min  | Close   | Creature/lvl in 30-ft | Instantaneous          | Special   | -   | 207 |
| <input type="checkbox"/> | Command, Greater           | One target obeys command 1 rnd            | Ench  | V             | 1 a    | Close   | Creature/lvl in 30-ft | 1 rnd/lvl              | Will negs | Yes | 211 |
| <input type="checkbox"/> | Commune                    | Deity answers 1 y/n-question/level        | Div   | V,S,M,DF,XP   | 10 min | Self    | Caster                | 1 rnd/lvl              | -         | -   | 211 |
| <input type="checkbox"/> | Cure Light Wounds, Mass    | Cures 1d8+1/lvl (+25)                     | Conj  | V,S           | 1 a    | Close   | Creature/lvl in 30-ft | Instantaneous          | Will half | Yes | 216 |
| <input type="checkbox"/> | Dispel Chaos               | +4 AC against chaotic attackers, banish   | Abjur | V,S,DF        | 1 a    | Touch   | Special               | 1 rnd/lvl or till used | Special   | Sp  | 222 |
| <input type="checkbox"/> | Dispel Evil                | +4 AC against evil attackers, banish      | Abjur | V,S,DF        | 1 a    | Touch   | Special               | 1 rnd/lvl or till used | Special   | Sp  | 222 |
| <input type="checkbox"/> | Dispel Good                | +4 AC against good attackers, banish      | Abjur | V,S,DF        | 1 a    | Touch   | Special               | 1 rnd/lvl or till used | Special   | Sp  | 222 |
| <input type="checkbox"/> | Dispel Law                 | +4 AC against lawful attackers, banish    | Abjur | V,S,DF        | 1 a    | Touch   | Special               | 1 rnd/lvl or till used | Special   | Sp  | 223 |
| <input type="checkbox"/> | Disrupting Weapon          | Undead save vs lvl or be destroyed        | Trans | V,S           | 1 a    | Touch   | One weapon            | 1 rnd/lvl              | Will negs | Yes | 223 |
| <input type="checkbox"/> | Flame Strike               | Smites foes with divine fire 1d6/lvl (15) | Evoc  | V,S,DF        | 1 a    | Medium  | 10-ft radius          | Instantaneous          | Ref half  | Yes | 231 |
| <input type="checkbox"/> | Hallow                     | Designates location as holy               | Evoc  | V,S,M,DF      | 1 day  | Touch   | 40-ft radius          | Instantaneous          | Special   | Sp  | 238 |
| <input type="checkbox"/> | Inflict Light Wounds, Mass | Deal 1d8+1/lvl dmg (+25)                  | Necro | V,S           | 1 a    | Close   | Creature/lvl in 30-ft | Instantaneous          | Will half | Yes | 244 |
| <input type="checkbox"/> | Insect Plague              | Insect swarm                              | Conj  | V,S,DF        | Round  | Long    | 1 swarm/3lvls         | 1 min/lvl              | -         | -   | 244 |
| <input type="checkbox"/> | Mark of Justice            | Designates act that triggers curse        | Necro | V,S,DF        | 10 min | Touch   | One creature          | Permanent              | -         | Yes | 252 |
| <input type="checkbox"/> | Plane Shift                | Targets travel to another plane           | Conj  | V,S,F         | 1 a    | Touch   | 1-8 willing creatures | Instantaneous          | Will negs | Yes | 262 |
| <input type="checkbox"/> | Raise Dead                 | Restores life to target within 1 day/lvl  | Conj  | V,S,M,DF      | 1 min  | Touch   | One dead creature     | Instantaneous          | -         | Yes | 268 |
| <input type="checkbox"/> | Righteous Might            | Your size increases, Str +4 etc.          | Trans | V,S,DF        | 1 a    | Self    | Caster                | 1 rnd/lvl (D)          | -         | -   | 273 |
| <input type="checkbox"/> | Scrying                    | Spies on target from a distance           | Div   | V,S,M/DF,F    | 1 hr   | Special | Magical sensor        | 1 min/lvl              | Will negs | Yes | 274 |
| <input type="checkbox"/> | Slay Living                | Kills target else 3d6 + 1/lvl dmg         | Necro | V,S           | 1 a    | Touch   | One living creature   | Instantaneous          | Fort part | Yes | 280 |
| <input type="checkbox"/> | Spell Resistance           | Target gains SR 12+level                  | Abjur | V,S,DF        | 1 a    | Touch   | One creature          | 1 min/lvl              | Will negs | Yes | 282 |
| <input type="checkbox"/> | Summon Monster V           | Calls outsider to fight for you           | Conj  | V,S,F/DF      | Round  | Close   | 5:1 4:1d3 1-3:1d4+1   | 1 rnd/lvl (D)          | -         | -   | 286 |
| <input type="checkbox"/> | Symbol of Pain             | Suffer -4 att, skill & ability checks     | Necro | V,S,M         | 10 min | 0-ft    | 60-ft radius          | Special                | Fort negs | Yes | 290 |
| <input type="checkbox"/> | Symbol of Sleep            | All <10HD sleep for 3d6x10 minutes        | Necro | V,S,M         | 10 min | 0-ft    | 60-ft radius          | Special                | Will negs | Yes | 291 |
| <input type="checkbox"/> | True Seeing                | See all things as they really are         | Div   | V,S,M         | 1 a    | Touch   | One creature          | 1 min/lvl              | Will negs | Yes | 296 |
| <input type="checkbox"/> | Unhallow                   | Unholy local, magic circle, -4 turning    | Evoc  | V,S,M         | 1 day  | Touch   | 40-ft/lvl radius      | Instantaneous          | Special   | Sp  | 297 |
| <input type="checkbox"/> | Wall of Stone              | Stone wall with 15 hp/4 levels            | Conj  | V,S,M/DF      | 1 a    | Medium  | 5-ft sq/lvl           | Instantaneous          | Special   | -   | 299 |

## LEVEL 6

|                          | Spell                         | Description                           | Schl  | Comp      | Time   | Range     | Target, Effect, Area    | Duration                   | Save      | SR  | PHB |
|--------------------------|-------------------------------|---------------------------------------|-------|-----------|--------|-----------|-------------------------|----------------------------|-----------|-----|-----|
| <input type="checkbox"/> | Animate Objects               | Items attack your foes                | Trans | V,S       | 1 a    | Medium    | One small item/lvl      | 1 rnd/lvl                  | -         | -   | 199 |
| <input type="checkbox"/> | Antilife Shell                | 10-ft field excludes living creatures | Abjur | V,S,DF    | Round  | 10-ft     | 10-ft radius            | 10 min/lvl (D)             | -         | -   | 199 |
| <input type="checkbox"/> | Banishment                    | Banishes 2 HD/lvl creatures           | Abjur | V,S,F     | 1 a    | Close     | Extraplanar creatures   | Instantaneous              | Will negs | Yes | 203 |
| <input type="checkbox"/> | Bear's Endurance, Mass        | +4 Con to 1 creature/lvl              | Trans | V,S, DF   | 1 a    | Close     | Creature/lvl in 30-ft   | 1 min/lvl                  | Will negs | Yes | 203 |
| <input type="checkbox"/> | Blade Barrier                 | Blades deal 1d6 damage/lvl            | Evoc  | V,S       | 1 a    | Medium    | Wall 20-ft long/lvl     | 1 min/lvl (D)              | Ref half  | Yes | 205 |
| <input type="checkbox"/> | Bull's Strength, Mass         | +4 Str to 1 creature/lvl              | Trans | V,S,M/DF  | 1 a    | Close     | Creature/lvl in 30-ft   | 1 min/lvl                  | Will negs | Yes | 207 |
| <input type="checkbox"/> | Create Undead                 | Ghoul, shadow, ghastr, wraith         | Necro | V,S,M     | 1 hr   | Close     | One dead creature       | Instantaneous              | -         | -   | 215 |
| <input type="checkbox"/> | Cure Moderate Wounds, Mass    | Cures 2d8+1/lvl (+30)                 | Conj  | V,S       | 1 a    | Close     | Creature/lvl in 30-ft   | Instantaneous              | Will half | Yes | 216 |
| <input type="checkbox"/> | Dispel Magic, Greater         | Cancels magical effects (+20)         | Abjur | V,S       | 1 a    | Medium    | Special                 | Instantaneous              | -         | -   | 223 |
| <input type="checkbox"/> | Eagle's Splendor, Mass        | +4 Cha to 1 creature/lvl              | Trans | V,S,M/DF  | 1 a    | Close     | Creature/lvl in 30-ft   | 1 min/lvl                  | Will negs | Yes | 225 |
| <input type="checkbox"/> | Find the Path                 | Shows most direct way to location     | Div   | V,S,F     | 3 rnds | Touch     | One creature            | 10 min/lvl                 | Will negs | Yes | 230 |
| <input type="checkbox"/> | Forbiddance                   | Prevents planar travel inside         | Abjur | V,S,M,DF  | 6 rnds | Medium    | 60-ft cube/level        | Permanent                  | Special   | Yes | 232 |
| <input type="checkbox"/> | Geas / Quest                  | Command any creature                  | Ench  | V         | 10 min | Close     | One living creature     | 1 day/lvl or till used (D) | -         | Yes | 234 |
| <input type="checkbox"/> | Glyph of Warding, Greater     | Symbol harms activaters 1d8/2lvl (10) | Abjur | V,S,M     | 10 min | Touch     | Item / 5 sq ft/lvl      | Till used (D)              | Special   | Yes | 237 |
| <input type="checkbox"/> | Harm                          | 10/lvl damage (150)                   | Necro | V,S       | 1 a    | Touch     | One creature            | Instantaneous              | Will half | Yes | 239 |
| <input type="checkbox"/> | Heal                          | Cures 10/lvl (150)                    | Conj  | V,S       | 1 a    | Touch     | One creature            | Instantaneous              | Will negs | Yes | 239 |
| <input type="checkbox"/> | Heroes' Feast                 | Food for 1 creat/lvl cures & blesses  | Conj  | V,S,DF    | 10 min | Close     | One living creature/lvl | 1 hr + 12 hr               | -         | -   | 240 |
| <input type="checkbox"/> | Inflict Moderate Wounds, Mass | Deal 2d8+1/lvl dmg (+30)              | Necro | V,S       | 1 a    | Close     | Creature/lvl in 30-ft   | Instantaneous              | Will half | Yes | 244 |
| <input type="checkbox"/> | Owl's Wisdom, Mass            | +4 Wis to 1 creature/lvl              | Trans | V,S,M/DF  | 1 a    | Close     | Creature/lvl in 30-ft   | 1 min/lvl                  | Will negs | Yes | 259 |
| <input type="checkbox"/> | Planar Ally                   | Outsider (12 HD) exchanges services   | Conj  | V,S,DF,XP | 10 min | Close     | 1-2 creatures           | Instantaneous              | -         | -   | 261 |
| <input type="checkbox"/> | Summon Monster VI             | Calls outsider to fight for you       | Conj  | V,S,F/DF  | Round  | Close     | 6:1 5:1d3 1-4:1d4+1     | 1 rnd/lvl (D)              | -         | -   | 286 |
| <input type="checkbox"/> | Symbol of Fear                | Panics all for 1 rnd/lvl              | Necro | V,S,M     | 10 min | 0-ft      | 60-ft radius            | Special                    | Will negs | Yes | 290 |
| <input type="checkbox"/> | Symbol of Persuasion          | All become charmed                    | Necro | V,S,M     | 10 min | 0-ft      | 60-ft radius            | Special                    | Will negs | Yes | 290 |
| <input type="checkbox"/> | Undeath to Death              | Destroys 1d4 HD/level undead          | Necro | V,S,M/DF  | 1 a    | Medium    | 40-ft radius            | Instantaneous              | Will negs | Yes | 297 |
| <input type="checkbox"/> | Wind Walk                     | Become vapours and move at 60 mph     | Trans | V,S,DF    | 1 a    | Touch     | Caster +1 creat/3 lvls  | 1 hr/lvl (D)               | Will negs | Yes | 301 |
| <input type="checkbox"/> | Word of Recall                | Teleports you to designated place     | Trans | V         | 1 a    | Unlimited | Willing creatures       | Instantaneous              | Will negs | Yes | 303 |

## LEVEL 7

| Spell                                                 | Description                              | Schl  | Comp       | Time   | Range     | Target, Effect, Area  | Duration      | Save      | SR  | PHB |
|-------------------------------------------------------|------------------------------------------|-------|------------|--------|-----------|-----------------------|---------------|-----------|-----|-----|
| <input type="checkbox"/> Blasphemy                    | Kills, paralyzes, weakens nonevil        | Evoc  | V          | 1 a    | 30-ft     | 40-ft radius          | Instantaneous | -         | Yes | 205 |
| <input type="checkbox"/> Control Weather              | Changes weather in local area            | Trans | V,S        | 10 min | 2 miles   | 2 mile radius         | 4d12 hours    | -         | -   | 214 |
| <input type="checkbox"/> Cure Serious Wounds, Mass    | Cures 3d8+1/lvl (+35)                    | Conj  | V,S        | 1 a    | Close     | Creature/lvl in 30-ft | Instantaneous | Will half | Yes | 216 |
| <input type="checkbox"/> Destruction                  | Kill target, destroy remains or 10d6     | Necro | V,S,F      | 1 a    | Close     | One creature          | Instantaneous | Fort part | Yes | 218 |
| <input type="checkbox"/> Dictum                       | Kills, paralyzes, weakens nonlawful      | Evoc  | V          | 1 a    | 40-ft     | 40-ft radius          | Instantaneous | -         | Yes | 220 |
| <input type="checkbox"/> Ethereal Jaunt               | Become ethereal for 1 round/level        | Trans | V,S        | 1 a    | Self      | Caster                | 1 rnd/lvl (D) | -         | -   | 227 |
| <input type="checkbox"/> Holy Word                    | Kills, paralyzes, weakens nongood        | Evoc  | V          | 1 a    | 40-ft     | 40-ft radius          | Instantaneous | Special   | Yes | 242 |
| <input type="checkbox"/> Inflict Serious Wounds, Mass | Deal 3d8+1/lvl dmg (+35)                 | Necro | V,S        | 1 a    | Close     | Creature/lvl in 30-ft | Instantaneous | Will half | Yes | 244 |
| <input type="checkbox"/> Refuge                       | Transport item's possessor to you        | Conj  | V,S,M      | 1 a    | Touch     | Item                  | Till used     | -         | -   | 269 |
| <input type="checkbox"/> Regenerate                   | Target's severed limbs grow back         | Conj  | V,S,DF     | 3 rnds | Touch     | One living creature   | Instantaneous | Fort negs | Yes | 270 |
| <input type="checkbox"/> Repulsion                    | Creatures cannot approach you            | Abjur | V,S,F/DF   | 1 a    | 10-ft/lvl | 10-ft radius/lvl      | 1 rnd/lvl (D) | Will negs | Yes | 271 |
| <input type="checkbox"/> Restoration, Greater         | Restores ability, neg lvls, all exp lvls | Conj  | V,S,XP     | 10 min | Touch     | One creature          | Instantaneous | Will negs | Yes | 272 |
| <input type="checkbox"/> Resurrection                 | Restores life to target                  | Conj  | V,S,M,DF   | 10 min | Touch     | One dead creature     | Instantaneous | -         | Yes | 272 |
| <input type="checkbox"/> Scrying, Greater             | Spies on target from a distance          | Div   | V,S,M/DF,F | 1 a    | Special   | Magical sensor        | 1 hr/lvl      | Will negs | Yes | 275 |
| <input type="checkbox"/> Summon Monster VII           | Calls outsider to fight for you          | Conj  | V,S,F/DF   | Round  | Close     | 7:1 6:1d3 1-5:1d4+1   | 1 rnd/lvl (D) | -         | -   | 286 |
| <input type="checkbox"/> Symbol of Stunning           | All become stunned for 1d6 rounds        | Necro | V,S,M      | 10 min | 0-ft      | 60-ft radius          | Special       | Will negs | Yes | 291 |
| <input type="checkbox"/> Symbol of Weakness           | Weakness deals 3d6 Str dmg               | Necro | V,S,M      | 10 min | 0-ft      | 60-ft radius          | Special       | Will negs | Yes | 291 |
| <input type="checkbox"/> Word of Chaos                | Kills, confuses, stuns nonchaotic        | Evoc  | V          | 1 a    | 40-ft     | 40-ft radius          | Instantaneous | Will negs | Yes | 303 |

## LEVEL 8

| Spell                                                  | Description                           | Schl  | Comp      | Time   | Range     | Target, Effect, Area             | Duration       | Save      | SR  | PHB |
|--------------------------------------------------------|---------------------------------------|-------|-----------|--------|-----------|----------------------------------|----------------|-----------|-----|-----|
| <input type="checkbox"/> Antimagic Field               | Negates magic within 10-ft            | Abjur | V,S,M/DF  | 1 a    | 10-ft     | 10-ft radius                     | 10 min/lvl (D) | -         | Sp  | 200 |
| <input type="checkbox"/> Cloak of Chaos                | +4 AC, +4 rest, SR 25 vs lawful       | Abjur | V,S,F     | 1 a    | 20-ft     | 1/lvl in 20-ft radius            | 1 rnd/lvl (D)  | Special   | Yes | 210 |
| <input type="checkbox"/> Create Greater Undead         | Mummy, spectre, vampire, ghost        | Necro | V,S,M     | 1 hr   | Close     | One dead creature                | Instantaneous  | -         | -   | 215 |
| <input type="checkbox"/> Cure Critical Wounds, Mass    | Cures 4d8+1/lvl (+40)                 | Conj  | V,S       | 1 a    | Close     | Creature/lvl in 30-ft            | Instantaneous  | Will half | Yes | 215 |
| <input type="checkbox"/> Dimensional Lock              | Stops extradimensional movement       | Abjur | V,S       | 1 a    | Medium    | 20-ft radius                     | 1 day/lvl      | -         | Yes | 221 |
| <input type="checkbox"/> Discern Location              | Exact location of creature or item    | Div   | V,S,DF    | 10 min | Unlimited | One creature or item             | Instantaneous  | -         | -   | 222 |
| <input type="checkbox"/> Earthquake                    | Intense tremor causes cave-in 8d6 dmg | Evoc  | V,S,DF    | 1 a    | Long      | 80-ft/lvl radius                 | 1 rnd          | Special   | -   | 225 |
| <input type="checkbox"/> Fire Storm                    | Deals 1d6 damage/lvl (20d6)           | Evoc  | V,S       | Round  | Medium    | 2 10-ft cubes/level              | Instantaneous  | Ref half  | Yes | 231 |
| <input type="checkbox"/> Holy Aura                     | +4 AC, +4 res, SR 25 vs evil          | Abjur | V,S,F     | 1 a    | 20-ft     | 1/lvl in 20-ft radius            | 1 rnd/lvl (D)  | Special   | Yes | 241 |
| <input type="checkbox"/> Inflict Critical Wounds, Mass | Deal 4d8+1/lvl dmg (+40)              | Necro | V,S       | 1 a    | Close     | Creature/lvl in 30-ft            | Instantaneous  | Will half | Yes | 244 |
| <input type="checkbox"/> Planar Ally, Greater          | Outsider (18 HD) exchanges services   | Conj  | V,S,DF,XP | 10 min | Close     | 1-3 creatures                    | Instantaneous  | -         | -   | 261 |
| <input type="checkbox"/> Shield of Law                 | +4 AC, +4 res, SR 25 vs chaotic       | Abjur | V,S,F     | 1 a    | 20-ft     | One creature/lvl in 20-ft radius | 1 rnd/lvl (D)  | Special   | Yes | 278 |
| <input type="checkbox"/> Spell Immunity, Greater       | Immune to a 1-8 level spell/4levels   | Abjur | V,S,DF    | 1 a    | Touch     | One creature                     | 10 min/lvl     | Will negs | Yes | 282 |
| <input type="checkbox"/> Summon Monster VIII           | Calls outsider to fight for you       | Conj  | V,S,F/DF  | Round  | Close     | 8:1 7:1d3 1-6:1d4+1              | 1 rnd/lvl (D)  | -         | -   | 286 |
| <input type="checkbox"/> Symbol of Death               | Slays all, combined hps <150          | Necro | V,S,M     | 10 min | 0-ft      | 60-ft radius                     | Special        | Fort negs | Yes | 289 |
| <input type="checkbox"/> Symbol of Insanity            | All become insane                     | Necro | V,S,M     | 10 min | 0-ft      | 60-ft radius                     | Special        | Will negs | Yes | 290 |
| <input type="checkbox"/> Unholy Aura                   | +4 AC, +4 resistance, SR 25 vs good   | Abjur | V,S,F     | 1 a    | 20-ft     | One creature/lvl                 | 1 rnd/lvl (D)  | Special   | Yes | 297 |

## LEVEL 9

| Spell                                       | Description                            | Schl  | Comp     | Time   | Range   | Target, Effect, Area  | Duration           | Save      | SR  | PHB |
|---------------------------------------------|----------------------------------------|-------|----------|--------|---------|-----------------------|--------------------|-----------|-----|-----|
| <input type="checkbox"/> Astral Projection  | Projects you & company to astral plane | Necro | V,S,M    | 30 min | Touch   | You + 1 creat/2 lvls  | Special            | -         | Yes | 201 |
| <input type="checkbox"/> Energy Drain       | Target gains 2d4 negative levels       | Necro | V,S      | 1 a    | Close   | Negative energy ray   | Instantaneous      | Fort part | Yes | 226 |
| <input type="checkbox"/> Etherealness       | Become ethereal with companions        | Trans | V,S      | 1 a    | Touch   | You + creature/3lvls  | 1 min/lvl (D)      | -         | Yes | 228 |
| <input type="checkbox"/> Gate               | Connects two planes for travel         | Conj  | V,S,XP   | 1 a    | Medium  | Special               | Instantaneous      | -         | -   | 234 |
| <input type="checkbox"/> Heal, Mass         | Cures 10/lvl (250)                     | Conj  | V,S      | 1 a    | Close   | Any in 30-ft          | Instantaneous      | Will negs | Yes | 239 |
| <input type="checkbox"/> Implosion          | Kills one creature/round               | Evoc  | V,S      | 1 a    | Close   | 1 corporeal creat/rnd | Conc, up to 4 rnds | Fort negs | Yes | 243 |
| <input type="checkbox"/> Miracle            | Requests miracle from diety            | Evoc  | V,S,XP   | 1 a    | Special | Special               | Special            | Special   | Yes | 254 |
| <input type="checkbox"/> Soul Bind          | Traps soul to prevent resurrection     | Necro | V,S,F    | 1 a    | Close   | One dead creature     | Permanent          | Will negs | -   | 281 |
| <input type="checkbox"/> Storm of Vengeance | Storm rains acid, lightning, hail      | Conj  | V,S      | Round  | Long    | 360-ft radius         | Conc, 10 rnds (D)  | Special   | Yes | 285 |
| <input type="checkbox"/> Summon Monster IX  | Calls outsider to fight for you        | Conj  | V,S,F/DF | Round  | Close   | 9:1 8:1d3 1-7:1d4+1   | 1 rnd/lvl (D)      | -         | -   | 287 |
| <input type="checkbox"/> True Resurrection  | Resurrect target within 10 years/lvl   | Conj  | V,S,M,DF | 10 min | Touch   | One dead creature     | Instantaneous      | -         | Yes | 296 |

## Air Domain

|          | Spell                                    | Description                             | Schl  | Comp     | Time   | Range     | Target, Effect, Area   | Duration       | Save      | SR  | PHB |
|----------|------------------------------------------|-----------------------------------------|-------|----------|--------|-----------|------------------------|----------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Obscuring Mist  | Fog surrounds you, visibility 5-ft      | Conj  | V,S      | 1 a    | 20-ft     | 20-ft radius           | 1 min/lvl      | -         | -   | 258 |
| <u>2</u> | <input type="checkbox"/> Wind Wall       | Deflects arrows, small creatures, gases | Evoc  | V,S,M/DF | 1 a    | Medium    | 10/lvl long,5/lvl high | 1 rnd/lvl      | -         | Yes | 302 |
| <u>3</u> | <input type="checkbox"/> Gaseous Form    | Become insubstantial, 10 dmg reduct     | Trans | S,M/DF   | 1 a    | Touch     | Touch                  | 2 min/lvl (D)  | -         | -   | 234 |
| <u>4</u> | <input type="checkbox"/> Air Walk        | Target treads on air as if solid        | Trans | V,S,DF   | 1 a    | Touch     | One creature           | 10 min/lvl     | -         | Yes | 196 |
| <u>5</u> | <input type="checkbox"/> Control Winds   | Change wind direction and speed         | Trans | V,S      | 1 a    | 40-ft/lvl | 40-ft/lvl radius       | 10 min/lvl     | Fort negs | -   | 214 |
| <u>6</u> | <input type="checkbox"/> Chain Lightning | 1d6 damage/level, secondary bolts       | Evoc  | V,S,F    | 1 a    | Long      | Primary,secondary/lvl  | Instantaneous  | Ref half  | Yes | 208 |
| <u>7</u> | <input type="checkbox"/> Control Weather | Changes weather in local area           | Trans | V,S      | 10 min | 2 miles   | 2 mile radius          | 4d12 hours     | -         | -   | 214 |
| <u>8</u> | <input type="checkbox"/> Whirlwind       | Cyclone 1d8 dmg, picks up creatures     | Evoc  | V,S,DF   | 1 a    | Long      | 10-30-ft wide, 30 tall | 1 rnd/lvl (D)  | Ref negs  | Yes | 301 |
| <u>9</u> | <input type="checkbox"/> Elemental Swarm | Summons 2d4 Large, 1d4 Huge             | Conj  | V,S      | 10 min | Medium    | 2+ creatures           | 10 min/lvl (D) | -         | -   | 226 |

## Animal Domain

|          | Spell                                              | Description                           | Schl  | Comp   | Time   | Range  | Target, Effect, Area | Duration       | Save      | SR  | PHB |
|----------|----------------------------------------------------|---------------------------------------|-------|--------|--------|--------|----------------------|----------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Calm Animals              | Calms 2d4+1/lvl HD of animals etc.    | Ench  | V,S    | 1 a    | Close  | Animals in 30-ft     | 1 min/lvl      | Will negs | Yes | 207 |
| <u>2</u> | <input type="checkbox"/> Hold Animal               | Target becomes paralyzed              | Ench  | V,S    | 1 a    | Medium | One animal           | 1 rnd/lvl (D)  | Will negs | Yes | 241 |
| <u>3</u> | <input type="checkbox"/> Dominate Animal           | Animal obeys mental commands          | Ench  | V,S    | Round  | Close  | One animal           | 1 rnd/lvl      | Will negs | Yes | 224 |
| <u>4</u> | <input type="checkbox"/> Summon Nature's Ally IV   | Calls creature to fight for you       | Conj  | V,S,DF | Round  | Close  | 4:1 3:1d3 2-1:1d4+1  | 1 rnd/lvl (D)  | -         | -   | 288 |
| <u>5</u> | <input type="checkbox"/> Commune with Nature       | Learn about terrain for 1 mile/level  | Div   | V,S    | 10 min | Self   | Caster               | Instantaneous  | -         | -   | 211 |
| <u>6</u> | <input type="checkbox"/> Antilife Shell            | 10-ft field excludes living creatures | Abjur | V,S,DF | Round  | 10-ft  | 10-ft radius         | 10 min/lvl (D) | -         | Yes | 199 |
| <u>7</u> | <input type="checkbox"/> Animal Shapes             | 1 ally/lvl polymorphs into animal     | Trans | V,S,DF | 1 a    | Close  | One creature/lvl     | 1 hr/lvl (D)   | -         | Yes | 198 |
| <u>8</u> | <input type="checkbox"/> Summon Nature's Ally VIII | Calls creature to fight for you       | Conj  | V,S,DF | Round  | Close  | 8:1 7:1d3 1-6:1d4+1  | 1 rnd/lvl (D)  | -         | -   | 289 |
| <u>9</u> | <input type="checkbox"/> Shapechange               | Transform into new form               | Trans | V,S,F  | 1 a    | Self   | Caster               | 10 min/lvl (D) | -         | -   | 277 |

## Chaos Domain

|          | Spell                                             | Description                            | Schl  | Comp     | Time  | Range  | Target, Effect, Area  | Duration               | Save      | SR  | PHB |
|----------|---------------------------------------------------|----------------------------------------|-------|----------|-------|--------|-----------------------|------------------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Protection from Law      | +2 AC and saves vs lawful creatures    | Abjur | V,S,M/DF | 1 a   | Touch  | One creature          | 1 min/lvl (D)          | Will negs | -   | 266 |
| <u>2</u> | <input type="checkbox"/> Shatter                  | Sonic vibration damages items          | Evoc  | V,S,M/DF | 1 a   | Close  | 5-ft radius, 1 lb/lvl | Instantaneous          | Special   | Yes | 278 |
| <u>3</u> | <input type="checkbox"/> Magic Circle against Law | Non-chaotic creatures cannot enter     | Abjur | V,S,M/DF | 1 a   | Touch  | 10-ft radius          | 10 min/lvl             | Will negs | -   | 250 |
| <u>4</u> | <input type="checkbox"/> Chaos Hammer             | Hammer deals 1d8/2lvl to law/ntrl      | Evoc  | V,S      | 1 a   | Medium | 20-ft radius          | Instantaneous          | Will part | Yes | 208 |
| <u>5</u> | <input type="checkbox"/> Dispel Law               | +4 AC against lawful attackers, banish | Abjur | V,S,DF   | 1 a   | Touch  | Special               | 1 rnd/lvl or till used | Special   | Sp  | 223 |
| <u>6</u> | <input type="checkbox"/> Animate Objects          | Items attack your foes                 | Trans | V,S      | 1 a   | Medium | One small item/lvl    | 1 rnd/lvl              | -         | -   | 199 |
| <u>7</u> | <input type="checkbox"/> Word of Chaos            | Kills, confuses, stuns nonchaotic      | Evoc  | V        | 1 a   | 40-ft  | 40-ft radius          | Instantaneous          | Will negs | Yes | 303 |
| <u>8</u> | <input type="checkbox"/> Cloak of Chaos           | +4 AC, +4 rest, SR 25 vs lawful        | Abjur | V,S,F    | 1 a   | 20-ft  | 1/lvl in 20-ft radius | 1 rnd/lvl (D)          | Special   | Yes | 210 |
| <u>9</u> | <input type="checkbox"/> Summon Monster IX        | Calls outsider to fight for you        | Conj  | V,S,F/DF | Round | Close  | 9:1 8:1d3 1-7:1d4+1   | 1 rnd/lvl (D)          | -         | -   | 287 |

## Death Domain

|          | Spell                                          | Description                          | Schl  | Comp   | Time | Range | Target, Effect, Area   | Duration          | Save      | SR  | PHB |
|----------|------------------------------------------------|--------------------------------------|-------|--------|------|-------|------------------------|-------------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Cause Fear            | Creature frightened or shaken 1 rnd  | Necro | V,S    | 1 a  | Close | One living creature    | 1d4 rnds          | Will part | Yes | 208 |
| <u>2</u> | <input type="checkbox"/> Death Knell           | Gain 1d8 temp hp, +2 Str, +1 level   | Necro | V,S    | 1 a  | Touch | One living creature    | 10 min / creat HD | Will negs | Yes | 217 |
| <u>3</u> | <input type="checkbox"/> Animate Dead          | Creates skeletons and zombies        | Necro | V,S,M  | 1 a  | Touch | Max 2HD/lvl            | Instantaneous     | -         | -   | 198 |
| <u>4</u> | <input type="checkbox"/> Death Ward            | Immunity to death spells/effects     | Necro | V,S,DF | 1 a  | Touch | One living creature    | 1 min/lvl         | -         | -   | 217 |
| <u>5</u> | <input type="checkbox"/> Slay Living           | Kills target else 3d6 + 1/lvl dmg    | Necro | V,S    | 1 a  | Touch | One living creature    | Instantaneous     | Fort part | Yes | 280 |
| <u>6</u> | <input type="checkbox"/> Create Undead         | Ghoul, shadow, ghastr, wight, wraith | Necro | V,S,M  | 1 hr | Close | One dead creature      | Instantaneous     | -         | -   | 215 |
| <u>7</u> | <input type="checkbox"/> Destruction           | Kill target, destroy remains or 10d6 | Necro | V,S,F  | 1 a  | Close | One creature           | Instantaneous     | Fort part | Yes | 218 |
| <u>8</u> | <input type="checkbox"/> Create Greater Undead | Mummy, spectre, vampire, ghost       | Necro | V,S,M  | 1 hr | Close | One dead creature      | Instantaneous     | -         | -   | 215 |
| <u>9</u> | <input type="checkbox"/> Wail of the Banshee   | Kills one living creature/level      | Necro | V      | 1 a  | Close | Living in 40-ft radius | Instantaneous     | Fort negs | Yes | 298 |

## Destruction Domain

|          | Spell                                                  | Description                           | Schl  | Comp     | Time | Range  | Target, Effect, Area  | Duration           | Save      | SR  | PHB |
|----------|--------------------------------------------------------|---------------------------------------|-------|----------|------|--------|-----------------------|--------------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Inflict Light Wounds          | Deal 1d8+1/lvl dmg (+5)               | Necro | V,S      | 1 a  | Touch  | One creature          | Instantaneous      | Will half | Yes | 244 |
| <u>2</u> | <input type="checkbox"/> Shatter                       | Sonic vibration damages items         | Evoc  | V,S,M/DF | 1 a  | Close  | 5-ft radius, 1 lb/lvl | Instantaneous      | Special   | Yes | 278 |
| <u>3</u> | <input type="checkbox"/> Contagion                     | Infects with chosen disease           | Necro | V,S      | 1 a  | Touch  | One living creature   | Instantaneous      | Fort negs | Yes | 213 |
| <u>4</u> | <input type="checkbox"/> Inflict Critical Wounds       | Deal 4d8+1/lvl dmg (+20)              | Necro | V,S      | 1 a  | Touch  | One creature          | Instantaneous      | Will half | Yes | 244 |
| <u>5</u> | <input type="checkbox"/> Inflict Critical Wounds, Mass | Deal 4d8+1/lvl dmg (+40)              | Necro | V,S      | 1 a  | Close  | Creature/lvl in 30-ft | Instantaneous      | Will half | Yes | 244 |
| <u>6</u> | <input type="checkbox"/> Harm                          | 10/lvl damage (150)                   | Necro | V,S      | 1 a  | Touch  | One creature          | Instantaneous      | Will half | Yes | 239 |
| <u>7</u> | <input type="checkbox"/> Disintegrate                  | Disintegrates creat/obj or 5d6 dmg    | Trans | V,S,M    | 1 a  | Medium | Ray, 10-ft cube       | Instantaneous      | Fort part | Yes | 222 |
| <u>8</u> | <input type="checkbox"/> Earthquake                    | Intense tremor causes cave-in 8d6 dmg | Evoc  | V,S,DF   | 1 a  | Long   | 80-ft/lvl radius      | 1 rnd              | Special   | -   | 225 |
| <u>9</u> | <input type="checkbox"/> Implosion                     | Kills one creature/round              | Evoc  | V,S      | 1 a  | Close  | 1 corporeal creat/rnd | Conc, up to 4 rnds | Fort negs | Yes | 243 |

## Earth Domain

|          | Spell                                           | Description                           | Schl  | Comp     | Time   | Range  | Target, Effect, Area   | Duration                | Save      | SR  | PHB |
|----------|-------------------------------------------------|---------------------------------------|-------|----------|--------|--------|------------------------|-------------------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Magic Stone            | +1 att,1d6+1 dmg, 2d6+2 vs undead     | Trans | V,S,DF   | 1 a    | Touch  | 1-3 Stones             | 30 min or till used     | Will negs | Yes | 251 |
| <u>2</u> | <input type="checkbox"/> Soften Earth and Stone | Stone to clay or dirt to sand/mud     | Trans | V,S,DF   | 1 a    | Close  | 10-ft sq/lvl           | Instantaneous           | -         | -   | 280 |
| <u>3</u> | <input type="checkbox"/> Stone Shape            | Sculpts stone into any form           | Trans | V,S,M/DF | 1 a    | Touch  | 10 cu ft + 1 cu ft/lvl | Instantaneous           | -         | -   | 284 |
| <u>4</u> | <input type="checkbox"/> Spike Stones           | 1d8 dmg/5-ft moved, may be slowed     | Trans | V,S,DF   | 1 a    | Medium | 20-ft square/level     | 1 hr/lvl (D)            | Ref part  | Yes | 283 |
| <u>5</u> | <input type="checkbox"/> Wall of Stone          | Stone wall with 15 hp/4 levels        | Conj  | V,S,M/DF | 1 a    | Medium | 5-ft sq/lvl            | Instantaneous           | Special   | -   | 299 |
| <u>6</u> | <input type="checkbox"/> Stoneskin              | Damage reduction 10/adamantine        | Abjur | V,S,M    | 1 a    | Touch  | One creature           | 10 min/lvl or till used | Will negs | Yes | 284 |
| <u>7</u> | <input type="checkbox"/> Earthquake             | Intense tremor causes cave-in 8d6 dmg | Evoc  | V,S,DF   | 1 a    | Long   | 80-ft/lvl radius       | 1 rnd                   | Special   | -   | 225 |
| <u>8</u> | <input type="checkbox"/> Iron Body              | Body becomes iron, Dmg reduction 15   | Trans | V,S,M/DF | 1 a    | Self   | Caster                 | 1 min/lvl (D)           | -         | -   | 245 |
| <u>9</u> | <input type="checkbox"/> Elemental Swarm        | Summons 2d4 Large, 1d4 Huge           | Conj  | V,S      | 10 min | Medium | 2+ creatures           | 10 min/lvl (D)          | -         | -   | 226 |

## Evil Domain

|          | Spell                                              | Description                            | Schl  | Comp     | Time  | Range  | Target, Effect, Area | Duration               | Save      | SR  | PHB |
|----------|----------------------------------------------------|----------------------------------------|-------|----------|-------|--------|----------------------|------------------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Protection from Good      | +2 AC and saves vs good creatures      | Abjur | V,S,M/DF | 1 a   | Touch  | One creature         | 1 min/lvl (D)          | Will negs | -   | 266 |
| <u>2</u> | <input type="checkbox"/> Desecrate                 | Fill area with negative energy         | Evoc  | V,S,M,DF | 1 a   | Close  | 20-ft radius         | 2 hr/lvl               | -         | Yes | 218 |
| <u>3</u> | <input type="checkbox"/> Magic Circle against Good | Non-evil creatures cannot enter        | Abjur | V,S,M/DF | 1 a   | Touch  | 10-ft radius         | 10 min/lvl             | Will negs | -   | 250 |
| <u>4</u> | <input type="checkbox"/> Unholy Blight             | Deals 1d8/2lvl to good half to neutral | Evoc  | V,S      | 1 a   | Medium | 20-ft radius         | Instantaneous          | Will part | Yes | 297 |
| <u>5</u> | <input type="checkbox"/> Dispel Good               | +4 AC against good attackers, banish   | Abjur | V,S,DF   | 1 a   | Touch  | Special              | 1 rnd/lvl or till used | Special   | Sp  | 222 |
| <u>6</u> | <input type="checkbox"/> Create Undead             | Ghoul, shadow, ghast, wight, wraith    | Necro | V,S,M    | 1 hr  | Close  | One dead creature    | Instantaneous          | -         | -   | 215 |
| <u>7</u> | <input type="checkbox"/> Blasphemy                 | Kills, paralyzes, weakens nonevil      | Evoc  | V        | 1 a   | 30-ft  | 40-ft radius         | Instantaneous          | -         | Yes | 205 |
| <u>8</u> | <input type="checkbox"/> Unholy Aura               | +4 AC, +4 resistance, SR 25 vs good    | Abjur | V,S,F    | 1 a   | 20-ft  | One creature/lvl     | 1 rnd/lvl (D)          | Special   | Yes | 297 |
| <u>9</u> | <input type="checkbox"/> Summon Monster IX         | Calls outsider to fight for you        | Conj  | V,S,F/DF | Round | Close  | 9:1 8:1d3 1-7:1d4+1  | 1 rnd/lvl (D)          | -         | -   | 287 |

## Fire Domain

|          | Spell                                     | Description                            | Schl  | Comp     | Time   | Range  | Target, Effect, Area     | Duration         | Save      | SR  | PHB |
|----------|-------------------------------------------|----------------------------------------|-------|----------|--------|--------|--------------------------|------------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Burning Hands    | 1d4 fire dmg/lvl (5d4)                 | Evoc  | V,S      | 1 a    | 15-ft  | Cone                     | Instantaneous    | Ref half  | Yes | 207 |
| <u>2</u> | <input type="checkbox"/> Produce Flame    | 1d6+1/lvl damage (5)                   | Evoc  | V,S      | 1 a    | 0-ft   | Flame in hand            | 1 rnd/lvl (D)    | -         | Yes | 265 |
| <u>3</u> | <input type="checkbox"/> Resist Energy    | Ignores 10 energy dmg/rnd              | Abjur | V,S,DF   | 1 a    | Touch  | One creature             | 10 min/lvl       | Fort negs | Yes | 272 |
| <u>4</u> | <input type="checkbox"/> Wall of Fire     | 2d4 dmg within 10-ft, 1d4 within 20-ft | Evoc  | V,S,M/DF | 1 a    | Medium | 20-ft/lvl or 5-ft/2 lvls | Conc + 1 rnd/lvl | -         | Yes | 298 |
| <u>5</u> | <input type="checkbox"/> Fire Shield      | Creatures attacking take 1d6+1/lvl     | Evoc  | V,S,M/DF | 1 a    | Self   | Caster                   | 1 rnd/lvl (D)    | -         | -   | 230 |
| <u>6</u> | <input type="checkbox"/> Fire Seeds       | Acorn and berries become bombs         | Conj  | V,S,M    | 1 a    | Touch  | 1-4 acorns/1-8berries    | 10 min/lvl       | Ref half  | -   | 230 |
| <u>7</u> | <input type="checkbox"/> Fire Storm       | Deals 1d6 damage/lvl (20d6)            | Evoc  | V,S      | Round  | Medium | 2 10-ft cubes/level      | Instantaneous    | Ref half  | Yes | 231 |
| <u>8</u> | <input type="checkbox"/> Incendiary Cloud | Cloud deals 4d6 fire damage/round      | Conj  | V,S      | 1 a    | Medium | 20-ft radius             | 1 rnd/lvl        | Ref half  | -   | 244 |
| <u>9</u> | <input type="checkbox"/> Elemental Swarm  | Summons 2d4 Large, 1d4 Huge            | Conj  | V,S      | 10 min | Medium | 2+ creatures             | 10 min/lvl (D)   | -         | -   | 226 |

## Good Domain

|          | Spell                                              | Description                             | Schl  | Comp     | Time  | Range  | Target, Effect, Area  | Duration               | Save      | SR  | PHB |
|----------|----------------------------------------------------|-----------------------------------------|-------|----------|-------|--------|-----------------------|------------------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Protection from Evil      | +2 AC and saves vs evil creatures       | Abjur | V,S,M/DF | 1 a   | Touch  | One creature          | 1 min/lvl (D)          | Will negs | -   | 266 |
| <u>2</u> | <input type="checkbox"/> Aid                       | +1 att,+1 fear saves,1d8 +1/lvl hps     | Ench  | V,S,DF   | 1 a   | Touch  | One living creature   | 1 min/lvl              | -         | Yes | 196 |
| <u>3</u> | <input type="checkbox"/> Magic Circle against Evil | Non-good creatures cannot enter         | Abjur | V,S,M/DF | 1 a   | Touch  | 10-ft radius          | 10 min/lvl             | Will negs | -   | 249 |
| <u>4</u> | <input type="checkbox"/> Holy Smite                | Deals 1d8/2lvl to evil, half to neutral | Evoc  | V,S      | 1 a   | Medium | 20-ft radius          | Instantaneous          | Will part | Yes | 241 |
| <u>5</u> | <input type="checkbox"/> Dispel Evil               | +4 AC against evil attackers, banish    | Abjur | V,S,DF   | 1 a   | Touch  | Special               | 1 rnd/lvl or till used | Special   | Sp  | 222 |
| <u>6</u> | <input type="checkbox"/> Blade Barrier             | Blades deal 1d6 damage/lvl              | Evoc  | V,S      | 1 a   | Medium | Wall 20-ft long/lvl   | 1 min/lvl (D)          | Ref half  | Yes | 205 |
| <u>7</u> | <input type="checkbox"/> Holy Word                 | Kills, paralyzes, weakens nongood       | Evoc  | V        | 1 a   | 40-ft  | 40-ft radius          | Instantaneous          | Special   | Yes | 242 |
| <u>8</u> | <input type="checkbox"/> Holy Aura                 | +4 AC, +4 res, SR 25 vs evil            | Abjur | V,S,F    | 1 a   | 20-ft  | 1/lvl in 20-ft radius | 1 rnd/lvl (D)          | Special   | Yes | 241 |
| <u>9</u> | <input type="checkbox"/> Summon Monster IX         | Calls outsider to fight for you         | Conj  | V,S,F/DF | Round | Close  | 9:1 8:1d3 1-7:1d4+1   | 1 rnd/lvl (D)          | -         | -   | 287 |

## Healing Domain

|          | Spell                                               | Description                      | Schl | Comp   | Time   | Range | Target, Effect, Area  | Duration      | Save      | SR  | PHB |
|----------|-----------------------------------------------------|----------------------------------|------|--------|--------|-------|-----------------------|---------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Cure Light Wounds          | Cures 1d8+1/lvl (+5)             | Conj | V,S    | 1 a    | Touch | One creature          | Instantaneous | Will half | Yes | 215 |
| <u>2</u> | <input type="checkbox"/> Cure Moderate Wounds       | Cures 2d8+1/lvl (+10)            | Conj | V,S    | 1 a    | Touch | One creature          | Instantaneous | Will half | Yes | 216 |
| <u>3</u> | <input type="checkbox"/> Cure Serious Wounds        | Cures 3d8+1/lvl (+15)            | Conj | V,S    | 1 a    | Touch | One creature          | Instantaneous | Will half | Yes | 216 |
| <u>4</u> | <input type="checkbox"/> Cure Critical Wounds       | Cures 4d8+1/lvl (+20)            | Conj | V,S    | 1 a    | Touch | One creature          | Instantaneous | Will half | Yes | 215 |
| <u>5</u> | <input type="checkbox"/> Cure Light Wounds, Mass    | Cures 1d8+1/lvl (+25)            | Conj | V,S    | 1 a    | Close | Creature/lvl in 30-ft | Instantaneous | Will half | Yes | 216 |
| <u>6</u> | <input type="checkbox"/> Heal                       | Cures 10/lvl (150)               | Conj | V,S    | 1 a    | Touch | One creature          | Instantaneous | Will negs | Yes | 239 |
| <u>7</u> | <input type="checkbox"/> Regenerate                 | Target's severed limbs grow back | Conj | V,S,DF | 3 rnds | Touch | One living creature   | Instantaneous | Fort negs | Yes | 270 |
| <u>8</u> | <input type="checkbox"/> Cure Critical Wounds, Mass | Cures 4d8+1/lvl (+40)            | Conj | V,S    | 1 a    | Close | Creature/lvl in 30-ft | Instantaneous | Will half | Yes | 215 |
| <u>9</u> | <input type="checkbox"/> Heal, Mass                 | Cures 10/lvl (250)               | Conj | V,S    | 1 a    | Close | Any in 30-ft          | Instantaneous | Will negs | Yes | 239 |

## Knowledge Domain

|          | Spell                                                 | Description                          | Schl | Comp     | Time    | Range      | Target, Effect, Area | Duration            | Save      | SR  | PHB |
|----------|-------------------------------------------------------|--------------------------------------|------|----------|---------|------------|----------------------|---------------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Detect Secret Doors          | Reveals hidden doors within 60-ft    | Div  | V,S      | 1 a     | 60-ft      | Cone                 | Conc, 1min/lvl (D)  | -         | -   | 220 |
| <u>2</u> | <input type="checkbox"/> Detect Thoughts              | Detect surface thoughts              | Div  | V,S,F/DF | 1 a     | 60-ft      | Cone                 | Conc, 1 min/lvl (D) | Will negs | -   | 220 |
| <u>3</u> | <input type="checkbox"/> Clairaudience / Clairvoyance | Hear or see at a distance, 1 min/lvl | Div  | V,S,F/DF | 10 min  | Long       | Magical sensor       | 1 min/lvl (D)       | -         | -   | 209 |
| <u>4</u> | <input type="checkbox"/> Divination                   | Provides useful advice for actions   | Div  | V,S,M    | 10 min  | Self       | Caster               | Instantaneous       | -         | -   | 224 |
| <u>5</u> | <input type="checkbox"/> True Seeing                  | See all things as they really are    | Div  | V,S,M    | 1 a     | Touch      | One creature         | 1 min/lvl           | Will negs | Yes | 296 |
| <u>6</u> | <input type="checkbox"/> Find the Path                | Shows most direct way to location    | Div  | V,S,F    | 3 rnds  | Touch      | Self or one creature | 10 min/lvl          | Will negs | Yes | 230 |
| <u>7</u> | <input type="checkbox"/> Legend Lore                  | Learn tales about person or place    | Div  | V,S,M,F  | Special | Self       | Caster               | Special             | -         | -   | 246 |
| <u>8</u> | <input type="checkbox"/> Discern Location             | Exact location of creature or item   | Div  | V,S,DF   | 10 min  | Unlimited  | One creature or item | Instantaneous       | -         | -   | 222 |
| <u>9</u> | <input type="checkbox"/> Foresight                    | 6th sense warns of danger            | Div  | V,S,M/DF | 1 a     | Prsl,touch | Special              | 10 min/lvl          | Will negs | Yes | 233 |

## Law Domain

|          | Spell                                               | Description                             | Schl  | Comp     | Time  | Range  | Target, Effect, Area             | Duration               | Save      | SR  | PHB |
|----------|-----------------------------------------------------|-----------------------------------------|-------|----------|-------|--------|----------------------------------|------------------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Protection from Chaos      | +2 AC and saves vs chaotic creatures    | Abjur | V,S,M/DF | 1 a   | Touch  | One creature                     | 1 min/lvl (D)          | Will negs | -   | 266 |
| <u>2</u> | <input type="checkbox"/> Calm Emotions              | Calms 1d6/lvl targets                   | Ench  | V,S,DF   | 1 a   | Medium | 20-ft radius                     | Conc, 1 rnd/lvl (D)    | Will negs | Yes | 207 |
| <u>3</u> | <input type="checkbox"/> Magic Circle against Chaos | Non-lawful creatures cannot enter       | Abjur | V,S,M/DF | 1 a   | Touch  | 10-ft radius                     | 10 min/lvl             | Will negs | -   | 249 |
| <u>4</u> | <input type="checkbox"/> Order's Wraith             | Deals 1d8/2lvl to evil, half to neutral | Evoc  | V,S      | 1 a   | Medium | 30-ft cube                       | Instantaneous          | Will part | Yes | 258 |
| <u>5</u> | <input type="checkbox"/> Dispel Chaos               | +4 AC against chaotic attackers, banish | Abjur | V,S,DF   | 1 a   | Touch  | Special                          | 1 rnd/lvl or till used | Special   | Sp  | 222 |
| <u>6</u> | <input type="checkbox"/> Hold Monster               | Target becomes paralyzed                | Ench  | V,S,M/DF | 1 a   | Medium | One living creature              | 1 rnd/lvl (D)          | Will negs | Yes | 241 |
| <u>7</u> | <input type="checkbox"/> Dictum                     | Kills, paralyzes, weakens nonlawful     | Evoc  | V        | 1 a   | 40-ft  | 40-ft radius                     | Instantaneous          | -         | Yes | 220 |
| <u>8</u> | <input type="checkbox"/> Shield of Law              | +4 AC, +4 res, SR 25 vs chaotic         | Abjur | V,S,F    | 1 a   | 20-ft  | One creature/lvl in 20-ft radius | 1 rnd/lvl (D)          | Special   | Yes | 278 |
| <u>9</u> | <input type="checkbox"/> Summon Monster IX          | Calls outsider to fight for you         | Conj  | V,S,F/DF | Round | Close  | 9:1 8:1d3 1-7:1d4+1              | 1 rnd/lvl (D)          | -         | -   | 287 |

## Luck Domain

|          | Spell                                           | Description                                | Schl  | Comp     | Time  | Range      | Target, Effect, Area     | Duration                    | Save       | SR  | PHB |
|----------|-------------------------------------------------|--------------------------------------------|-------|----------|-------|------------|--------------------------|-----------------------------|------------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Entropic Shield        | 20% miss chance on ranged attacks          | Abjur | V,S      | 1 a   | Self       | Caster                   | 1 min/lvl (D)               | -          | -   | 227 |
| <u>2</u> | <input type="checkbox"/> Aid                    | +1 att,+1 fear saves,1d8 +1/lvl hps        | Ench  | V,S,DF   | 1 a   | Touch      | One living creature      | 1 min/lvl                   | -          | Yes | 196 |
| <u>3</u> | <input type="checkbox"/> Protection from Energy | Absorbs 12 energy dmg/lvl (120)            | Abjur | V,S,DF   | 1 a   | Touch      | One creature             | 10 min/lvl or till used     | Fort negs  | Yes | 266 |
| <u>4</u> | <input type="checkbox"/> Freedom of Movement    | Target moves and attacks normally          | Abjur | V,S,M,DF | 1 a   | Prsl,touch | One creature             | 10 min/lvl                  | Will negs  | Yes | 233 |
| <u>5</u> | <input type="checkbox"/> Break Enchantment      | Frees target from enchantments             | Abjur | V,S      | 1 min | Close      | Creature/lvl in 30-ft    | Instantaneous               | Special    | -   | 207 |
| <u>6</u> | <input type="checkbox"/> Mislead                | Improved invisibility and creates illusion | Illus | S        | 1 a   | Close      | Caster / illusory double | 1 rnd/lvl (D), Conc +3 rnds | Will dsblf | -   | 255 |
| <u>7</u> | <input type="checkbox"/> Spell Turning          | Reflects 1d4+6 spell levels back           | Abjur | V,S,M/DF | 1 a   | Self       | Caster                   | 10min/lvl or till used      | -          | -   | 282 |
| <u>8</u> | <input type="checkbox"/> Moment of Prescience   | Reroll or AC check with +lvl as bonus      | Div   | V,S      | 1 a   | Self       | Caster                   | 1 hr/lvl                    | -          | -   | 255 |
| <u>9</u> | <input type="checkbox"/> Miracle                | Requests miracle from diety                | Evoc  | V,S,XP   | 1 a   | Special    | Special                  | Special                     | Special    | Yes | 254 |

## Magic Domain

|          | Spell                                               | Description                           | Schl  | Comp     | Time   | Range  | Target, Effect, Area | Duration               | Save      | SR  | PHB |
|----------|-----------------------------------------------------|---------------------------------------|-------|----------|--------|--------|----------------------|------------------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Nystul's Magic Aura        | Grants false magical aura             | Illus | V,S,F    | 1 a    | Touch  | Item to 5 lb/lvl     | 1 day/lvl (D)          | -         | -   | 257 |
| <u>2</u> | <input type="checkbox"/> Identify                   | Determines all features of magic item | Div   | V,S,M/DF | 1 hr   | Touch  | One item             | Instantaneous          | -         | -   | 243 |
| <u>3</u> | <input type="checkbox"/> Dispel Magic               | Cancels magical effects (+10)         | Abjur | V,S      | 1 a    | Medium | Special              | Instantaneous          | -         | -   | 223 |
| <u>4</u> | <input type="checkbox"/> Imbue with Spell Ability   | Transfer spells to target             | Evoc  | V,S,DF   | 10 min | Touch  | One creature         | Till used              | Will negs | Yes | 243 |
| <u>5</u> | <input type="checkbox"/> Spell Resistance           | Target gains SR 12+level              | Abjur | V,S,DF   | 1 a    | Touch  | One creature         | 1 min/lvl              | Will negs | Yes | 282 |
| <u>6</u> | <input type="checkbox"/> Antimagic Field            | Negates magic within 10-ft            | Abjur | V,S,M/DF | 1 a    | 10-ft  | 10-ft radius         | 10 min/lvl (D)         | -         | Sp  | 200 |
| <u>7</u> | <input type="checkbox"/> Spell Turning              | Reflects 1d4+6 spell levels back      | Abjur | V,S,M/DF | 1 a    | Self   | Caster               | 10min/lvl or till used | -         | -   | 282 |
| <u>8</u> | <input type="checkbox"/> Protection from Spells     | +8 resistance bonus to saves          | Abjur | V,S,M,F  | 1 a    | Touch  | One creature/4lvls   | 10 min/lvl             | Will negs | Yes | 266 |
| <u>9</u> | <input type="checkbox"/> Mordenkainen's Disjunction | Dispels magic, disenchant's items     | Abjur | V        | 1 a    | Close  | 40-ft radius         | Instantaneous          | Will negs | -   | 255 |

## Plant Domain

|          | Spell                                   | Description                       | Schl  | Comp   | Time | Range   | Target, Effect, Area | Duration          | Save      | SR  | PHB |
|----------|-----------------------------------------|-----------------------------------|-------|--------|------|---------|----------------------|-------------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Entangle       | Plants entangle                   | Trans | V,S,DF | 1 a  | Long    | 40-ft radius         | 1 min/lvl (D)     | Ref part  | -   | 227 |
| <u>2</u> | <input type="checkbox"/> Barkskin       | 1+1/3lvls natural armour (5)      | Trans | V,S,DF | 1 a  | Touch   | One living creature  | 10 min/lvl        | -         | Yes | 203 |
| <u>3</u> | <input type="checkbox"/> Plant Growth   | Grows vegetation, improves crops  | Trans | V,S,DF | 1 a  | Special | Special              | Instantaneous     | -         | -   | 262 |
| <u>4</u> | <input type="checkbox"/> Command Plants | Plants animate and entangle       | Trans | V      | 1 a  | Close   | 2 HD/lvl in 30-ft    | 1 day/lvl         | Will negs | Yes | 211 |
| <u>5</u> | <input type="checkbox"/> Wall of Thorns | Thorns dmg moving creatures 25-AC | Conj  | V,S    | 1 a  | Medium  | 10-ft cube/lvl       | 10 min/lvl (D)    | -         | -   | 300 |
| <u>6</u> | <input type="checkbox"/> Repel Wood     | Pushes away wooden items          | Trans | V,S    | 1 a  | 60-ft   | 60-ft line           | 1 min/lvl (D)     | -         | -   | 271 |
| <u>7</u> | <input type="checkbox"/> Animate Plants | Animated plant                    | Trans | V      | 1 a  | Close   | 1 plant/3lvls        | 1 rnd/lvl         | -         | -   | 199 |
| <u>8</u> | <input type="checkbox"/> Control Plants | Talk and control plants and fungi | Trans | V,S,DF | 1 a  | Close   | 2 HD of plants/lvl   | 1 min/lvl         | Will negs | -   | 213 |
| <u>9</u> | <input type="checkbox"/> Shambler       | Summon 1d4+2 (11HD) shamblers     | Conj  | V,S    | 1 a  | Medium  | 3+ shamblers         | 7 days/months (D) | -         | -   | 277 |

## Protection Domain

|          | Spell                                           | Description                            | Schl  | Comp     | Time | Range     | Target, Effect, Area | Duration                | Save      | SR  | PHB |
|----------|-------------------------------------------------|----------------------------------------|-------|----------|------|-----------|----------------------|-------------------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Sanctuary              | Opponents cannot attack you            | Abjur | V,S,DF   | 1 a  | Touch     | One creature         | 1 rnd/lvl               | Will negs | -   | 274 |
| <u>2</u> | <input type="checkbox"/> Shield Other           | Target +1 AC, save, half dmg to caster | Abjur | V,S,F    | 1 a  | Close     | One creature         | 1 hr/lvl (D)            | Will negs | Yes | 278 |
| <u>3</u> | <input type="checkbox"/> Protection from Energy | Absorbs 12 energy dmg/lvl (120)        | Abjur | V,S,DF   | 1 a  | Touch     | One creature         | 10 min/lvl or till used | Fort negs | Yes | 266 |
| <u>4</u> | <input type="checkbox"/> Spell Immunity         | Immune to a 1-4 level spell/4levels    | Abjur | V,S,DF   | 1 a  | Touch     | One creature         | 10 min/lvl              | Will negs | Yes | 282 |
| <u>5</u> | <input type="checkbox"/> Spell Resistance       | Target gains SR 12+level               | Abjur | V,S,DF   | 1 a  | Touch     | One creature         | 1 min/lvl               | Will negs | Yes | 282 |
| <u>6</u> | <input type="checkbox"/> Antimagic Field        | Negates magic within 10-ft             | Abjur | V,S,M/DF | 1 a  | 10-ft     | 10-ft radius         | 10 min/lvl (D)          | -         | Sp  | 200 |
| <u>7</u> | <input type="checkbox"/> Repulsion              | Creatures cannot approach you          | Abjur | V,S,F/DF | 1 a  | 10-ft/lvl | 10-ft radius/lvl     | 1 rnd/lvl (D)           | Will negs | Yes | 271 |
| <u>8</u> | <input type="checkbox"/> Mind Blank             | Resist mind effecting magic            | Abjur | V,S      | 1 a  | Close     | One creature         | 1 day                   | Will negs | Yes | 253 |
| <u>9</u> | <input type="checkbox"/> Prismatic Sphere       | Surrounds on all sides with effects    | Abjur | V        | 1 a  | 10-ft     | 10-ft radius         | 10 min/lvl              | Special   | Sp  | 264 |

## Strength Domain

|          | Spell                                          | Description                         | Schl  | Comp       | Time  | Range  | Target, Effect, Area | Duration                | Save      | SR  | PHB |
|----------|------------------------------------------------|-------------------------------------|-------|------------|-------|--------|----------------------|-------------------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Enlarge Person        | +2 Str, -2 Dex, -1 Att, -1 AC       | Trans | V,S,M      | Round | Close  | One humanoid         | 1 min/lvl (D)           | Fort negs | Yes | 226 |
| <u>2</u> | <input type="checkbox"/> Bull's Strength       | +4 Str                              | Trans | V,S,M/DF   | 1 a   | Touch  | One creature         | 1 min/lvl               | Will negs | Yes | 207 |
| <u>3</u> | <input type="checkbox"/> Magic Vestment        | Armor/shield gains +1/4lvls         | Trans | V,S,DF     | 1 a   | Touch  | Armor/shield         | 1 hr/lvl                | Will negs | Yes | 251 |
| <u>4</u> | <input type="checkbox"/> Spell Immunity        | Immune to a 1-4 level spell/4levels | Abjur | V,S,DF     | 1 a   | Touch  | One creature         | 10 min/lvl              | Will negs | Yes | 282 |
| <u>5</u> | <input type="checkbox"/> Righteous Might       | Your size increases, Str +4 etc.    | Trans | V,S,DF     | 1 a   | Self   | Caster               | 1 rnd/lvl (D)           | -         | -   | 273 |
| <u>6</u> | <input type="checkbox"/> Stoneskin             | Damage reduction 10/adamantine      | Abjur | V,S,M      | 1 a   | Touch  | One creature         | 10 min/lvl or till used | Will negs | Yes | 284 |
| <u>7</u> | <input type="checkbox"/> Bigby's Grasping Hand | Provides cover, pushes, grapples    | Evoc  | V,S,F/DF   | 1 a   | Medium | Attack lvl+abi mod+9 | 1 rnd/lvl (D)           | -         | Yes | 204 |
| <u>8</u> | <input type="checkbox"/> Bigby's Clenched Fist | Large hand attacks, 1d8+11 & stun   | Evoc  | V,S,F/DF   | 1 a   | Medium | Att lvl+abi mod+10   | 1 rnd/lvl (D)           | -         | Yes | 203 |
| <u>9</u> | <input type="checkbox"/> Bigby's Crushing Hand | Grapple, push, crush 2d6+12 dmg     | Evoc  | V,S,M,F/DF | 1 a   | Medium | Att lvl+abi mod+15   | 1 rnd/lvl (D)           | -         | Yes | 203 |

## Sun Domain

|          | Spell                                     | Description                          | Schl  | Comp     | Time | Range  | Target, Effect, Area     | Duration               | Save      | SR  | PHB |
|----------|-------------------------------------------|--------------------------------------|-------|----------|------|--------|--------------------------|------------------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Endure Elements  | Protected in extreme temperatures    | Abjur | V,S      | 1 a  | Touch  | One creature             | 24 hours               | Will negs | Yes | 226 |
| <u>2</u> | <input type="checkbox"/> Heat Metal       | Hot metal damages if touched         | Trans | V,S,DF   | 1 a  | Close  | Creat/2 lvls / 25 lb/lvl | 7 rounds               | Will negs | Yes | 239 |
| <u>3</u> | <input type="checkbox"/> Searing Light    | Dmg 1d8/2 lvls,undead 1d6/1d8/lvl    | Evoc  | V,S      | 1 a  | Medium | Ray                      | Instantaneous          | -         | Yes | 275 |
| <u>4</u> | <input type="checkbox"/> Fire Shield      | Creatures attacking take 1d6+1/lvl   | Evoc  | V,S,M/DF | 1 a  | Self   | Caster                   | 1 rnd/lvl (D)          | -         | -   | 230 |
| <u>5</u> | <input type="checkbox"/> Flame Strike     | Smites foes with divine fire 1d6/lvl | Evoc  | V,S,DF   | 1 a  | Medium | 10-ft radius             | Instantaneous          | Ref half  | Yes | 231 |
| <u>6</u> | <input type="checkbox"/> Fire Seeds       | Acorn and berries become bombs       | Conj  | V,S,M    | 1 a  | Touch  | 1-4 acorns/1-8berries    | 10 min/lvl             | Ref half  | -   | 230 |
| <u>7</u> | <input type="checkbox"/> Sunbeam          | Blinds, 4d6 dmg, 1 beam/3 lvls (6)   | Evoc  | V,S,DF   | 1 a  | 60-ft  | Line from hand           | 1 rnd/lvl or till used | Ref part  | Yes | 289 |
| <u>8</u> | <input type="checkbox"/> Sunburst         | Blinds all within, 6d6 damage        | Evoc  | V,S,M/DF | 1 a  | Long   | 80-ft radius             | Instantaneous          | Ref part  | Yes | 289 |
| <u>9</u> | <input type="checkbox"/> Prismatic Sphere | Surrounds on all sides with effects  | Abjur | V        | 1 a  | 10-ft  | 10-ft radius             | 10 min/lvl             | Special   | Sp  | 264 |

## Travel Domain

|          | Spell                                      | Description                            | Schl  | Comp     | Time   | Range      | Target, Effect, Area         | Duration       | Save      | SR  | PHB |
|----------|--------------------------------------------|----------------------------------------|-------|----------|--------|------------|------------------------------|----------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Longstrider       | Movement increases +10-ft/rnd          | Trans | V,S,M    | 1 a    | Self       | Caster                       | 1 hr/lvl (D)   | -         | -   | 249 |
| <u>2</u> | <input type="checkbox"/> Locate Object     | Senses direction of item               | Div   | V,S,F/DF | 1 a    | Long       | 400-ft +40-ft/lvl rad        | 1 min/lvl      | -         | -   | 248 |
| <u>3</u> | <input type="checkbox"/> Fly               | Target flies at 60-ft/round            | Trans | V,S,F/DF | 1 a    | Touch      | One creature                 | 1 min/lvl      | Will negs | Yes | 232 |
| <u>4</u> | <input type="checkbox"/> Dimension Door    | Teleports you and up to max load       | Conj  | V        | 1 a    | Long       | Caster and touched           | Instantaneous  | Will negs | Yes | 221 |
| <u>5</u> | <input type="checkbox"/> Teleport          | Instantly teleport one creature/lvl    | Conj  | V        | 1 a    | Prsl,touch | 100 miles/lvl                | Instantaneous  | Will negs | Yes | 292 |
| <u>6</u> | <input type="checkbox"/> Find the Path     | Shows most direct way to location      | Div   | V,S,F    | 3 rnds | Touch      | Self or one creature         | 10 min/lvl     | Will negs | Yes | 230 |
| <u>7</u> | <input type="checkbox"/> Teleport, Greater | Instantly teleport one creature/lvl    | Conj  | V        | 1 a    | Prsl,touch | Unlimited                    | Instantaneous  | Will negs | Yes | 293 |
| <u>8</u> | <input type="checkbox"/> Phase Door        | Passage appears in wooden, stone wall  | Conj  | V        | 1 a    | 0-ft       | 5x8 ft, 10-ft+5-ft/3lvl deep | 1 usage/2 lvls | -         | -   | 261 |
| <u>9</u> | <input type="checkbox"/> Astral Projection | Projects you & company to astral plane | Necro | V,S,M    | 30 min | Touch      | You + 1 creat/2 lvls         | Special        | -         | Yes | 201 |

## Trickery Domain

|          | Spell                                         | Description                                | Schl  | Comp     | Time   | Range      | Target, Effect, Area     | Duration                    | Save       | SR  | PHB |
|----------|-----------------------------------------------|--------------------------------------------|-------|----------|--------|------------|--------------------------|-----------------------------|------------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Disguise Self        | Change appearance, +10 Disguise            | Illus | V,S      | 1 a    | Self       | Caster                   | 10 min/lvl                  | -          | -   | 222 |
| <u>2</u> | <input type="checkbox"/> Invisibility         | Invisible until attacks                    | Illus | V,S,M/DF | 1 a    | Prsl,touch | Touch                    | 1 min/lvl (D)               | Will negs  | Yes | 245 |
| <u>3</u> | <input type="checkbox"/> Nondetection         | Masks target to scrying and divination     | Abjur | V,S,M    | 1 a    | Touch      | Creature or item         | 1 hr/lvl                    | Will negs  | Yes | 257 |
| <u>4</u> | <input type="checkbox"/> Confusion            | Targets become confused, 1 rnd/lvl         | Ench  | V,S,M/DF | 1 a    | Medium     | Creatures in 15-ft       | 1 rnd/lvl                   | Will negs  | Yes | 212 |
| <u>5</u> | <input type="checkbox"/> False Vision         | Fools scrying with an illusion             | Illus | V,S,M    | 1 a    | Touch      | 40-ft radius             | 1 hr/lvl (D)                | -          | -   | 229 |
| <u>6</u> | <input type="checkbox"/> Mislead              | Improved invisibility and creates illusion | Illus | S        | 1 a    | Close      | Caster / illusory double | 1 rnd/lvl (D), Conc +3 rnds | Will dsblf | -   | 255 |
| <u>7</u> | <input type="checkbox"/> Screen               | Hides area from vision, scrying            | Illus | V,S      | 10 min | Close      | 30-ft cube/lvl           | 1 day                       | Will dsblf | -   | 274 |
| <u>8</u> | <input type="checkbox"/> Polymorph Any Object | Transform target into new form             | Trans | V,S,M/DF | 1 a    | Close      | Creat/obj 100 cu.ft/lvl  | Special                     | -          | Yes | 263 |
| <u>9</u> | <input type="checkbox"/> Time Stop            | You act freely for 1d4+1 rounds            | Trans | V        | 1 a    | Self       | Caster                   | 1d4+1 rounds                | -          | -   | 294 |

## War Domain

|          | Spell                                      | Description                            | Schl  | Comp     | Time | Range  | Target, Effect, Area | Duration      | Save      | SR  | PHB |
|----------|--------------------------------------------|----------------------------------------|-------|----------|------|--------|----------------------|---------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Magic Weapon      | Weapon gets +1 att/dmg                 | Trans | V,S,F,DF | 1 a  | Touch  | Weapon               | 1 min/lvl     | Will negs | Yes | 251 |
| <u>2</u> | <input type="checkbox"/> Spiritual Weapon  | 1d8 +1/3lvls damage, attacks by itself | Evoc  | V,S,DF   | 1 a  | Medium | Magical weapon       | 1 rnd/lvl (D) | -         | Yes | 283 |
| <u>3</u> | <input type="checkbox"/> Magic Vestment    | Armor/shield gains +1/4lvls            | Trans | V,S,DF   | 1 a  | Touch  | Armor/shield         | 1 hr/lvl      | Will negs | Yes | 251 |
| <u>4</u> | <input type="checkbox"/> Divine Power      | Level is Att bonus, +6 Str, 1 hp/lvl   | Evoc  | V,S,DF   | 1 a  | Self   | Caster               | 1 rnd/lvl     | -         | -   | 224 |
| <u>5</u> | <input type="checkbox"/> Flame Strike      | Smites foes with divine fire 1d6/lvl   | Evoc  | V,S,DF   | 1 a  | Medium | 10-ft radius         | Instantaneous | Ref half  | Yes | 231 |
| <u>6</u> | <input type="checkbox"/> Blade Barrier     | Blades deal 1d6 damage/lvl             | Evoc  | V,S      | 1 a  | Medium | Wall 20-ft long/lvl  | 1 min/lvl (D) | Ref half  | Yes | 205 |
| <u>7</u> | <input type="checkbox"/> Power Word, Blind | Blinds one target less than 200 hps    | Ench  | V        | 1 a  | Close  | One creature         | Special       | -         | Yes | 263 |
| <u>8</u> | <input type="checkbox"/> Power Word, Stun  | Stuns one target less than 150 hps     | Ench  | V        | 1 a  | Close  | One creature         | Special       | -         | Yes | 263 |
| <u>9</u> | <input type="checkbox"/> Power Word, Kill  | Kills one target less than 100 hps     | Ench  | V        | 1 a  | Close  | One living creature  | Instantaneous | -         | Yes | 263 |

## Water Domain

|          | Spell                                    | Description                        | Schl  | Comp     | Time   | Range  | Target, Effect, Area | Duration       | Save      | SR  | PHB |
|----------|------------------------------------------|------------------------------------|-------|----------|--------|--------|----------------------|----------------|-----------|-----|-----|
| <u>1</u> | <input type="checkbox"/> Obscuring Mist  | Fog surrounds you, visibility 5-ft | Conj  | V,S      | 1 a    | 20-ft  | 20-ft radius         | 1 min/lvl      | -         | -   | 258 |
| <u>2</u> | <input type="checkbox"/> Fog Cloud       | Fog limits vision to 5-ft          | Conj  | V,S      | 1 a    | Medium | 20-ft radius         | 10 min/lvl     | -         | -   | 232 |
| <u>3</u> | <input type="checkbox"/> Water Breathing | Targets can breath underwater      | Trans | V,S,M/DF | 1 a    | Touch  | Living creatures     | 2 hr/lvl       | Will negs | Yes | 300 |
| <u>4</u> | <input type="checkbox"/> Control Water   | Raises, lowers or parts water      | Trans | V,S,M/DF | 1 a    | Long   | 10ftx10ftx2ft/lvl    | 10 min/lvl (D) | -         | -   | 214 |
| <u>5</u> | <input type="checkbox"/> Ice Storm       | Hail does 3d6 bludgeon, 2d6 cold   | Evoc  | V,S,M/DF | 1 a    | Long   | 20-ft radius         | 1 round        | -         | Yes | 243 |
| <u>6</u> | <input type="checkbox"/> Cone of Cold    | 1d6 cold damage/lvl (15d6)         | Evoc  | V,S,M/DF | 1 a    | 60-ft  | Cone                 | Instantaneous  | Ref half  | Yes | 212 |
| <u>7</u> | <input type="checkbox"/> Acid Fog        | Fog deals 2d6/rnd acid damage      | Conj  | V,S,M/DF | 1 a    | Medium | 20-ft radius         | 1 rnd/lvl      | -         | -   | 196 |
| <u>8</u> | <input type="checkbox"/> Horrid Wilting  | 1d6 dmg/lvl (20d6) in 60-ft        | Necro | V,S,M/DF | 1 a    | Long   | Living creatures     | Instantaneous  | Fort half | Yes | 242 |
| <u>9</u> | <input type="checkbox"/> Elemental Swarm | Summons 2d4 Large, 1d4 Huge        | Conj  | V,S      | 10 min | Medium | 2+ creatures         | 10 min/lvl (D) | -         | -   | 226 |