

Cleric Spells

3.5

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

DOMAIN _____

GRANTED POWER _____

DOMAIN _____

GRANTED POWER _____

RANGES

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| CLOSE <div style="border: 1px solid black; width: 100%; height: 20px; margin: 5px 0;"></div> 25 ft + 5 ft / 2 LVLS | MEDIUM <div style="border: 1px solid black; width: 100%; height: 20px; margin: 5px 0;"></div> 100 ft + 10 ft / LVL | LONG <div style="border: 1px solid black; width: 100%; height: 20px; margin: 5px 0;"></div> 400 ft + 40 ft / LVL |
|--|--|--|

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 attacks, saves, skills | 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 |

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|--------------------------|-------------------------|--|-------|----------|--------|--------|---------------------------|---------------|-----------|-----|-----|
| <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 ability scores | 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 +1/3lvs 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 | One living creature/3 lvs | 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 activator 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 +1/4lvs | 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 lvs, undead 1d6/1d8/lvl | Evoc | V,S | 1 a | Medium | Ray | Instantaneous | - | Yes | 275 |
| <input type="checkbox"/> | Speak with Dead | Corpse answers one question/2lvs | 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 | 10 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 | +lvl as 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 |

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|--------------------------|-------------------|---|-------|----------|--------|---------|---------------------|----------------|-----------|-----|-----|
| <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 misleads | 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) | - | Yes | 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 creat/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 activators 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 shakes 5-ft/lvl rad | 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 |
|--|---|-------|----------|--------|-----------|------------------------|----------------|-----------|-----|-----|
| <input type="checkbox"/> 1 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"/> 2 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 |
| <input type="checkbox"/> 3 Gaseous Form | Become insubstantial, 10 dmg reduct | Trans | S,M/DF | 1 a | Touch | Touch | 2 min/lvl (D) | - | - | 234 |
| <input type="checkbox"/> 4 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"/> 5 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 |
| <input type="checkbox"/> 6 Chain Lightning | 1d6 damage/level, secondary bolts | Evoc | V,S,F | 1 a | Long | Primary,secondary/lvl | Instantaneous | Ref half | Yes | 208 |
| <input type="checkbox"/> 7 Control Weather | Changes weather in local area | Trans | V,S | 10 min | 2 miles | 2 mile radius | 4d12 hours | - | - | 214 |
| <input type="checkbox"/> 8 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 |
| <input type="checkbox"/> 9 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 |
|--|---------------------------------------|-------|--------|--------|--------|----------------------|----------------|-----------|-----|-----|
| <input type="checkbox"/> 1 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 |
| <input type="checkbox"/> 2 Hold Animal | Target becomes paralyzed | Ench | V,S | 1 a | Medium | One animal | 1 rnd/lvl (D) | Will negs | Yes | 241 |
| <input type="checkbox"/> 3 Dominate Animal | Animal obeys mental commands | Ench | V,S | Round | Close | One animal | 1 rnd/lvl | Will negs | Yes | 224 |
| <input type="checkbox"/> 4 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 |
| <input type="checkbox"/> 5 Commune with Nature | Learn about terrain for 1 mile/level | Div | V,S | 10 min | Self | Caster | Instantaneous | - | - | 211 |
| <input type="checkbox"/> 6 Antilife Shell | 10-ft field excludes living creatures | Abjur | V,S,DF | Round | 10-ft | 10-ft radius | 10 min/lvl (D) | - | Yes | 199 |
| <input type="checkbox"/> 7 Animal Shapes | 1 ally/lvl polymorphs into animal | Trans | V,S,DF | 1 a | Close | One creature/lvl | 1 hr/lvl (D) | - | Yes | 198 |
| <input type="checkbox"/> 8 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 |
| <input type="checkbox"/> 9 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 |
|---|--|-------|----------|-------|--------|-----------------------|------------------------|-----------|-----|-----|
| <input type="checkbox"/> 1 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"/> 2 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"/> 3 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"/> 4 Chaos Hammer | Hammer deals 1d8/2lvl to law/ntrl | Evoc | V,S | 1 a | Medium | 20-ft radius | Instantaneous | Will part | Yes | 208 |
| <input type="checkbox"/> 5 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"/> 6 Animate Objects | Items attack your foes | Trans | V,S | 1 a | Medium | One small item/lvl | 1 rnd/lvl | - | - | 199 |
| <input type="checkbox"/> 7 Word of Chaos | Kills, confuses, stuns nonchaotic | Evoc | V | 1 a | 40-ft | 40-ft radius | Instantaneous | Will negs | Yes | 303 |
| <input type="checkbox"/> 8 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"/> 9 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 |
|--|--------------------------------------|-------|--------|------|-------|------------------------|-------------------|-----------|-----|-----|
| <input type="checkbox"/> 1 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"/> 2 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"/> 3 Animate Dead | Creates skeletons and zombies | Necro | V,S,M | 1 a | Touch | Max 2HD/lvl | Instantaneous | - | - | 198 |
| <input type="checkbox"/> 4 Death Ward | Immunity to death spells/effects | Necro | V,S,DF | 1 a | Touch | One living creature | 10 min/lvl | - | - | 217 |
| <input type="checkbox"/> 5 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"/> 6 Create Undead | Ghoul, shadow, ghastr, wight, wraith | Necro | V,S,M | 1 hr | Close | One dead creature | Instantaneous | - | - | 215 |
| <input type="checkbox"/> 7 Destruction | Kill target, destroy remains or 10d6 | Necro | V,S,F | 1 a | Close | One creature | Instantaneous | Fort part | Yes | 218 |
| <input type="checkbox"/> 8 Create Greater Undead | Mummy, spectre, vampire, ghost | Necro | V,S,M | 1 hr | Close | One dead creature | Instantaneous | - | - | 215 |
| <input type="checkbox"/> 9 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 |
|--|------------------------------------|-------|----------|------|--------|-----------------------|--------------------|-----------|-----|-----|
| <input type="checkbox"/> 1 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"/> 2 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"/> 3 Contagion | Infects with chosen disease | Necro | V,S | 1 a | Touch | One living creature | Instantaneous | Fort negs | Yes | 213 |
| <input type="checkbox"/> 4 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"/> 5 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"/> 6 Harm | 10/lvl damage (150) | Necro | V,S | 1 a | Touch | One creature | Instantaneous | Will half | Yes | 239 |
| <input type="checkbox"/> 7 Disintegrate | Disintegrates creat/obj or 5d6 dmg | Trans | V,S,M | 1 a | Medium | Ray, 10-ft cube | Instantaneous | Fort part | Yes | 222 |
| <input type="checkbox"/> 8 Earthquake | Intense tremor shakes 5-ft/lvl rad | Evoc | V,S,DF | 1 a | Long | 80-ft/lvl radius | 1 rnd | Special | - | 225 |
| <input type="checkbox"/> 9 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 |
|---|-------------------------------------|-------|----------|--------|--------|------------------------|-------------------------|-----------|-----|-----|
| <input type="checkbox"/> 1 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"/> 2 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 |
| <input type="checkbox"/> 3 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"/> 4 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 |
| <input type="checkbox"/> 5 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 |
| <input type="checkbox"/> 6 Stoneskin | Damage reduction 10/adamantine | Abjur | V,S,M | 1 a | Touch | One creature | 10 min/lvl or till used | Will negs | Yes | 284 |
| <input type="checkbox"/> 7 Earthquake | Intense tremor shakes 5-ft/lvl rad | Evoc | V,S,DF | 1 a | Long | 80-ft/lvl radius | 1 rnd | Special | - | 225 |
| <input type="checkbox"/> 8 Iron Body | Body becomes iron. Dmg reduction 15 | Trans | V,S,M/DF | 1 a | Self | Caster | 1 min/lvl (D) | - | - | 245 |
| <input type="checkbox"/> 9 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 |
|--|--|-------|----------|-------|--------|----------------------|------------------------|-----------|-----|-----|
| <input type="checkbox"/> 1 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"/> 2 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"/> 3 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"/> 4 Unholy Blight | Deals 1d8/2lvl to good half to neutral | Evoc | V,S | 1 a | Medium | 20-ft radius | Instantaneous | Will part | Yes | 297 |
| <input type="checkbox"/> 5 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"/> 6 Create Undead | Ghoul, shadow, ghast, wight, wraith | Necro | V,S,M | 1 hr | Close | One dead creature | Instantaneous | - | - | 215 |
| <input type="checkbox"/> 7 Blasphemy | Kills, paralyzes, weakens nonevil | Evoc | V | 1 a | 30-ft | 40-ft radius | Instantaneous | - | Yes | 205 |
| <input type="checkbox"/> 8 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 |
| <input type="checkbox"/> 9 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 |
|---|--|-------|----------|--------|--------|--------------------------|------------------|-----------|-----|-----|
| <input type="checkbox"/> 1 Burning Hands | 1d4 fire dmg/lvl (5d4) | Evoc | V,S | 1 a | 15-ft | Cone | Instantaneous | Ref half | Yes | 207 |
| <input type="checkbox"/> 2 Produce Flame | 1d6+1/lvl damage (5) | Evoc | V,S | 1 a | 0-ft | Flame in hand | 1 rnd/lvl (D) | - | Yes | 265 |
| <input type="checkbox"/> 3 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"/> 4 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 |
| <input type="checkbox"/> 5 Fire Shield | Creatures attacking take 1d6+1/lvl | Evoc | V,S,M/DF | 1 a | Self | Caster | 1 rnd/lvl (D) | - | - | 230 |
| <input type="checkbox"/> 6 Fire Seeds | Acorn and berries become bombs | Conj | V,S,M | 1 a | Touch | 1-4 acorns/1-8berries | 1 rnd/lvl | Ref half | - | 230 |
| <input type="checkbox"/> 7 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"/> 8 Incendiary Cloud | Cloud deals 4d6 fire damage/round | Conj | V,S | 1 a | Medium | 20-ft radius | 1 rnd/lvl | Ref half | - | 244 |
| <input type="checkbox"/> 9 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 |
|--|---|-------|----------|-------|--------|-----------------------|------------------------|-----------|-----|-----|
| <input type="checkbox"/> 1 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"/> 2 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"/> 3 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"/> 4 Holy Smite | Deals 1d8/2lvl to evil, half to neutral | Evoc | V,S | 1 a | Medium | 20-ft radius | Instantaneous | Will part | Yes | 241 |
| <input type="checkbox"/> 5 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"/> 6 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"/> 7 Holy Word | Kills, paralyzes, weakens nongood | Evoc | V | 1 a | 40-ft | 40-ft radius | Instantaneous | Special | Yes | 242 |
| <input type="checkbox"/> 8 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"/> 9 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 |
|---|----------------------------------|------|--------|--------|-------|-----------------------|---------------|-----------|-----|-----|
| <input type="checkbox"/> 1 Cure Light Wounds | Cures 1d8+1/lvl (+5) | Conj | V,S | 1 a | Touch | One creature | Instantaneous | Will half | Yes | 215 |
| <input type="checkbox"/> 2 Cure Moderate Wounds | Cures 2d8+1/lvl (+10) | Conj | V,S | 1 a | Touch | One creature | Instantaneous | Will half | Yes | 216 |
| <input type="checkbox"/> 3 Cure Serious Wounds | Cures 3d8+1/lvl (+15) | Conj | V,S | 1 a | Touch | One creature | Instantaneous | Will half | Yes | 216 |
| <input type="checkbox"/> 4 Cure Critical Wounds | Cures 4d8+1/lvl (+20) | Conj | V,S | 1 a | Touch | One creature | Instantaneous | Will half | Yes | 215 |
| <input type="checkbox"/> 5 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"/> 6 Heal | Cures 10/lvl (150) | Conj | V,S | 1 a | Touch | One creature | Instantaneous | Will negs | Yes | 239 |
| <input type="checkbox"/> 7 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"/> 8 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"/> 9 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 |
|---|--------------------------------------|------|----------|---------|------------|----------------------|---------------------|-----------|-----|-----|
| <input type="checkbox"/> 1 Detect Secret Doors | Reveals hidden doors within 60-ft | Div | V,S | 1 a | 60-ft | Cone | Conc, 1 min/lvl (D) | - | - | 220 |
| <input type="checkbox"/> 2 Detect Thoughts | Detect surface thoughts | Div | V,S,F/DF | 1 a | 60-ft | Cone | Conc, 1 min/lvl (D) | Will negs | - | 220 |
| <input type="checkbox"/> 3 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 |
| <input type="checkbox"/> 4 Divination | Provides useful advice for actions | Div | V,S,M | 10 min | Self | Caster | Instantaneous | - | - | 224 |
| <input type="checkbox"/> 5 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"/> 6 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 |
| <input type="checkbox"/> 7 Legend Lore | Learn tales about person or place | Div | V,S,M,F | Special | Self | Caster | Special | - | - | 246 |
| <input type="checkbox"/> 8 Discern Location | Exact location of creature or item | Div | V,S,DF | 10 min | Unlimited | One creature or item | Instantaneous | - | - | 222 |
| <input type="checkbox"/> 9 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 |
|---|---|-------|----------|-------|--------|----------------------------------|------------------------|-----------|-----|-----|
| <input type="checkbox"/> 1 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"/> 2 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"/> 3 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"/> 4 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 |
| <input type="checkbox"/> 5 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"/> 6 Hold Monster | Target becomes paralyzed | Ench | V,S,M/DF | 1 a | Medium | One living creature | 1 rnd/lvl (D) | Will negs | Yes | 241 |
| <input type="checkbox"/> 7 Dictum | Kills, paralyzes, weakens nonlawful | Evoc | V | 1 a | 40-ft | 40-ft radius | Instantaneous | - | Yes | 220 |
| <input type="checkbox"/> 8 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"/> 9 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 | Abjur | V,S | 1 a | Self | Caster | 1 min/lvl (D) | - | - | 227 |
| <u>2</u> | <input type="checkbox"/> | Aid | Ench | V,S,DF | 1 a | Touch | One living creature | 1 min/lvl | - | Yes | 196 |
| <u>3</u> | <input type="checkbox"/> | Protection from Energy | 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 | 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 | Abjur | V,S | 1 min | Close | Creature/lvl in 30-ft | Instantaneous | Special | - | 207 |
| <u>6</u> | <input type="checkbox"/> | Mislead | Illus | S | 1 a | Close | Caster / illusory | 1 rnd/lvl (D), Conc | Will dsblf | - | 255 |
| <u>7</u> | <input type="checkbox"/> | Spell Turning | Abjur | V,S,M/DF | 1 a | Self | Caster | 10min/lvl or till used | - | - | 282 |
| <u>8</u> | <input type="checkbox"/> | Moment of Prescience | Div | V,S | 1 a | Self | Caster | 1 hr/lvl | - | - | 255 |
| <u>9</u> | <input type="checkbox"/> | Miracle | 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 | Illus | V,S,F | 1 a | Touch | Item to 5 lb/lvl | 1 day/lvl (D) | - | - | 257 |
| <u>2</u> | <input type="checkbox"/> | Identify | Div | V,S,M/DF | 1 hr | Touch | One item | Instantaneous | - | - | 243 |
| <u>3</u> | <input type="checkbox"/> | Dispel Magic | Abjur | V,S | 1 a | Medium | Special | Instantaneous | - | - | 223 |
| <u>4</u> | <input type="checkbox"/> | Imbue with Spell Ability | Evoc | V,S,DF | 10 min | Touch | One creature | Till used | Will negs | Yes | 243 |
| <u>5</u> | <input type="checkbox"/> | Spell Resistance | Abjur | V,S,DF | 1 a | Touch | One creature | 1 min/lvl | Will negs | Yes | 282 |
| <u>6</u> | <input type="checkbox"/> | Antimagic Field | 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 | Abjur | V,S,M/DF | 1 a | Self | Caster | 10min/lvl or till used | - | - | 282 |
| <u>8</u> | <input type="checkbox"/> | Protection from Spells | 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 | 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 | Trans | V,S,DF | 1 a | Long | 40-ft radius | 1 min/lvl (D) | Ref part | - | 227 |
| <u>2</u> | <input type="checkbox"/> | Barkskin | Trans | V,S,DF | 1 a | Touch | One living creature | 10 min/lvl | - | Yes | 203 |
| <u>3</u> | <input type="checkbox"/> | Plant Growth | Trans | V,S,DF | 1 a | Special | Special | Instantaneous | - | - | 262 |
| <u>4</u> | <input type="checkbox"/> | Command Plants | 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 | Conj | V,S | 1 a | Medium | 10-ft cube/lvl | 10 min/lvl (D) | - | - | 300 |
| <u>6</u> | <input type="checkbox"/> | Repel Wood | Trans | V,S | 1 a | 60-ft | 60-ft line | 1 min/lvl (D) | - | - | 271 |
| <u>7</u> | <input type="checkbox"/> | Animate Plants | Trans | V | 1 a | Close | 1 plant/3lvls | 1 rnd/lvl | - | - | 199 |
| <u>8</u> | <input type="checkbox"/> | Control Plants | 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 | 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 | Abjur | V,S,DF | 1 a | Touch | One creature | 1 rnd/lvl | Will negs | - | 274 |
| <u>2</u> | <input type="checkbox"/> | Shield Other | 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 | 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 | Abjur | V,S,DF | 1 a | Touch | One creature | 10 min/lvl | Will negs | Yes | 282 |
| <u>5</u> | <input type="checkbox"/> | Spell Resistance | Abjur | V,S,DF | 1 a | Touch | One creature | 1 min/lvl | Will negs | Yes | 282 |
| <u>6</u> | <input type="checkbox"/> | Antimagic Field | 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 | 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 | Abjur | V,S | 1 a | Close | One creature | 1 day | Will negs | Yes | 253 |
| <u>9</u> | <input type="checkbox"/> | Prismatic Sphere | 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 | 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 | 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 | Trans | V,S,DF | 1 a | Touch | Armor/shield | 1 hr/lvl | Will negs | Yes | 251 |
| <u>4</u> | <input type="checkbox"/> | Spell Immunity | Abjur | V,S,DF | 1 a | Touch | One creature | 10 min/lvl | Will negs | Yes | 282 |
| <u>5</u> | <input type="checkbox"/> | Righteous Might | Trans | V,S,DF | 1 a | Self | Caster | 1 rnd/lvl (D) | - | - | 273 |
| <u>6</u> | <input type="checkbox"/> | Stoneskin | 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 | 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 | 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 | 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 | Abjur | V,S | 1 a | Touch | One creature | 24 hours | Will negs | Yes | 226 |
| <u>2</u> | <input type="checkbox"/> | Heat Metal | 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 | Evoc | V,S | 1 a | Medium | Ray | Instantaneous | - | Yes | 275 |
| <u>4</u> | <input type="checkbox"/> | Fire Shield | Evoc | V,S,M/DF | 1 a | Self | Caster | 1 rnd/lvl (D) | - | - | 230 |
| <u>5</u> | <input type="checkbox"/> | Flame Strike | Evoc | V,S,DF | 1 a | Medium | 10-ft radius | Instantaneous | Ref half | Yes | 231 |
| <u>6</u> | <input type="checkbox"/> | Fire Seeds | 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 | 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 | Evoc | V,S,M/DF | 1 a | Long | 80-ft radius | Instantaneous | Ref part | Yes | 289 |
| <u>9</u> | <input type="checkbox"/> | Prismatic Sphere | 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 | +lvl as 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 |