

Cleric Spells

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

CLOSE	MEDIUM	LONG
25 ft + 5 ft / 2 LVLS	100 ft + 10 ft / LVL	400 ft + 40 ft / LVL

DOMAIN _____

GRANTED POWER _____

DOMAIN _____

GRANTED POWER _____

LEVEL 0

	Spell	Description	School	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	-	-	189
___	<input type="checkbox"/>	Cure Minor Wounds	Cures 1 point of damage	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	-	-	190
___	<input type="checkbox"/>	Detect Magic	Detects spells and magic items	Univ	V,S	1 a	60 ft	Quarter circle	Conc, 1 min/lvl (D)	-	-	193
___	<input type="checkbox"/>	Detect Poison	Detects poison in creature or object	Div	V,S	1 a	Close	Creat,obj or 5-ft cube	Instantaneous	-	-	193
___	<input type="checkbox"/>	Guidance	+1 on 1 attack roll, save or check	Div	V,S	1 a	Touch	Creature touched	1 min / discharged	-	Yes	211
___	<input type="checkbox"/>	Inflict Minor Wounds	Touch attack, 1 point of damage	Necro	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	217
___	<input type="checkbox"/>	Light	Object shines like a torch	Evoc	V,DF	1 a	Touch	Light in 20-ft rad	10 min/lvl (D)	-	-	222
___	<input type="checkbox"/>	Mending	Makes minor repairs on an object	Trans	V,S	1 a	10 ft	Object up to 1 lbs	Instantaneous	Will negs	Yes	227
___	<input type="checkbox"/>	Purify Food and Drink	Purifies 1 cu ft/lvl of food or water	Univ	V,S	1 a	10 ft	1 cu ft/lvl	Instantaneous	Will negs	Yes	241
___	<input type="checkbox"/>	Read Magic	Read scrolls and spellbooks	Univ	V,S,F	1 a	Personal	You, 250 words/min	10 min/lvl	-	-	243
___	<input type="checkbox"/>	Resistance	Subject gains +1 on saves	Abjur	V,S,DF	1 a	Touch	Creature touched	1 min	Will negs	Yes	245
___	<input type="checkbox"/>	Virtue	Subject gains 1 temporary hp	Trans	V,S,DF	1 a	Touch	Creature touched	1 min	-	-	269

LEVEL 1

	Spell	Description	School	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 within 50 ft	1 min/lvl	Will negs	Yes	177
___	<input type="checkbox"/>	Bless	Allies gains +1 att, +1 vs fear	Ench	V,S,DF	1 a	50 ft	Allies within 50 ft	1 min/lvl	-	Yes	180
___	<input type="checkbox"/>	Bless Water	Make holy water	Trans	V,S,M	1 min	Touch	Water flask touched	Instantaneous	Will negs	Yes	180
___	<input type="checkbox"/>	Cause Fear	One creature flees for 1d4 rnds	Necro	V,S	1 a	Close	-2 to att/dmg/saves	1d4 rnds	Will negs	Yes	182
___	<input type="checkbox"/>	Command	One subject obeys command 1 rnd	Ench	V	1 a	Close	One living creature	1 round	Will negs	Yes	186
___	<input type="checkbox"/>	Comprehend Languages	Understands all languages	Div	V,S,M	1 a	Personal	You, 250 words/min	10 min/lvl	-	-	186
___	<input type="checkbox"/>	Cure Light Wounds	Cures 1d8+1/lvl (max +5)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
___	<input type="checkbox"/>	Curse Water	Make unholy water	Trans	V,S,M	1 min	Touch	Water flask touched	Instantaneous	Will negs	Yes	190
___	<input type="checkbox"/>	Deathwatch	Sees how wounded subjects are	Necro	V,S	1 a	Close	Quarter circle	10 min/lvl	-	-	191
___	<input type="checkbox"/>	Detect Chaos / Evil / Good / Law	Reveals creatures, spells or objects	Div	V,S,DF	1 a	60 ft	Quarter circle	Conc,10 min/lvl (D)	-	-	192
___	<input type="checkbox"/>	Detect Undead	Reveals undead within 60 ft	Div	V,S,DF	1 a	60 ft	Quarter circle	Conc, 1min/lvl (D)	-	-	194
___	<input type="checkbox"/>	Divine Favor	You gain att, dmg bonus +1/3 lvls	Evoc	V,S,DF	1 a	Personal	You	1 min	-	-	197
___	<input type="checkbox"/>	Doom	-2 on attacks, dmg, saves, skills	Ench	V,S,DF	1 a	Medium	One living creature	1 min/lvl	Will negs	Yes	198
___	<input type="checkbox"/>	Endure Elements	Ignores 5 dmg/rnd from element	Abjur	V,S	1 a	Touch	Creature touched	24 h	-	Yes	199
___	<input type="checkbox"/>	Entropic Shield	-20% ranged attacks miss change	Abjur	V,S	1 a	Personal	You	1 min/lvl	-	-	200
___	<input type="checkbox"/>	Inflict Light Wounds	Touch, 1d8+1/lvl dmg (max +5)	Necro	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	217
___	<input type="checkbox"/>	Invisibility to Undead	Undead can't perceive 1 subject/lvl	Abjur	V,S,DF	1 a	Touch	Touched creature/lvl	10 min/lvl (D)	Will negs	Yes	218
___	<input type="checkbox"/>	Magic Stone	3 stones +1 attack,1d6+1 dmg	Trans	V,S,DF	1 a	Touch	Vs undead 2d6+2	30 min or dischrngd	Will negs	Yes	225
___	<input type="checkbox"/>	Magic Weapon	Weapon gains +1 bonus	Trans	V,S,DF	1 a	Touch	+1 att/dmg	1 min/lvl	Will negs	Yes	225
___	<input type="checkbox"/>	Obscuring Mist	Fog surrounds you	Conj	V,S	1 a	30 ft	Cloud spreads 30 ft	1 min/lvl	-	-	233
___	<input type="checkbox"/>	Protection from Chaos / Evil / Good / Law	+2 AC and saves etc.	Abjur	V,S,DF	1 a	Touch	Creature touched	1 min/lvl	Will negs	-	240
___	<input type="checkbox"/>	Random Action	Creature acts randomly for 1 round	Ench	V,S,DF	1 a	Close	One living creature	1 round	Will negs	Yes	242
___	<input type="checkbox"/>	Remove Fear	+4 on fear saves, +1 subject/4 lvls	Abjur	V,S	1 a	Close	Max 30 ft apart	10 min	Will negs	Yes	245
___	<input type="checkbox"/>	Sanctuary	Opponents can't attack you	Abjur	V,S,DF	1 a	Touch	Creature touched	1 rnd/lvl	Will negs	-	247
___	<input type="checkbox"/>	Shield of Faith	Aura grants +2 or higher deflection	Abjur	V,S,M	1 a	Touch	+2 deflect +1/6 lvls	1 min/lvl	Will negs	Yes	251
___	<input type="checkbox"/>	Summon Monster I	Calls outsider to fight for you	Conj	V,S,DF	Fullrnd	Close	1 summoned creature	1 rnd/lvl (D)	-	-	258

LEVEL 2

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
___	<input type="checkbox"/>	Aid	+1 att,+1 fear saves,1d8 temp hps	Ench	V,S,DF	1 a	Touch	Living creature	1 min/lvl	-	Yes	172
___	<input type="checkbox"/>	Animal Messenger	Sens a tiny animal to specific place	Ench	V,S,M	1 a	Close	One Tiny animal	1 day/lvl	-	Yes	173
___	<input type="checkbox"/>	Augury	Learns if an action is good or bad	Div	V,S,F	1 a	Personal	You	Instantaneous	-	-	177
___	<input type="checkbox"/>	Bull's Strength	Subject gains 1d4+1 Str, 1 h/lvl	Trans	V,S,DF	1 a	Touch	Creature touched	1 h/lvl	Will negs	Yes	181
___	<input type="checkbox"/>	Calm Emotions	Calms 1d6/lvl subjects	Ench	V,S,DF	1 a	Medium	Max 30 ft apart	Conc, 1 rnd/lvl (D)	Will negs	Yes	182
___	<input type="checkbox"/>	Consecrate	Fill area with positive energy	Evoc	VSM,DF	1 a	Close	20-ft radius	2 h/lvl	-	-	187
___	<input type="checkbox"/>	Cure Moderate Wounds	Cures 2d8+1/lvl (max +10)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
___	<input type="checkbox"/>	Darkness	20-ft rad of supernatural darkness	Evoc	V,DF	1 a	Touch	Obj, 20-ft radius	10 min/lvl (D)	-	-	190
___	<input type="checkbox"/>	Death Knell	Gain 1d8 temp hp, +2 Str, +1 level	Necro	V,S	1 a	Touch	Living creat touched	10 min / creat HD	Will negs	Yes	191
___	<input type="checkbox"/>	Delay Poison	Stops poison from harming subject	Conj	V,S,DF	1 a	Touch	Creature touched	1 h/lvl	Fort negs	Yes	191
___	<input type="checkbox"/>	Desecrate	Fill area with negative energy	Evoc	VSM,DF	1 a	Close	20-ft radius	2 h/lvl	-	Yes	192
___	<input type="checkbox"/>	Endurance	Gain 1d4+1 Con for 1 h/lvl	Trans	V,S,DF	1 a	Touch	Creature touched	1 h/lvl	-	Yes	199
___	<input type="checkbox"/>	Enthrall	Captives all within 100 ft + 10 ft/lvl	Ench	V,S	Fullrnd	Medium	Any number of creats	Up to 1 h	Will negs	Yes	200
___	<input type="checkbox"/>	Find Traps	Notice traps as rogue does	Div	V,S	1 a	Medium	You	1 min/lvl	-	-	203

15	<input type="checkbox"/>	Gentle Repose	Preserves one corpse	Necro	V,S,M	1 a	Touch	Corpse touched	1 day/lvl	Will negs	Yes	208
16	<input type="checkbox"/>	Hold Person	Holds one person helpless, 1 rnd/lvl	Ench	V,S,F	1 a	Medium	Med-size or smaller	1 rnd/lvl (D)	Will negs	Yes	214
17	<input type="checkbox"/>	Inflict Moderate Wounds	Touch, 2d8+1/lvl dmg (max +10)	Necro	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	217
18	<input type="checkbox"/>	Lesser Restoration	Dispels magic abi dmg /repairs 1d4	Conj	V,S	3 rnds	Touch	Creature touched	Instantaneous	Will negs	Yes	222
19	<input type="checkbox"/>	Make Whole	Repairs an object	Trans	V,S	1 a	Close	Up to 10 cu ft/lvl	Instantaneous	Will negs	Yes	225
20	<input type="checkbox"/>	Remove Paralysis	Frees creats from parlys/hold/slow	Conj	V,S	1 a	Close	1:neg,2:+4,3-4:+2	Instantaneous	Will neg	Yes	245
21	<input type="checkbox"/>	Resist Elements	Ignores 12 dmg/rnd from element	Abjur	V,S,DF	1 a	Touch	Creature touched	1 min/lvl	-	Yes	246
22	<input type="checkbox"/>	Shatter	Sonic vibration damages objects	Evoc	V,S,DF	1 a	Close	3-ft rad, 1 lb/lvl	Instantaneous	Special	Yes	251
23	<input type="checkbox"/>	Shield Other	You take half of subject's damage	Abjur	V,S,F	1 a	Close	+1 AC, +1 saves	1 h/lvl (D)	Will negs	Yes	251
24	<input type="checkbox"/>	Silence	Negates sound in 15-ft radius	Illus	V,S	1 a	Long	15-ft radius	1 min/lvl	Will negs	Yes	252
25	<input type="checkbox"/>	Sound Burst	Deals 1d8 sonic damage, may stun	Evoc	V,S,DF	1 a	Close	10-ft-rad spread	Instantaneous	Will part	Yes	254
26	<input type="checkbox"/>	Speak with Animals	Communicate with natural animals	Div	V,S	1 a	Personal	You	1 min/lvl	-	-	254
27	<input type="checkbox"/>	Spiritual Weapon	Magical weapon attacks on its own	Evoc	V,S,DF	1 a	Medium	1d8 dmg	1 rnd/lvl (D)	-	Yes	256
28	<input type="checkbox"/>	Summon Monster II	Calls outsiders to fight for you	Conj	V,S,F	Fullrnd	Close	1 or 1:1d3	1 rnd/lvl (D)	-	-	258
29	<input type="checkbox"/>	Undetectable Alignment	Conceals alignment for 24 hours	Abjur	V,S,	1 a	Close	One creat or object	24 hours	Will negs	Yes	267
30	<input type="checkbox"/>	Zone of Truth	Subjects within range cannot lie	Ench	V,S,DF	1 a	Close	5-ft rad/level	1 min/lvl	Will negs	Yes	274

LEVEL 3

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
1	<input type="checkbox"/>	Animate Dead	Creates skeletons and zombies	Necro	V,S,M	1 a	Touch	HD/lvl	Instantaneous	-	-	174
2	<input type="checkbox"/>	Bestow Curse	-6 abi / -4 att, saves, checks etc.	Trans	V,S	1 a	Touch	Creature touched	Permanent	Will negs	Yes	178
3	<input type="checkbox"/>	Blindness / Deafness	Makes subject blind or deaf	Trans	V	1 a	Medium	Living creat	Permanent (D)	Fort negs	Yes	180
4	<input type="checkbox"/>	Contagion	Infects with chosen disease	Necro	V,S	1 a	Touch	Living creature	Instantaneous	Fort negs	Yes	187
5	<input type="checkbox"/>	Continual Flame	Makes a permanent, heatless torch	Illus	V,S,M	1 a	Touch	Illusory flame	Permanent	-	-	188
6	<input type="checkbox"/>	Create Food and Water	Feeds 3 human (or horse) / level	Conj	V,S	10 min	Close	For 1 day	24 hours	-	-	189
7	<input type="checkbox"/>	Cure Serious Wounds	Cures 3d8+1/lvl (max +15)	Conj	V,S	A	Touch	Creature touched	Instantaneous	Will half	Yes	190
8	<input type="checkbox"/>	Daylight	60-ft rad of bright light	Evoc	V,S	1 a	Touch	Obj, 60-ft radius	10 min/lvl	-	-	191
9	<input type="checkbox"/>	Deeper Darkness	Obj sheds abs darkness 60-ft rad	Evoc	V,S	1 a	Touch	Object touched	1 day/lvl	-	-	191
10	<input type="checkbox"/>	Dispell Magic	Cancels magical spells and effects	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	196
11	<input type="checkbox"/>	Glyph of Warding	Inscription harms those who pass	Abjur	V,S,M	10 min	Touch	Obj touched/5sq ft/lvl	Until discharged	Special	Yes	209
12	<input type="checkbox"/>	Helping Hand	Ghostly hand leads subject to you	Evoc	V,S,DF	1 a	5 miles	Ghostly hand	1 h/lvl	-	-	213
13	<input type="checkbox"/>	Inflict Serious Wounds	Touch attack, 3d8+1/lvl (max +15)	Necro	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	217
14	<input type="checkbox"/>	Invisibility Purge	Dispels invisibility with 5 ft/level	Evoc	V,S	1 a	Personal	You	1 min/lvl (D)	-	-	218
15	<input type="checkbox"/>	Locate Object	Senses direction toward object	Div	V,S,DF	1 a	Long	Rad 400 ft + 40 ft/lvl	1 min/lvl	-	-	223
16	<input type="checkbox"/>	Magic Circle against Chaos / Evil / Good / Law	Protection 10-ft-radius, 10 min/lvl	Abjur	V,S,DF	1 a	Touch	Emanates 10 ft	10 min/lvl	Will negs	-	223
17	<input type="checkbox"/>	Magic Vestment	Armor/shield gains +1/3 levels	Trans	V,S,DF	1 a	Touch	+1/3 lvls (max +5)	1 h/lvl	Will negs	Yes	225
18	<input type="checkbox"/>	Meld into Stone	You and your gear meld into stone	Trans	V,S,DF	1 a	Personal	You	10 min/lvl	-	-	226
19	<input type="checkbox"/>	Negative Energy Protection	Subject resists level and ability drains	Abjur	V,S	1 a	Touch	Living creat touched	1 rnd/lvl	Will negs	Yes	231
20	<input type="checkbox"/>	Obscure Object	Maks object against divination	Abjur	V,S,DF	1 a	Touch	Up to 100 lb/lvl	8 hours	Will negs	Yes	232
21	<input type="checkbox"/>	Prayer	Allies +1 att,dmg,saves,skills /en -1	Conj	V,S,DF	1 a	30 ft	Allies/foes 30-ft rad	1 rnd/lvl	-	Yes	238
22	<input type="checkbox"/>	Protection from Elements	Absorb 12 dmg/lvl from energy	Abjur	V,S	1 a	Touch	Creature touched	10 min/lvl	-	Yes	240
23	<input type="checkbox"/>	Remove Blindness / Deafness	Cure normal or magical conditions	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Fort negs	Yes	244
24	<input type="checkbox"/>	Remove Curse	Frees object or person from curse	Abjur	V,S	1 a	Touch	Creat or item touched	Instantaneous	Will negs	Yes	244
25	<input type="checkbox"/>	Remove Disease	Cures all diseases affecting subject	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Fort negs	Yes	244
26	<input type="checkbox"/>	Searing Light	Dmg 1d8/2 lvls, undead 1d6/1d8/lvl	Evoc	V,S	1 a	Medium	Ray	Instantaneous	-	Yes	248
27	<input type="checkbox"/>	Speak with Dead	Corpse answers 1 question/2 lvls	Necro	V,S,DF	10 min	10 ft	One dead creature	1 min/lvl	Will negs	-	254
28	<input type="checkbox"/>	Speak with Plants	Talk to normal plants / plant creats	Div	V,S	1 a	Personal	You	1 min/lvl	-	-	254
29	<input type="checkbox"/>	Stone Shape	Sculpts stone into any form	Trans	V,S,DF	1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	-	-	257
30	<input type="checkbox"/>	Summon Monster III	Calls outsiders to fight for you	Conj	V,S,DF	Fullrnd	Close	1 or 1:1d4+1, 2:1d3	1 rnd/lvl (D)	-	-	259
31	<input type="checkbox"/>	Water Breathing	Subjects can breath underwater	Trans	V,S,DF	1 a	Touch	Living creats touched	2 h/lvl	Will negs	Yes	271
32	<input type="checkbox"/>	Water Walk	Subject treads on water as if solid	Trans	V,S,DF	1 a	Touch	Touched creat/lvl	10 min/lvl	Will negs	Yes	271
33	<input type="checkbox"/>	Wind Wall	Deflects arrows, small creats, gases	Evoc	V,S,DF	1 a	Medium	10/lvl long,5/lvl high	1 rnd/lvl	-	Yes	273

LEVEL 4

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
1	<input type="checkbox"/>	Air Walk	Subject treads on air as if solid	Trans	V,S,DF	1 a	Touch	Creature touched	10 min/lvl	-	Yes	172
2	<input type="checkbox"/>	Control Water	Raises, lowers or parts water	Trans	V,S,DF	1 a	Long	10 x 10 x 2 ft /lvl	10 min/lvl (D)	-	-	188
3	<input type="checkbox"/>	Cure Critical Wounds	Cures 4d8+1/lvl (max +20)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
4	<input type="checkbox"/>	Death Ward	Immunity to death spells/effects	Necro	V,S,DF	1 a	Touch	Living creat touched	10 min/lvl	-	Yes	191
5	<input type="checkbox"/>	Dimensional Anchor	Bars extradimensional movement	Abjur	V,S	1 a	Medium	Ray	1 min/lvl	-	Yes	195
6	<input type="checkbox"/>	Discern Lies	Reveals deliberate falsehoods	Div	V,S,DF	1 a	Close	1/lvl,max30ft apart	Conc, 1 rnd/lvl	Will negs	-	195
7	<input type="checkbox"/>	Dismissal	Force creat return to native plane	Abjur	V,S,DF	1 a	Close	Extraplanar creature	Instantaneous	Will negs	Yes	196
8	<input type="checkbox"/>	Divination	Provides useful advice for actions	Div	V,S,M	10 min	Personal	You	Instantaneous	-	-	197
9	<input type="checkbox"/>	Divine Power	You gain Att bonus, 18 Str, 1 hp/lvl	Evoc	V,S,DF	1 a	Personal	Fighter's attack bonus	1 rnd/lvl	-	-	197
10	<input type="checkbox"/>	Freedom of Movement	Subject move despite impediments	Abjur	VSM,DF	1 a	Prsl,touch	You or creat touched	10 min/lvl	-	-	207
11	<input type="checkbox"/>	Giant Vermin	Turn insects into giant vermin	Trans	V,S,DF	1 a	Close	1-3 vermin	1 min/lvl	-	Yes	209
12	<input type="checkbox"/>	Greater Magic Weapon	+1/3 levels, max +5	Trans	V,S,DF	1 a	Close	Weapon or 50 proj.	1 hour/lvl	Will negs	Yes	210
13	<input type="checkbox"/>	Imbue with Spell Ability	Transfer spells to subject	Evoc	V,S,DF	10 min	Touch	Creature touched	Until discharged	Will negs	Yes	216
14	<input type="checkbox"/>	Inflict Critical Wounds	Touch attack, 4d8+1/lvl (max +20)	Necro	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	217
15	<input type="checkbox"/>	Lesser Planar Ally	Exchange services, 8 HD outsider	Conj	V,S,DF	10 min	Close	Up to 8 HD	Instantaneous	-	-	221
16	<input type="checkbox"/>	Neutralize Poison	Detoxifies venom in or on subject	Conj	V,S,M	1 a	Touch	Creat / obj 1 cu ft/lvl	Instantaneous	Will negs	Yes	232

17	<input type="checkbox"/>	Poison	Touch 1d10 Con dmg, repeats 1 min	Necro	V,S,DF	1 a	Touch	Living creat touched	Instantaneous	Fort negs	Yes	236
18	<input type="checkbox"/>	Repel Vermin	Insects stay 10 ft away	Abjur	V,S,DF	1 a	10 ft	10-ft radius	10 min/lvl	Will negs	Yes	245
19	<input type="checkbox"/>	Restoration	Restores levels and abi score drains	Conj	V,S	3 rnds	Touch	Creature touched	Instantaneous	Will negs	Yes	246
20	<input type="checkbox"/>	Sending	Delivers short message anywhere	Evoc	V,S,DF	10 min	Special	One creature	1 round	-	-	248
21	<input type="checkbox"/>	Spell Immunity	Subject immune to 1 spell/4 levels	Abjur	V,S,DF	1 a	Touch	Creature touched	10 min/lvl	Will negs	Yes	255
22	<input type="checkbox"/>	Status	Monitors condition, position of allies	Div	V,S	1 a	Touch	1 creat touched/3 lvls	1 h/lvl	Will negs	Yes	256
23	<input type="checkbox"/>	Summon Monster IV	Calls outsiders to fight for you	Conj	V,S,DF	Fullrnd	Close	4:1,3:1d3,2-1:1d4+1	1 rnd/lvl (D)	-	-	259
24	<input type="checkbox"/>	Tongues	Speak any language	Div	V,DF	1 a	Touch	Creature touched	10 min/lvl	-	-	265

LEVEL 5

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
1	<input type="checkbox"/>	Atonement	Removes burden of misleads	Abjur	Special	1 h	Touch	Living creat touched	Instantaneous	-	Yes	176
2	<input type="checkbox"/>	Break Enchantment	Frees subject from enchants etc.	Abjur	V,S	1 min	Close	1 creat/lvl, within 30ft	Instantaneous	Special	-	181
3	<input type="checkbox"/>	Circle of Doom	Deals 1d8+1/lvl dmg to all dirs	Necro	V,S	1 a	20 ft	Within 20-ft rad	Instantaneous	Fort half	Yes	184
4	<input type="checkbox"/>	Commune	Deity answers 1 y/n-question/level	Div	V,SDFXP	10 min	Personal	You	1 rnd/lvl	-	-	186
5	<input type="checkbox"/>	Dispel Chaos / Evil / Good / Law	+4 bonus against evil attackers	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl / dischrgrd	Special	Spec	196
6	<input type="checkbox"/>	Ethereal Jaunt	Become ethereal for 1 round/level	Trans	V,S	1 a	Personal	You	1 rnd/lvl (D)	-	-	201
7	<input type="checkbox"/>	Flame Strike	Smites foes with divine fire 1d6/lvl	Evoc	V,S,DF	1 a	Medium	10-ft rad, 40 ft high	Instantaneous	Ref half	Yes	205
8	<input type="checkbox"/>	Greater Command	Commands subject/level	Ench	V	1 a	Close	1 creature/lvl	1 round	Will negs	Yes	210
9	<input type="checkbox"/>	Hallow	Designates location as holy	Evoc	VSM,DF	1 day	Touch	10-ft/lvl radius	Instantaneous	-	Spec	212
10	<input type="checkbox"/>	Healing Circle	Cures 1d8+1/lvl dmg in all dirs	Conj	V,S	1 a	20 ft	20-ft radius burst	Instantaneous	Fort half	Yes	213
11	<input type="checkbox"/>	Insect Plague	Insect horde limits vision, dmg etc.	Conj	V,S,DF	Fullrnd	Long	180 ft wide, 60 ft high	1 min/lvl	Special	-	217
12	<input type="checkbox"/>	Mark of Justice	Designates act that triggers curse	Trans	V,S,DF	10 min	Touch	Creature touched	Permanent	-	Yes	225
13	<input type="checkbox"/>	Plane Shift	1-8 subjects travel to another plane	Trans	V,S,F	1 a	Touch	1-8 joining hands	Instantaneous	Will negs	Yes	236
14	<input type="checkbox"/>	Raise Dead	Restores life to subject	Conj	VSM,DF	1 min	Touch	Dead up to 1 day/lvl	Instantaneous	-	Yes	242
15	<input type="checkbox"/>	Righteous Might	Your size increases, Str +4 etc.	Trans	V,S,DF	1 a	Personal	You	1 rnd/lvl	-	-	246
16	<input type="checkbox"/>	Scrying	Spies on subject from a distance	Div	VSM,DF	1 h	Special	Magical sensor	1 min/lvl	-	-	247
17	<input type="checkbox"/>	Slay Living	Touch attack kills subject	Necro	V,S	1 a	Touch	If save, dmg3d6+1/lvl	Instantaneous	Fort part	Yes	252
18	<input type="checkbox"/>	Spell Resistance	Subject gains SR 12+level	Abjur	V,S,DF	1 a	Touch	Creature touched	1 min/lvl	Will negs	Yes	255
19	<input type="checkbox"/>	Summon Monster V	Calls outsider to fight for you	Conj	V,S,DF	Fullrnd	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl (D)	-	-	259
20	<input type="checkbox"/>	True Seeing	See all things as they really are	Div	V,S,M	1 a	Touch	Creature touched	1 min/lvl	Will negs	Yes	267
21	<input type="checkbox"/>	Unhallow	Designates location as unholy	Evoc	V,S,M	1 day	Touch	10-ft/lvl radius	Instantaneous	-	Spec	268
22	<input type="checkbox"/>	Wall of Stone	20 hp/4 levels, can be shaped	Conj	V,S,DF	1 a	Medium	Area up to 5-ft sq/lvl	Instantaneous	Special	-	270

LEVEL 6

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
1	<input type="checkbox"/>	Animate Objects	Objects attack your foes	Trans	V,S	1 a	Medium	1 cu ft/lvl	1 rnd/lvl	-	-	174
2	<input type="checkbox"/>	Antilife Shell	10-ft field hedges out living creats	Abjur	V,S,DF	Fullrnd	10 ft	10-ft radius	10 min/lvl (D)	-	Yes	175
3	<input type="checkbox"/>	Banishment	Banishes 2 HD/lvl extraplan. creats	Abjur	V,S,F	1 a	Close	2 HD/lvl	Instantaneous	Will negs	Yes	177
4	<input type="checkbox"/>	Blade Barrier	Blades deal 1d6 damage/lvl	Evoc	V,S	Fullrnd	Medium	Up to 30-ft radius	10 min/lvl	Ref negs	Yes	179
5	<input type="checkbox"/>	Create Undead	Ghoul, shadow, ghast, wight, wraith	Necro	V,S,M	1 h	Close	1 corpse	Instantaneous	-	-	189
6	<input type="checkbox"/>	Etherealness	Travel to Ethereal Plane with comp.	Trans	V,S	1 a	Touch	You + 1 creat/3 lvls	1 min/lvl (D)	-	Yes	201
7	<input type="checkbox"/>	Find the Path	Shows most direct way to location	Div	V,S,F	3 rnds	Prsl, touch	You or creat touched	10 min/lvl	-	-	203
8	<input type="checkbox"/>	Forbiddance	Denies area to creats of alignment	Abjur	VSM,DF	6 rnds	Medium	60-ft cube/level	Permanent	Special	Yes	206
9	<input type="checkbox"/>	Geas / Quest	Command any creature	Ench	V	1 a	Close	One living creature	1 day/lvl / dischrgrd	-	Yes	208
10	<input type="checkbox"/>	Greater Dispelling	Greater dispel magic, +20 on check	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	210
11	<input type="checkbox"/>	Greater Glyph of Warding	Up to 10d8 damage or 6th lvl spell	Abjur	V,S,M	10 min	Touch	Obj touched/5sq ft/lvl	Until discharged	Special	Yes	210
12	<input type="checkbox"/>	Harm	Subject loses all but 1d4 hp	Necro	V,S	1 a	Touch	Creature touched	Instantaneous	-	Yes	212
13	<input type="checkbox"/>	Heal	Cures all dmg, diseases and mental	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	-	Yes	213
14	<input type="checkbox"/>	Heroes' Feast	Food for 1 creat/lvl cures & blesses	Evoc	V,S,DF	10 min	Close	Feast for 1/lvl	1 h + 12 h	-	Yes	213
15	<input type="checkbox"/>	Planar Ally	Exchange services, 16 HD outsider	Conj	V,S,DF	10 min	Close	Up to 16 HD	Instantaneous	-	-	235
16	<input type="checkbox"/>	Summon Monster VI	Calls outsider to fight for you	Conj	V,S,DF	Fullrnd	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl (D)	-	-	259
17	<input type="checkbox"/>	Wind Walk	You and your allies turn to vapours	Trans	V,S,DF	1 a	Touch	You + 1 creat/3 lvls	1 h/lvl (D)	-	-	272
18	<input type="checkbox"/>	Word of Recall	Teleports you to designated place	Trans	V	1 a	Unlimited	You + obj + 50 lb/lvl	Instantaneous	-	-	274

LEVEL 7

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
1	<input type="checkbox"/>	Blasphemy	Kills, paralyzes, weakens nonevil	Evoc	V	1 a	30 ft	30-ft radius spread	Instantaneous	-	Yes	179
2	<input type="checkbox"/>	Control Weather	Changes weather in local area	Trans	V,S	10 min	2 miles	2-mile-rad circle	4d12 hours	-	-	188
3	<input type="checkbox"/>	Destruction	Kills subject and destroys remains	Necro	V,S,F	1 a	Close	If saves, 10d6 dmg	Instantaneous	Fort part	Yes	192
4	<input type="checkbox"/>	Dictum	Kills, paralyzes, weakens nonlawful	Evoc	V	1 a	30 ft	30-ft radius spread	Instantaneous	-	Yes	194
5	<input type="checkbox"/>	Greater Restoration	Restores all levels & ability scores	Necro	V,S,XP	10 min	Touch	Creature touched	Instantaneous	Will negs	Yes	211
6	<input type="checkbox"/>	Greater Scrying	Spies on subject from a distance	Div	V,S	1 a	Special	Magical sensor	1 h/lvl	-	-	211
7	<input type="checkbox"/>	Holy Word	Kills, paralyzes, weakens nongood	Evoc	V	1 a	30 ft	30-ft radius spread	Instantaneous	-	Yes	215
8	<input type="checkbox"/>	Refuge	Transport item's possessor to you	Trans	V,S,M	1 a	Touch	Object touched	Perm until dischrgrd	-	-	243
9	<input type="checkbox"/>	Regenerate	Subject's severed limbs grow back	Conj	V,S,DF	3fullrnd	Touch	Living creat touched	Instantaneous	Fort negs	Yes	244
10	<input type="checkbox"/>	Repulsion	Creatures can't approach you	Abjur	V,S,DF	1 a	10 ft/lvl	10-ft rad/lvl	1 rnd/lvl (D)	Will negs	Yes	245
11	<input type="checkbox"/>	Resurrection	Fully restore dead subject	Conj	VSM,DF	10 min	Touch	Dead creature	Instantaneous	-	Yes	246
12	<input type="checkbox"/>	Summon Monster VII	Calls outsider to fight for you	Conj	V,S,DF	Fullrnd	Close	7:1 6:1d3 1-5:1d4+1	1 rnd/lvl (D)	-	-	259
13	<input type="checkbox"/>	Word of Chaos	Kills, confuses, stuns nonchaotic	Evoc	V	1 a	30 ft	30-ft radius spread	Instantaneous	-	Yes	273

LEVEL 8

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
1	<input type="checkbox"/>	Antimagic Field	Negates magic within 10 ft	Abjur	V,S,DF	1 a	10 ft	10-ft rad emanation	10 min/lvl (D)	-	Spec	175
2	<input type="checkbox"/>	cloak of Chaos	+4 AC, +4 res, SR 25 vs lawful	Abjur	V,S,F	1 a	20 ft	1/lvl in 20-ft radius	1 rnd/lvl (D)	Special	Yes	184
3	<input type="checkbox"/>	Create Greater Undead	Mummy, spectre, vampire, ghost	Necro	V,S,M	1 h	Close	One corpse	Instantaneous	-	-	189
4	<input type="checkbox"/>	Discern Location	Exact location of creature of object	Div	V,S,DF	10 min	Unlimited	1 creature	Instantaneous	-	-	195

5	<input type="checkbox"/>	Earthquake	Intense tremor shakes 5-ft/lvl rad	Evoc	V,S,DF	1 a	Long	5 ft/lvl radius	1 rnd	Special	-	198
6	<input type="checkbox"/>	Fire Storm	Deals 1d6 damage/lvl (max 20d6)	Evoc	V,S	Fullrnd	Medium	2 10-ft cubes/level	Instantaneous	Refl half	Yes	205
7	<input type="checkbox"/>	Greater Planar Aly	Exchange services, 24 HD outsider	Conj	V,S,M	10 min	Close	Up to 24 HD	Instantaneous	-	-	221
8	<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	214
9	<input type="checkbox"/>	Mass Heal	Heal several subjects	Conj	V,S	1 a	Close	Max 30 ft apart	Instantaneous	-	Yes	226
10	<input type="checkbox"/>	Shield of Law	+4 AC, +4 res, SR 25 vs chaotic	Abjur	V,S,F	1 a	20 ft	1/lvl in 20-ft radius	1 rnd/lvl (D)	Special	Yes	251
11	<input type="checkbox"/>	Summon Monster VIII	Calls outsider to fight for you	Conj	V,S,DF	Fullrnd	Close	8:1 7:1d3 1-6:1d4+1	1 rnd/lvl (D)	-	-	259
12	<input type="checkbox"/>	Symbol	Runes have array of effets	Univ	V,S,M	Special	Touch	One symbol	Special	Special	Yes	261
13	<input type="checkbox"/>	Unholy Aura	+4 AC, +4 res, SR 25 vs good	Abjur	V,S,F	1 a	20 ft	1/lvl in 20-ft radius	1 rnd/lvl (D)	Special	Yes	268

LEVEL 9

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
1	<input type="checkbox"/>	Astral Projection	Necro	V,S,M	30 min	Touch	You + 1 creat/2 lvls	Special	-	Yes	176
2	<input type="checkbox"/>	Energy Drain	Necro	V,S	1 a	Close	Negative energy ray	Instantaneous	Fort negs	Yes	199
3	<input type="checkbox"/>	Gate	Conj	V,S	1 a	Medium	Special	Instantaneous	-	-	207
4	<input type="checkbox"/>	Implosion	Evoc	V,S	1 a	Close	1 corporeal creat/rnd	Conc, up to 4 rnds	Fort negs	Yes	216
5	<input type="checkbox"/>	Miracle	Evoc	V,S,XP	1 a	Special	Special	Special	Special	Yes	228
6	<input type="checkbox"/>	Soul Bind	Necro	V,S,F	1 a	Close	Corpse	Permanent	Will negs	-	254
7	<input type="checkbox"/>	Storm of Vengeance	Conj	V,S	Fullrnd	Long	360-ft radius cloud	Conc, max 10 rnds	Special	Yes	257
8	<input type="checkbox"/>	Summon Monster IX	Conj	V,S,DF	Fullrnd	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl (D)	-	-	259
9	<input type="checkbox"/>	True Resurrection	Conj	VSM,DF	10 min	Touch	Dead creature	Instantaneous	-	Yes	267