

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

CLOSE 25-ft + 5-ft / 2 LVLS	MEDIUM 100-ft + 10-ft / LVL	LONG 400-ft + 40-ft / LVL
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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	One creature	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 item	Div	V,S	1 a	Close	Creat.obi or 5-ft cube	Instantaneous	-	-	193
<input type="checkbox"/> Guidance	+1 on 1 attack roll, save or check	Div	V,S	1 a	Touch	One creature	1 min / discharged	-	Yes	211
<input type="checkbox"/> Inflict Minor Wounds	Deal 1 dmg	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	217
<input type="checkbox"/> Light	Item shines like a torch 20-ft glow	Evoc	V,DF	1 a	Touch	One item	10 min/lvl (D)	-	-	222
<input type="checkbox"/> Mending	Makes minor repairs on an item	Trans	V,S	1 a	10-ft	Item 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	Self	250 words/min	10 min/lvl	-	-	243
<input type="checkbox"/> Resistance	Target gains +1 on saves	Abjur	V,S,DF	1 a	Touch	One creature	1 min	Will negs	Yes	245
<input type="checkbox"/> Virtue	Target gains 1 temporary hp	Trans	V,S,DF	1 a	Touch	One creature	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	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 target 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	Self	250 words/min	10 min/lvl	-	-	186
<input type="checkbox"/> Cure Light Wounds	Cures 1d8+1/lvl (+5)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<input type="checkbox"/> Curse Water	Make unholy water	Trans	V,S,M	1 min	Touch	Water flask	Instantaneous	Will negs	Yes	190
<input type="checkbox"/> Deathwatch	Sees how wounded targets are	Necro	V,S	1 a	Close	Quarter circle	10 min/lvl	-	-	191
<input type="checkbox"/> Detect Chaos	Reveals creatures, spells or items	Div	V,S,DF	1 a	60-ft	Quarter circle	Conc,10 min/lvl (D)	-	-	192
<input type="checkbox"/> Detect Evil	Reveals creatures, spells or items	Div	V,S,DF	1 a	60-ft	Quarter circle	Conc,10 min/lvl (D)	-	-	192
<input type="checkbox"/> Detect Good	Reveals creatures, spells or items	Div	V,S,DF	1 a	60-ft	Quarter circle	Conc,10 min/lvl (D)	-	-	192
<input type="checkbox"/> Detect Law	Reveals creatures, spells or items	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	Self	Caster	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	One creature	24 hours	-	Yes	199
<input type="checkbox"/> Entropic Shield	Ranged attacks miss 20% of time	Abjur	V,S	1 a	Self	Caster	1 min/lvl	-	-	200
<input type="checkbox"/> Inflict Light Wounds	Deal 1d8+1/lvl dmg (+5)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	217
<input type="checkbox"/> Invisibility to Undead	Undead can't perceive 1 target/lvl	Abjur	V,S,DF	1 a	Touch	One 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 dischrqd	Will negs	Yes	225
<input type="checkbox"/> Magic Weapon	Weapon gains +1 bonus	Trans	V,S,F,DF	1 a	Touch	+1 att/dmg	1 min/lvl	Will negs	Yes	225
<input type="checkbox"/> Obscuring Mist	Fog surrounds you, visibility 5-ft	Conj	V,S	1 a	30-ft	30-ft radius, 20-ft up	1 min/lvl	-	-	233
<input type="checkbox"/> Protection from Chaos	+2 AC & saves vs chaotic creatures	Abjur	V,S,M	1 a	Touch	One creature	1 min/lvl	Will negs	-	240
<input type="checkbox"/> Protection from Evil	+2 AC & saves vs evil creatures	Abjur	V,S,DF	1 a	Touch	One creature	1 min/lvl	Will negs	-	240
<input type="checkbox"/> Protection from Good	+2 AC & saves vs good creatures	Abjur	V,S,DF	1 a	Touch	One creature	1 min/lvl	Will negs	-	240
<input type="checkbox"/> Protection from Law	+2 AC & saves vs lawful creatures	Abjur	V,S,M	1 a	Touch	One creature	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 target/4 lvls	Abjur	V,S	1 a	Close	Max 30-ft apart	10 min	Will negs	Yes	245
<input type="checkbox"/> Sanctuary	Opponents cannot attack you	Abjur	V,S,DF	1 a	Touch	One creature	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	Round	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	One living creature	1 min/lvl	-	Yes	172
<input type="checkbox"/> Animal Messenger	Send a tiny animal to specific place	Ench	V,S,M	1 a	Close	One tiny animal	1 day/lvl	-	Yes	173
<input type="checkbox"/> Auquury	Learns if an action is good or bad	Div	V,S,F	1 a	Self	Caster	Instantaneous	-	-	177
<input type="checkbox"/> Bull's Strenath	Target gains 1d4+1 Str	Trans	V,S,DF	1 a	Touch	One creature	1 hr/lvl	Will neqs	Yes	181
<input type="checkbox"/> Calm Emotions	Calm 1d6/lvl targets	Ench	V,S,DF	1 a	Medium	Max 30-ft apart	Conc, 1 rnd/lvl (D)	Will neqs	Yes	182
<input type="checkbox"/> Consecrate	Fill area with positive energy	Evoc	VSM,DF	1 a	Close	20-ft radius	2 hr/lvl	-	-	187
<input type="checkbox"/> Cure Moderate Wounds	Cures 2d8+1/lvl (+10)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<input type="checkbox"/> Darkness	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	One living creature	10 min / creat HD	Will neqs	Yes	191
<input type="checkbox"/> Delay Poison	Stops poison from harming target	Conj	V,S,DF	1 a	Touch	One creature	1 hr/lvl	Fort neqs	Yes	191
<input type="checkbox"/> Desecrate	Fill area with negative energy	Evoc	VSM,DF	1 a	Close	20-ft radius	2 hr/lvl	-	Yes	192
<input type="checkbox"/> Endurance	Gain 1d4+1 Con	Trans	V,S,DF	1 a	Touch	One creature	1 hr/lvl	-	Yes	199
<input type="checkbox"/> Enthral	Captivates all within medium ranqe	Ench	V,S	Round	Medium	Creatures in ranqe	Up to 1 hour	Will neqs	Yes	200
<input type="checkbox"/> Find Traps	Notice traps as roque does	Div	V,S	1 a	Medium	Caster	1 min/lvl	-	-	203
<input type="checkbox"/> Gentle Repose	Preserves one corpse	Necro	V,S,M	1 a	Touch	One dead creature	1 day/lvl	Will neqs	Yes	208
<input type="checkbox"/> Hold Person	Target becomes paralyzed	Ench	V,S,F	1 a	Medium	Med-size or smaller	1 rnd/lvl (D)	Will neqs	Yes	214
<input type="checkbox"/> Inflict Moderate Wounds	Deal 2d8+1/lvl dmg (+10)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	217
<input type="checkbox"/> Lesser Restoration	Restores ability scores	Conj	V,S	3 rnds	Touch	One creature	Instantaneous	Will neqs	Yes	222
<input type="checkbox"/> Make Whole	Repairs an item	Trans	V,S	1 a	Close	Up to 10 cu ft/lvl	Instantaneous	Will neqs	Yes	225
<input type="checkbox"/> Remove Paralysis	Frees creats from parlvls/hold/slow	Coni	V,S	1 a	Close	1:nea.2: +4.3-4: +2	Instantaneous	Will neqs	Yes	245
<input type="checkbox"/> Resist Elements	Ignores 12 dmg/rnd from element	Abjur	V,S,DF	1 a	Touch	One creature	1 min/lvl	-	Yes	246
<input type="checkbox"/> Shatter	Sonic vibration damages items	Evoc	V,S,DF	1 a	Close	3-ft rad, 1 lb/lvl	Instantaneous	Special	Yes	251
<input type="checkbox"/> Shield Other	You take half of target's damage	Abjur	V,S,F	1 a	Close	+1 AC, +1 saves	1 hr/lvl (D)	Will neqs	Yes	251
<input type="checkbox"/> Silence	Negates sound in 15-ft radius	Illus	V,S	1 a	Long	15-ft radius	1 min/lvl	Will neqs	Yes	252
<input type="checkbox"/> Sound Burst	1d8 sonic damage, may stun 1 rnd	Evoc	V,S,DF	1 a	Close	10-ft radius	Instantaneous	Will part	Yes	254
<input type="checkbox"/> Speak with Animals	Communicate with animals	Div	V,S	1 a	Self	Caster	1 min/lvl	-	-	254
<input type="checkbox"/> Spiritual Weapon	Attacks by itself, 1d8 damage	Evoc	V,S,DF	1 a	Medium	Magical weapon	1 rnd/lvl (D)	-	Yes	256
<input type="checkbox"/> Summon Monster II	Calls outsiders to fight for you	Coni	V,S,F	Round	Close	2:1 1:1d3	1 rnd/lvl (D)	-	-	258
<input type="checkbox"/> Undetectable Alignment	Conceals alignment for 24 hours	Abjur	V,S,	1 a	Close	One creature or item	24 hours	Will neqs	Yes	267
<input type="checkbox"/> Zone of Truth	Targets within ranqe cannot lie	Ench	V,S,DF	1 a	Close	5-ft rad/level	1 min/lvl	Will neqs	Yes	274

LEVEL 3

Spell	Description	School	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	HD/lvl	Instantaneous	-	-	174
<input type="checkbox"/> Bestow Curse	-6 abi / -4 att, saves, checks etc.	Trans	V,S	1 a	Touch	One creature	Permanent	Will neqs	Yes	178
<input type="checkbox"/> Blindness / Deafness	Makes target blind or deaf	Trans	V	1 a	Medium	One living creature	Permanent (D)	Fort neqs	Yes	180
<input type="checkbox"/> Contaqion	Infects with chosen disease	Necro	V,S	1 a	Touch	One living creature	Instantaneous	Fort neqs	Yes	187
<input type="checkbox"/> Continual Flame	Permanent heatless torch	Illus	V,S,M	1 a	Touch	Illusory flame	Permanent	-	-	188
<input type="checkbox"/> Create Food and Water	Feeds 3 humans (or horse) / level	Conj	V,S	10 min	Close	For 1 day	24 hours	-	-	189
<input type="checkbox"/> Cure Serious Wounds	Cures 3d8+1/lvl (+15)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<input type="checkbox"/> Daylight	60-ft radius of bright light	Evoc	V,S	1 a	Touch	Item 60-ft radius	10 min/lvl	-	-	191
<input type="checkbox"/> Deeper Darkness	Supernatural darkness	Evoc	V,S	1 a	Touch	Item 60-ft radius	1 day/lvl	-	-	191
<input type="checkbox"/> Dispel Magic	Cancels magical spells and effects	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	196
<input type="checkbox"/> Glyph of Warding	Symbol dmg activater 1d8/2lvl (5)	Abjur	V,S,M	10 min	Touch	Item / 5 sq ft/lvl	Until discharged	Special	Yes	209
<input type="checkbox"/> Helping Hand	Ghostly hand leads target to you	Evoc	V,S,DF	1 a	5 miles	Ghostly hand	1 hr/lvl	-	-	213
<input type="checkbox"/> Inflict Serious Wounds	Deal 3d8+1/lvl (+15)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	217
<input type="checkbox"/> Invisibility Purge	Dispels invisibility within 5-ft/level	Evoc	V,S	1 a	Self	Caster	1 min/lvl (D)	-	-	218
<input type="checkbox"/> Locate Object	Sense direction of item	Div	V,S,DF	1 a	Long	400-ft+40-ft/lvl rad	1 min/lvl	-	-	223
<input type="checkbox"/> Magic Circle against Chaos	Protection 10-ft radius, 10 min/lvl	Abjur	V,S,M	1 a	Touch	10-ft radius	10 min/lvl	Will neqs	-	223
<input type="checkbox"/> Magic Circle against Evil	Protection 10-ft radius, 10 min/lvl	Abjur	V,S,DF	1 a	Touch	10-ft radius	10 min/lvl	Will neqs	-	223
<input type="checkbox"/> Magic Circle against Good	Protection 10-ft radius, 10 min/lvl	Abjur	V,S,M	1 a	Touch	10-ft radius	10 min/lvl	Will neqs	-	223
<input type="checkbox"/> Magic Circle against Law	Protection 10-ft radius, 10 min/lvl	Abjur	V,S,M	1 a	Touch	10-ft radius	10 min/lvl	Will neqs	-	223
<input type="checkbox"/> Magic Vestment	Armor/shield gains +1/3 levels	Trans	V,S,DF	1 a	Touch	+1/3 lvls (+5)	1 hr/lvl	Will neqs	Yes	225
<input type="checkbox"/> Meld into Stone	You & possessions meld into stone	Trans	V,S,DF	1 a	Self	Caster	10 min/lvl	-	-	226
<input type="checkbox"/> Negative Energy	Target resists level and ability	Abjur	V,S	1 a	Touch	One living creature	1 rnd/lvl	Will neqs	Yes	231
<input type="checkbox"/> Obscure Object	Masks item to scryinq & divination	Abjur	V,S,DF	1 a	Touch	Item to 100 lb/lvl	8 hours	Will neqs	Yes	232
<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
<input type="checkbox"/> Protection from Elements	Absorb 12 dmg/lvl from energy	Abjur	V,S	1 a	Touch	One creature	10 min/lvl	-	Yes	240
<input type="checkbox"/> Remove Blindness /	Cure normal or magical conditions	Conj	V,S	1 a	Touch	One creature	Instantaneous	Fort neqs	Yes	244
<input type="checkbox"/> Remove Curse	Frees item or person from curse	Abjur	V,S	1 a	Touch	One creature or item	Instantaneous	Will neqs	Yes	244
<input type="checkbox"/> Remove Disease	Cures all diseases affecting target	Conj	V,S	1 a	Touch	One creature	Instantaneous	Fort neqs	Yes	244
<input type="checkbox"/> Searing Light	Dmg 1d8/2 lvls,undead 1d6/1d8/lvl	Evoc	V,S	1 a	Medium	Ray	Instantaneous	-	Yes	248
<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 neqs	-	254
<input type="checkbox"/> Speak with Plants	Talk to plants and plant creatures	Div	V,S	1 a	Self	Caster	1 min/lvl	-	-	254
<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
<input type="checkbox"/> Summon Monster III	Calls outsiders to fight for you	Conj	V,S,F	Round	Close	3:1 2:1d3 1:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/> Water Breathing	Targets can breath underwater	Trans	V,S,DF	1 a	Touch	Living creatures	2 hr/lvl	Will neqs	Yes	271
<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	Will neqs	Yes	271
<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
<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	172
<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
<input type="checkbox"/> Cure Critical Wounds	Cures 4d8+1/lvl (+20)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<input type="checkbox"/> Death Ward	Immunity to death spells/effects	Necro	V,S,DF	1 a	Touch	One living creature	10 min/lvl	-	Yes	191
<input type="checkbox"/> Dimensional Anchor	Stops extradimensional movement	Abjur	V,S	1 a	Medium	Ray	1 min/lvl	-	Yes	195
<input type="checkbox"/> Discern Lies	Reveals deliberate falsehoods	Div	V,S,DF	1 a	Close	1/lvl,max30ft apart	Conc, 1 rnd/lvl	Will neqs	-	195
<input type="checkbox"/> Dismissal	Force creature back to native plane	Abjur	V,S,DF	1 a	Close	Extraplanar creature	Instantaneous	Will neqs	Yes	196
<input type="checkbox"/> Divination	Provides useful advice for actions	Div	V,S,M	10 min	Self	Caster	Instantaneous	-	-	197
<input type="checkbox"/> Divine Power	Fighter's Att bonus, 18 Str, 1 hp/lvl	Evoc	V,S,DF	1 a	Self	Caster	1 rnd/lvl	-	-	197
<input type="checkbox"/> Freedom of Movement	Target move despite impediments	Abjur	VSM,DF	1 a	Prsl,touch	One creature	10 min/lvl	-	-	207
<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
<input type="checkbox"/> Greater Magic Weapon	+1/3 levels, max +5	Trans	V,S,DF	1 a	Close	Weapon or 50 proj.	1 hr/lvl	Will neqs	Yes	210
<input type="checkbox"/> Imbue with Spell Ability	Transfer spells to target	Evoc	V,S,DF	10 min	Touch	One creature	Until discharged	Will neqs	Yes	216
<input type="checkbox"/> Inflict Critical Wounds	Deal 4d8+1/lvl (+20)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	217
<input type="checkbox"/> Lesser Planar Ally	Outsider (8 HD) exchanges services	Conj	V,S,DF	10 min	Close	One creature	Instantaneous	-	-	221
<input type="checkbox"/> Neutralize Poison	Detoxifies venom in or on target	Conj	V,S,M	1 a	Touch	Creat / obj 1 cu ft/lvl	Instantaneous	Will neqs	Yes	232
<input type="checkbox"/> Poison	Touch 1d10 Con dmg, repeats 1min	Necro	V,S,DF	1 a	Touch	One living creature	Instantaneous	Fort neqs	Yes	236
<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 neqs	Yes	245
<input type="checkbox"/> Restoration	Restores ability, neq lvls, 1 exp lvl	Conj	V,S	3 rnds	Touch	One creature	Instantaneous	Will neqs	Yes	246
<input type="checkbox"/> Sending	Delivers short message anywhere	Evoc	V,S,DF	10 min	Special	One creature	1 round	-	-	248
<input type="checkbox"/> Spell Immunity	Target immune to 1 spell/4 levels	Abjur	V,S,DF	1 a	Touch	One creature	10 min/lvl	Will neqs	Yes	255
<input type="checkbox"/> Status	Monitors condition, position of allies	Div	V,S	1 a	Touch	One creature/3 lvls	1 hr/lvl	Will neqs	Yes	256
<input type="checkbox"/> Summon Monster IV	Calls outsiders to fight for you	Conj	V,S,DF	Round	Close	4:1 3:1d3 2-1:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/> Tongues	Speak any language	Div	V,DF	1 a	Touch	One creature	10 min/lvl	-	-	265

LEVEL 5

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Atonement	Removes burden of past misdeeds	Abjur	Special	1 hr	Touch	One living creature	Instantaneous	-	Yes	176
<input type="checkbox"/> Break Enchantment	Frees target from enchantments	Abjur	V,S	1 min	Close	1 creat/lvl, within 30ft	Instantaneous	Special	-	181
<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
<input type="checkbox"/> Commune	Deity answers 1 y/n-question/level	Div	VSDFXP	10 min	Self	Caster	1 rnd/lvl	-	-	186
<input type="checkbox"/> Dispel Chaos	+4 AC against chaotic attackers	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl / dischrqd	Special	Spec	196
<input type="checkbox"/> Dispel Evil	+4 AC against evil attackers	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl / dischrqd	Special	Spec	196
<input type="checkbox"/> Dispel Good	+4 AC against good attackers	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl / dischrqd	Special	Spec	196
<input type="checkbox"/> Dispel Law	+4 AC against lawful attackers	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl / dischrqd	Special	Spec	196
<input type="checkbox"/> Ethereal Jaunt	Become ethereal for 1 round/level	Trans	V,S	1 a	Self	Caster	1 rnd/lvl (D)	-	-	201
<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
<input type="checkbox"/> Greater Command	Commands target/level	Ench	V	1 a	Close	One creature/lvl	1 round	Will neqs	Yes	210
<input type="checkbox"/> Hallow	Designates location as holy	Evoc	VSM,DF	1 day	Touch	10-ft/lvl radius	Instantaneous	-	Spec	212
<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
<input type="checkbox"/> Insect Plague	Insect swarm	Conj	V,S,DF	Round	Long	180-ft wide, 60-ft high	1 min/lvl	Special	-	217
<input type="checkbox"/> Mark of Justice	Designates act that triggers curse	Trans	V,S,DF	10 min	Touch	One creature	Permanent	-	Yes	225
<input type="checkbox"/> Plane Shift	Targets travel to another plane	Trans	V,S,F	1 a	Touch	1-8 willing creatures	Instantaneous	Will neqs	Yes	236
<input type="checkbox"/> Raise Dead	Restores life to target in 1 day/lvl	Conj	VSM,DF	1 min	Touch	One dead creature	Instantaneous	-	Yes	242
<input type="checkbox"/> Righteous Might	Your size increases, Str +4 etc.	Trans	V,S,DF	1 a	Self	Caster	1 rnd/lvl	-	-	246
<input type="checkbox"/> Scrying	Spies on target from a distance	Div	VSM,DF	1 hr	Special	Magical sensor	1 min/lvl	-	-	247
<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	252
<input type="checkbox"/> Spell Resistance	Target gains SR 12+level	Abjur	V,S,DF	1 a	Touch	One creature	1 min/lvl	Will neqs	Yes	255
<input type="checkbox"/> Summon Monster V	Calls outsider to fight for you	Conj	V,S,DF	Round	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl (D)	-	-	259
<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 neqs	Yes	267
<input type="checkbox"/> Unhallow	Unholy area, magic circle, -4 turns	Evoc	V,S,M	1 day	Touch	10-ft/lvl radius	Instantaneous	-	Spec	268
<input type="checkbox"/> Wall of Stone	Stone wall with 20 hp/4 levels	Conj	V,S,DF	1 a	Medium	5-ft sq/lvl	Instantaneous	Special	-	270

LEVEL 6

Spell	Description	School	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	1 cu ft/lvl	1 rnd/lvl	-	-	174
<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	175
<input type="checkbox"/> Banishment	Banishes 2 HD/lvl creatures	Abjur	V,S,F	1 a	Close	Extraplanar creatures	Instantaneous	Will neqs	Yes	177
<input type="checkbox"/> Blade Barrier	Blades deal 1d6 damage/lvl	Evoc	V,S	Round	Medium	Up to 30-ft radius	10 min/lvl	Ref neqs	Yes	179
<input type="checkbox"/> Create Undead	Ghoul, shadow, ghast, wight, wraith	Necro	V,S,M	1 hr	Close	One dead creature	Instantaneous	-	-	189
<input type="checkbox"/> Etherealness	Become ethereal with companions	Trans	V,S	1 a	Touch	You + 1 creat/3 lvls	1 min/lvl (D)	-	Yes	201
<input type="checkbox"/> Find the Path	Shows most direct way to location	Div	V,S,F	3 rnds	Prsl,touch	One creature	10 min/lvl	-	-	203
<input type="checkbox"/> Forbiddance	Denies area to creats of alignment	Abjur	VSM,DF	6 rnds	Medium	60-ft cube/level	Permanent	Special	Yes	206
<input type="checkbox"/> Geas / Quest	Command any creature	Ench	V	1 a	Close	One living creature	1 day/lvl / dischrqd	-	Yes	208
<input type="checkbox"/> Greater Dispelling	Greater dispel magic, +20 on check	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	210
<input type="checkbox"/> Greater Glyph of Warding	Up to 10d8 damage or 6th lvl spell	Abjur	V,S,M	10 min	Touch	Item / 5 sq ft/lvl	Until discharged	Special	Yes	210
<input type="checkbox"/> Harm	Target loses all but 1d4 hp	Necro	V,S	1 a	Touch	One creature	Instantaneous	-	Yes	212
<input type="checkbox"/> Heal	Cures all dmg, diseases and mental	Conj	V,S	1 a	Touch	One creature	Instantaneous	-	Yes	213
<input type="checkbox"/> Heroes' Feast	Food for 1 creat/lvl cures & blesses	Evoc	V,S,DF	10 min	Close	Feast for 1/lvl	1 hr + 12 hr	-	Yes	213
<input type="checkbox"/> Planar Ally	Outsider 16 HD exchanges services	Conj	V,S,DF	10 min	Close	Creatures	Instantaneous	-	-	235
<input type="checkbox"/> Summon Monster VI	Calls outsider to fight for you	Conj	V,S,DF	Round	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/> Wind Walk	Become vapours and move 60 mph	Trans	V,S,DF	1 a	Touch	You + 1 creat/3 lvls	1 hr/lvl (D)	-	-	272
<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
<input type="checkbox"/> Blasphemy	Kills, paralyzes, weakens nonevil	Evoc	V	1 a	30-ft	30-ft radius	Instantaneous	-	Yes	179
<input type="checkbox"/> Control Weather	Changes weather in local area	Trans	V,S	10 min	2 miles	2-mile radius	4d12 hours	-	-	188
<input type="checkbox"/> Destruction	Kills target destroy remains or 10d6	Necro	V,S,F	1 a	Close	One creature	Instantaneous	Fort part	Yes	192
<input type="checkbox"/> Dictum	Kills, paralyzes, weakens nonlawful	Evoc	V	1 a	30-ft	30-ft radius	Instantaneous	-	Yes	194
<input type="checkbox"/> Greater Restoration	Restores all levels & ability scores	Necro	V,S,XP	10 min	Touch	One creature	Instantaneous	Will neqs	-	211
<input type="checkbox"/> Greater Scrying	Spies on target from a distance	Div	V,S	1 a	Special	Magical sensor	1 hr/lvl	-	-	211
<input type="checkbox"/> Holy Word	Kills, paralyzes, weakens nongood	Evoc	V	1 a	30-ft	30-ft radius	Instantaneous	-	Yes	215
<input type="checkbox"/> Refuge	Transport item's possessor to you	Trans	V,S,M	1 a	Touch	Item	Perm until dischrtd	-	-	243
<input type="checkbox"/> Regenerate	Target's severed limbs grow back	Conj	V,S,DF	3Round	Touch	One living creature	Instantaneous	Fort neqs	Yes	244
<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 neqs	Yes	245
<input type="checkbox"/> Resurrection	Restores life to target	Conj	VSM,DF	10 min	Touch	One dead creature	Instantaneous	-	Yes	246
<input type="checkbox"/> Summon Monster VII	Calls outsider to fight for you	Conj	V,S,DF	Round	Close	7:1 6:1d3 1-5:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/> Word of Chaos	Kills, confuses, stuns nonchaotic	Evoc	V	1 a	30-ft	30-ft radius	Instantaneous	-	Yes	273

LEVEL 8

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Antimagic Field	Negates magic within 10-ft	Abjur	V,S,DF	1 a	10-ft	10-ft radius	10 min/lvl (D)	-	Spec	175
<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
<input type="checkbox"/> Create Greater Undead	Mummy, spectre, vampire, ghost	Necro	V,S,M	1 hr	Close	One dead creature	Instantaneous	-	-	189
<input type="checkbox"/> Discern Location	Exact location of creature of item	Div	V,S,DF	10 min	Unlimited	One creature	Instantaneous	-	-	195
<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
<input type="checkbox"/> Fire Storm	Deals 1d6 damage/lvl (20d6)	Evoc	V,S	Round	Medium	2 10-ft cubes/level	Instantaneous	Refl half	Yes	205
<input type="checkbox"/> Greater Planar Ally	Exchange services, 24 HD outsider	Conj	V,S,M	10 min	Close	Up to 24 HD	Instantaneous	-	-	221
<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
<input type="checkbox"/> Mass Heal	Heal several targets	Conj	V,S	1 a	Close	Max 30-ft apart	Instantaneous	-	Yes	226
<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
<input type="checkbox"/> Summon Monster VIII	Calls outsider to fight for you	Conj	V,S,DF	Round	Close	8:1 7:1d3 1-6:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/> Symbol	Runes have array of effects	Univ	V,S,M	Special	Touch	One symbol	Special	Special	Yes	261
<input type="checkbox"/> Unholy Aura	+4 AC, +4 restance, 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
<input type="checkbox"/> Astral Projection	Projects you & co into astral plane	Necro	V,S,M	30 min	Touch	You + 1 creat/2 lvs	Special	-	Yes	176
<input type="checkbox"/> Energy Drain	Target gains 2d4 negative levels	Necro	V,S	1 a	Close	Negative energy ray	Instantaneous	Fort neqs	Yes	199
<input type="checkbox"/> Gate	Connects two planes for travel	Conj	V,S	1 a	Medium	Special	Instantaneous	-	-	207
<input type="checkbox"/> Implosion	Kills one creature/round	Evoc	V,S	1 a	Close	1 corporeal creat/rnd	Conc, up to 4 rnds	Fort neqs	Yes	216
<input type="checkbox"/> Miracle	Request miracle from diety	Evoc	V,S,XP	1 a	Special	Special	Special	Special	Yes	228
<input type="checkbox"/> Soul Bind	Traps soul to prevent resurrection	Necro	V,S,F	1 a	Close	One dead creature	Permanent	Will neqs	-	254
<input type="checkbox"/> Storm of Vengeance	Storm rains acid, lightning, hail	Conj	V,S	Round	Long	360-ft radius cloud	Conc, max 10 rnds	Special	Yes	257
<input type="checkbox"/> Summon Monster IX	Calls outsider to fight for you	Conj	V,S,DF	Round	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/> True Resurrection	Resurrect target within 10 years/lvl	Conj	VSM,DF	10 min	Touch	One dead creature	Instantaneous	-	Yes	267

Air Domain

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<input type="checkbox"/> Obscuring Mist	Fog surrounds you, visibility 5-ft	Conj	V,S	1 a	30-ft	30-ft radius, 20-ft up	1 min/lvl	-	-	233
___ 2	<input type="checkbox"/> Wind Wall	Deflects arrows, small creats, qases	Evoc	V,S,M	1 a	Medium	10/lvl long,5/lvl high	1 rnd/lvl	-	Yes	273
___ 3	<input type="checkbox"/> Gaseous Form	Target insubstantial, can fly slowly	Trans	S,M	1 a	Touch	Reduct 20/+1, fly 10	2 min/lvl (D)	-	-	207
___ 4	<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	172
___ 5	<input type="checkbox"/> Control Winds	Change wind direction and speed	Trans	V,S	1 a	40-ft/lvl	40-ft/lvl radius	10 min/lvl	Fort negs	-	189
___ 6	<input type="checkbox"/> Chain Lightning	1d6 damage/level, secondary bolts	Evoc	V,S,F	1 a	Long	Primary,secondary/lvl	Instantaneous	Ref half	Yes	182
___ 7	<input type="checkbox"/> Control Weather	Changes weather in local area	Trans	V,S	10 min	2 miles	2-mile radius	4d12 hours	-	-	188
___ 8	<input type="checkbox"/> Whirlwind	Cyclone damages, can pick creats	Evoc	V,S,DF	1 a	Long	10-30-ft wide, 30 tall	1 rnd/lvl	Ref negs	Yes	272
___ 9	<input type="checkbox"/> Elemental Swarm	Summons 2d4 Large, 1d4 Huge	Conj	V,S	10 min	Medium	2+ summoned creats	10 min/lvl (D)	-	-	198

Animal Domain

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<input type="checkbox"/> Calm Animals	Calms 2d4+1/lvl HD of animals etc.	Ench	V,S	1 a	Close	Within 30-ft	1 min/lvl	Will negs	Yes	182
___ 2	<input type="checkbox"/> Hold Animal	Target becomes paralyzed	Ench	V,S	1 a	Medium	One animal	1 rnd/lvl (D)	Will negs	Yes	214
___ 3	<input type="checkbox"/> Dominate Animal	Animal obeys mental commands	Ench	V,S	1 a	Medium	One animal	1 rnd/lvl	Will negs	Yes	197
___ 4	<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
___ 5	<input type="checkbox"/> Commune with Nature	Learn about terrain for 1 mile/level	Div	V,S	10 min	Self	Caster	Instantaneous	-	-	186
___ 6	<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	175
___ 7	<input type="checkbox"/> Animal Shapes	1 ally/lvl polymorphs into animal	Trans	V,S,DF	1 a	Close	1 creat/lvl	1 hr/lvl (D)	-	Yes	173
___ 8	<input type="checkbox"/> Creeping Doom	Carpet of insects at your command	Conj	V,S	Round	Close	Insect fill 10-ft radius	1 min/lvl	-	-	190
___ 9	<input type="checkbox"/> Shapechange	Transform into new form	Trans	V,S,F	1 a	Self	Caster	10 min/lvl	-	-	250

Chaos Domain

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<input type="checkbox"/> Protection from Law	+2 AC & saves vs lawful creatures	Abjur	V,S,M	1 a	Touch	One creature	1 min/lvl	Will negs	-	240
___ 2	<input type="checkbox"/> Shatter	Sonic vibration damages items	Evoc	V,S,M	1 a	Close	3-ft rad, 1 lb/lvl	Instantaneous	Special	Yes	251
___ 3	<input type="checkbox"/> Magic Circle against Law	Protection 10-ft radius, 10 min/lvl	Abjur	V,S,M	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	223
___ 4	<input type="checkbox"/> Chaos Hammer	Hammer deals 1d8/2lvl to law/ntrl	Evoc	V,S	1 a	Medium	20-ft radius	Instantaneous	Will half	Yes	183
___ 5	<input type="checkbox"/> Dispel Law	+4 AC against lawful attackers	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl / dischrqd	Special	Spec	196
___ 6	<input type="checkbox"/> Animate Objects	Items attack your foes	Trans	V,S	1 a	Medium	1 cu ft/lvl	1 rnd/lvl	-	-	174
___ 7	<input type="checkbox"/> Word of Chaos	Kills, confuses, stuns nonchaotic	Evoc	V	1 a	30-ft	30-ft radius	Instantaneous	-	Yes	273
___ 8	<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
___ 9	<input type="checkbox"/> Summon Monster IX	Calls outsider to fight for you	Conj	V,S,DF	Round	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl (D)	-	-	259

Death Domain

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<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
___ 2	<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	191
___ 3	<input type="checkbox"/> Animate Dead	Creates skeletons and zombies	Necro	V,S,M	1 a	Touch	HD/lvl	Instantaneous	-	-	174
___ 4	<input type="checkbox"/> Death Ward	Immunity to death spells/effects	Necro	V,S,DF	1 a	Touch	One living creature	10 min/lvl	-	Yes	191
___ 5	<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	252
___ 6	<input type="checkbox"/> Create Undead	Ghoul, shadow, ghastr, wight,wraith	Necro	V,S,M	1 hr	Close	One dead creature	Instantaneous	-	-	189
___ 7	<input type="checkbox"/> Destruction	Kills target destroy remains or 10d6	Necro	V,S,F	1 a	Close	One creature	Instantaneous	Fort part	Yes	192
___ 8	<input type="checkbox"/> Create Greater Undead	Mummy, spectre, vampire, ghost	Necro	V,S,M	1 hr	Close	One dead creature	Instantaneous	-	-	189
___ 9	<input type="checkbox"/> Wail of the Banshee	Kills one living creature/level	Necro	V	1 a	Close	Living in 30-ft radius	Instantaneous	Fort negs	Yes	269

Destruction Domain

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<input type="checkbox"/> Inflict Light Wounds	Deal 1d8+1/lvl dmg (+5)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	217
___ 2	<input type="checkbox"/> Shatter	Sonic vibration damages items	Evoc	V,S,DF	1 a	Close	3-ft rad, 1 lb/lvl	Instantaneous	Special	Yes	251
___ 3	<input type="checkbox"/> Contagion	Infects with chosen disease	Necro	V,S	1 a	Touch	One living creature	Instantaneous	Fort negs	Yes	187
___ 4	<input type="checkbox"/> Inflict Critical Wounds	Deal 4d8+1/lvl (+20)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	217
___ 5	<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
___ 6	<input type="checkbox"/> Harm	Target loses all but 1d4 hp	Necro	V,S	1 a	Touch	One creature	Instantaneous	-	Yes	212
___ 7	<input type="checkbox"/> Disintegrate	Disintegrates creat/obj or 5d6 dmg	Trans	V,S,M	1 a	Medium	Ray, 10-ft cube	Instantaneous	Fort part	Yes	195
___ 8	<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
___ 9	<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	216

Earth Domain

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<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 dischrqd	Will negs	Yes	225
___ 2	<input type="checkbox"/> Soften Earth and Stone	Stone to clay or dirt to sand/mud	Trans	V,S,DF	1 a	Close	10-ft sq/lvl	Instantaneous	-	-	253
___ 3	<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
___ 4	<input type="checkbox"/> Spike Stones	1d8 dmg/5-ft move, may be slowed	Trans	V,S,DF	1 a	Medium	20-ft square/level	1 hr/lvl (D)	Ref part	Yes	255
___ 5	<input type="checkbox"/> Wall of Stone	Stone wall with 20 hp/4 levels	Conj	V,S,DF	1 a	Medium	5-ft sq/lvl	Instantaneous	Special	-	270
___ 6	<input type="checkbox"/> Stoneskin	Gives damage reduction 10/+5	Abjur	V,S,M	1 a	Touch	Takes 10/lvl, max 150	10 min/lvl	Will negs	Yes	257
___ 7	<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
___ 8	<input type="checkbox"/> Iron Body	Your body becomes living iron	Trans	V,S,M	1 a	Self	50/+3, Str+6,Dex-6	1 min/lvl (D)	-	-	218
___ 9	<input type="checkbox"/> Elemental Swarm	Summons 2d4 Large, 1d4 Huge	Conj	V,S	10 min	Medium	2+ summoned creats	10 min/lvl (D)	-	-	198

Evil Domain

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> 1 Protection from Good	+2 AC & saves vs good creatures	Abjur	V,S,DF	1 a	Touch	One creature	1 min/lvl	Will negs	-	240
<input type="checkbox"/> 2 Desecrate	Fill area with negative energy	Evoc	VSM,DF	1 a	Close	20-ft radius	2 hr/lvl	-	Yes	192
<input type="checkbox"/> 3 Magic Circle against Good	Protection 10-ft radius, 10 min/lvl	Abjur	V,S,M	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	223
<input type="checkbox"/> 4 Unholy Blight	1d8/2lvl to good, half to neutral	Evoc	V,S	1 a	Medium	20-ft radius	Instantaneous	Fort half	Yes	268
<input type="checkbox"/> 5 Dispel Good	+4 AC against good attackers	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl / dischrqd	Special	Spec	196
<input type="checkbox"/> 6 Create Undead	Ghoul, shadow, ghast, wight, wraith	Necro	V,S,M	1 hr	Close	One dead creature	Instantaneous	-	-	189
<input type="checkbox"/> 7 Blasphemy	Kills, paralyzes, weakens nonevil	Evoc	V	1 a	30-ft	30-ft radius	Instantaneous	-	Yes	179
<input type="checkbox"/> 8 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
<input type="checkbox"/> 9 Summon Monster IX	Calls outsider to fight for you	Conj	V,S,DF	Round	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl (D)	-	-	259

Fire Domain

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> 1 Burning Hands	1d4 fire dmg/lvl (5d4)	Trans	V,S	1 a	10-ft	Semicirc 10-ft long	Instantaneous	Ref half	Yes	181
<input type="checkbox"/> 2 Produce Flame	1d4+1/2 lvls damage, touch/throw	Evoc	V,S	1 a	Touch	Damage 1d4+1/2 lvls	1 rnd/lvl (D)	-	Yes	238
<input type="checkbox"/> 3 Resist Elements	Ignores 12 dmg/rnd from element	Abjur	V,S,DF	1 a	Touch	One creature	1 min/lvl	-	Yes	246
<input type="checkbox"/> 4 Wall of Fire	2d4 dmg out to 10-ft, 1d4 to 20-ft	Evoc	V,S,M	1 a	Medium	20-ft/lvl or 5-ft/2 lvls	Conc + 1 rnd/lvl	Special	Yes	269
<input type="checkbox"/> 5 Fire Shield	Creatures attacking take 1d6+1/lvl	Evoc	V,S,M	1 a	Self	Caster	1 rnd/lvl (D)	-	-	205
<input type="checkbox"/> 6 Fire Seeds	Acorn and berries become bombs	Conj	V,S,M	1 a	Touch	1-4 acorns/1-8berries	10 min/lvl	Ref half	Yes	204
<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	205
<input type="checkbox"/> 8 Incendiary Cloud	Cloud deals 4d6 fire damage/round	Conj	V,S	1 a	Medium	30-ft wide, 20-ft high	1 rnd/lvl	Ref half	Yes	217
<input type="checkbox"/> 9 Elemental Swarm	Summons 2d4 Large, 1d4 Huge	Conj	V,S	10 min	Medium	2+ summoned creats	10 min/lvl (D)	-	-	198

Good Domain

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> 1 Protection from Evil	+2 AC & saves vs evil creatures	Abjur	V,S,DF	1 a	Touch	One creature	1 min/lvl	Will negs	-	240
<input type="checkbox"/> 2 Aid	+1 att, +1 fear saves, 1d8 temp hps	Ench	V,S,DF	1 a	Touch	One living creature	1 min/lvl	-	Yes	172
<input type="checkbox"/> 3 Magic Circle against Evil	Protection 10-ft radius, 10 min/lvl	Abjur	V,S,DF	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	223
<input type="checkbox"/> 4 Holy Smite	1d8/2lvl to evil, half to neutral	Evoc	V,S	1 a	Medium	20-ft radius	Instantaneous	Ref half	Yes	214
<input type="checkbox"/> 5 Dispel Evil	+4 AC against evil attackers	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl / dischrqd	Special	Spec	196
<input type="checkbox"/> 6 Blade Barrier	Blades deal 1d6 damage/lvl	Evoc	V,S	Round	Medium	Up to 30-ft radius	10 min/lvl	Ref negs	Yes	179
<input type="checkbox"/> 7 Holy Word	Kills, paralyzes, weakens nonpood	Evoc	V	1 a	30-ft	30-ft radius	Instantaneous	-	Yes	215
<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	214
<input type="checkbox"/> 9 Summon Monster IX	Calls outsider to fight for you	Conj	V,S,DF	Round	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl (D)	-	-	259

Healing Domain

Spell	Description	School	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	190
<input type="checkbox"/> 2 Cure Moderate Wounds	Cures 2d8+1/lvl (+10)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<input type="checkbox"/> 3 Cure Serious Wounds	Cures 3d8+1/lvl (+15)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<input type="checkbox"/> 4 Cure Critical Wounds	Cures 4d8+1/lvl (+20)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	190
<input type="checkbox"/> 5 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
<input type="checkbox"/> 6 Heal	Cures all dmg,diseases and mental	Conj	V,S	1 a	Touch	One creature	Instantaneous	-	Yes	213
<input type="checkbox"/> 7 Regenerate	Target's severed limbs grow back	Conj	V,S,DF	3Round	Touch	One living creature	Instantaneous	Fort negs	Yes	244
<input type="checkbox"/> 8 Mass Heal	Heal several targets	Conj	V,S	1 a	Close	Max 30-ft apart	Instantaneous	-	Yes	226
<input type="checkbox"/> 9 True Resurrection	Resurrect target within 10 years/lvl	Conj	VSM,DF	10 min	Touch	One dead creature	Instantaneous	-	Yes	267

Knowledge Domain

Spell	Description	School	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	Quarter circle	Conc, 1min/lvl (D)	-	-	193
<input type="checkbox"/> 2 Detect Thoughts	Detect surface thoughts	Div	V,S,F	1 a	60-ft	Quarter circle	Conc, 1 min/lvl (D)	Will negs	-	194
<input type="checkbox"/> 3 Clairaudience /	Hear or see at a distance, 1 min/lvl	Div	V,S,F	1 a	Special	Magical sensor	1 min/lvl (D)	-	-	184
<input type="checkbox"/> 4 Divination	Provides useful advice for actions	Div	V,S,M	10 min	Self	Caster	Instantaneous	-	-	197
<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	267
<input type="checkbox"/> 6 Find the Path	Shows most direct way to location	Div	V,S,F	3 rnds	Prsl,touch	One creature	10 min/lvl	-	-	203
<input type="checkbox"/> 7 Legend Lore	Learn tales about person,place etc.	Div	V,S,M,F	Special	Self	Caster	Special	-	-	219
<input type="checkbox"/> 8 Discern Location	Exact location of creature of item	Div	V,S,DF	10 min	Unlimited	One creature	Instantaneous	-	-	195
<input type="checkbox"/> 9 Foresight	6th sense warns of danger	Div	V,S,M	1 a	Prsl,touch	Special	10 min/lvl	-	-	207

Law Domain

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> 1 Protection from Chaos	+2 AC & saves vs chaotic creatures	Abjur	V,S,M	1 a	Touch	One creature	1 min/lvl	Will negs	-	240
<input type="checkbox"/> 2 Calm Emotions	Calms 1d6/lvl targets	Ench	V,S,DF	1 a	Medium	Max 30-ft apart	Conc, 1 rnd/lvl (D)	Will negs	Yes	182
<input type="checkbox"/> 3 Magic Circle against Chaos	Protection 10-ft radius, 10 min/lvl	Abjur	V,S,M	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	223
<input type="checkbox"/> 4 Order's Wraith	1d8/2lvl to chaotic, half to neutral	Evoc	V,S	1 a	Medium	20-ft radius	Instantaneous	Ref half	Yes	233
<input type="checkbox"/> 5 Dispel Chaos	+4 AC against chaotic attackers	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl / dischrqd	Special	Spec	196
<input type="checkbox"/> 6 Animate Objects	Items attack your foes	Trans	V,S	1 a	Medium	1 cu ft/lvl	1 rnd/lvl	-	-	174
<input type="checkbox"/> 7 Hold Monster	Target becomes paralyzed	Ench	V,S,M	1 a	Medium	One living creature	1 rnd/lvl (D)	Will negs	Yes	214
<input type="checkbox"/> 8 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
<input type="checkbox"/> 9 Summon Monster IX	Calls outsider to fight for you	Conj	V,S,DF	Round	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl (D)	-	-	259

Luck Domain

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<input type="checkbox"/> Entropic Shield	Ranged attacks miss 20% of time	Abjur	V,S	1 a	Self	Caster	1 min/lvl	-	-	200
___ 2	<input type="checkbox"/> Aid	+1 att,+1 fear saves,1d8 temp hps	Ench	V,S,DF	1 a	Touch	One living creature	1 min/lvl	-	Yes	172
___ 3	<input type="checkbox"/> Protection from Elements	Absorb 12 dmg/lvl from energy	Abjur	V,S	1 a	Touch	One creature	10 min/lvl	-	Yes	240
___ 4	<input type="checkbox"/> Freedom of Movement	Target move despite impediments	Abjur	VSM,DF	1 a	Prsl.touch	One creature	10 min/lvl	-	-	207
___ 5	<input type="checkbox"/> Break Enchantment	Frees target from enchantments	Abjur	V,S	1 min	Close	1 creat/lvl,within 30ft	Instantaneous	Special	-	181
___ 6	<input type="checkbox"/> Mislead	Improved invisibility and illusion	Illus	S	1 a	Close	Self	1 rnd/lvl	Will disblf	-	230
___ 7	<input type="checkbox"/> Spell Turning	Reflect 1d4+6 spell levels back	Abjur	V,S,M	1 a	Self	1d4+6 levels affected	Expend. / 10min/lvl	-	-	255
___ 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"/> Miracle	Request miracle from diety	Evoc	V,S,XP	1 a	Special	Special	Special	Special	Yes	228

Magic Domain

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<input type="checkbox"/> Nystul's Undetectable Aura	Masks magic item's aura	Illus	V,S,F	1 a	Touch	Item, weight 5 lb/lvl	1 day/level	-	-	232
___ 2	<input type="checkbox"/> Identify	Determines feature of magic item	Div	V,S,M	8 hr	Touch	One item/lvl	Instantaneous	-	-	216
___ 3	<input type="checkbox"/> Dispel Magic	Cancels magical spells and effects	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	196
___ 4	<input type="checkbox"/> Imbue with Spell Ability	Transfer spells to target	Evoc	V,S,DF	10 min	Touch	One creature	Until discharged	Will negs	Yes	216
___ 5	<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	255
___ 6	<input type="checkbox"/> Antimagia Field	Negates magic within 10-ft	Abjur	V,S,DF	1 a	10-ft	10-ft radius	1 min/lvl (D)	-	Spec	175
___ 7	<input type="checkbox"/> Spell Turning	Reflect 1d4+6 spell levels back	Abjur	V,S,M	1 a	Self	1d4+6 levels affected	Expend. / 10min/lvl	-	-	255
___ 8	<input type="checkbox"/> Protection from Spells	+8 resistance bonus to saves	Abjur	VSM,F	1 a	Touch	1 creat/4 lvls	10 min/lvl	Will negs	Yes	240
___ 9	<input type="checkbox"/> Miracle	Request miracle from diety	Evoc	V,S,XP	1 a	Special	Special	Special	Special	Yes	228

Plant Domain

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<input type="checkbox"/> Entangle	Plants entangle in 40-ft radius	Trans	V,S,DF	1 a	Long	40-ft radius	1 min/lvl	Ref	-	200
___ 2	<input type="checkbox"/> Barkskin	+3 Natural AC, +4@6th, +5@12th	Trans	V,S,DF	1 a	Touch	One living creature	10 min/lvl	-	Yes	177
___ 3	<input type="checkbox"/> Plant Growth	Grows vegetation, improves crops	Trans	V,S,DF	1 a	Special	Special	Instantaneous	-	-	236
___ 4	<input type="checkbox"/> Control Plants	Talk and control plants and fungi	Trans	V,S,DF	1 a	Close	Within 25+5-ft/2 lvls	1 min/lvl	Will negs	-	188
___ 5	<input type="checkbox"/> Wall of Thorns	Thorns dmg moving creature 25-AC	Conj	V,S	1 a	Medium	10-ft cube/lvl	10 min/lvl (D)	-	-	271
___ 6	<input type="checkbox"/> Repel Wood	Pushes away wooden items	Trans	V,S	1 a	Medium	120-ft wide,10-ft high	1 min/lvl	-	-	245
___ 7	<input type="checkbox"/> Chanqstaff	Your staff becomes a treant	Trans	V,S,F	Round	Touch	Staff	1 hr/lvl (D)	-	-	183
___ 8	<input type="checkbox"/> Command Plants	Plants animate and entangle	Ench	V	1 a	Close	Plants, plant creats	1 day/lvl or 1 hr/lvl	Special	Spec	186
___ 9	<input type="checkbox"/> Shambler	Summons 1d4+2 to fight for you	Conj	V,S	1 a	Medium	3+ shamblers	7 days/months (D)	-	-	250

Protection Domain

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<input type="checkbox"/> Sanctuary	Opponents cannot attack you	Abjur	V,S,DF	1 a	Touch	One creature	1 rnd/lvl	Will negs	-	247
___ 2	<input type="checkbox"/> Shield Other	You take half of target's damage	Abjur	V,S,F	1 a	Close	+1 AC, +1 saves	1 hr/lvl (D)	Will negs	Yes	251
___ 3	<input type="checkbox"/> Protection from Elements	Absorb 12 dmg/lvl from energy	Abjur	V,S	1 a	Touch	One creature	10 min/lvl	-	Yes	240
___ 4	<input type="checkbox"/> Spell Immunity	Target immune to 1 spell/4 levels	Abjur	V,S,DF	1 a	Touch	One creature	10 min/lvl	Will negs	Yes	255
___ 5	<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	255
___ 6	<input type="checkbox"/> Antimagia Field	Negates magic within 10-ft	Abjur	V,S,DF	1 a	10-ft	10-ft radius	10 min/lvl (D)	-	Spec	175
___ 7	<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
___ 8	<input type="checkbox"/> Mind Blank	Resist mind effecting magic	Abjur	V,S	1 a	Close	One creature	1 day	Will negs	Yes	228
___ 9	<input type="checkbox"/> Prismatic Sphere	Surrounds on all sides with effects	Abjur	V	1 a	10-ft	10-ft radius sphere	10 min/lvl	-	Yes	238

Strength Domain

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<input type="checkbox"/> Endure Elements	Ignores 5 dmg/rnd from element	Abjur	V,S	1 a	Touch	One creature	24 hours	-	Yes	199
___ 2	<input type="checkbox"/> Bull's Strength	Target gains 1d4+1 Str	Trans	V,S,DF	1 a	Touch	One creature	1 hr/lvl	Will negs	Yes	181
___ 3	<input type="checkbox"/> Magic Vestment	Armor/shield gains +1/3 levels	Trans	V,S,DF	1 a	Touch	+1/3 lvls (+5)	1 hr/lvl	Will negs	Yes	225
___ 4	<input type="checkbox"/> Spell Immunity	Target immune to 1 spell/4 levels	Abjur	V,S,DF	1 a	Touch	One creature	10 min/lvl	Will negs	Yes	255
___ 5	<input type="checkbox"/> Righteous Might	Your size increases, Str +4 etc.	Trans	V,S,DF	1 a	Self	Caster	1 rnd/lvl	-	-	246
___ 6	<input type="checkbox"/> Stoneskin	Gives damage reduction 10/+5	Abjur	V,S,M	1 a	Touch	Takes 10/lvl,max 150	10 min/lvl	Will negs	Yes	257
___ 7	<input type="checkbox"/> Biqby's Grasping Hand	Provides cover, pushes, grapples	Evoc	V,S,F	1 a	Medium	Attack lvl+abi mod+9	1 rnd/lvl (D)	-	Yes	178
___ 8	<input type="checkbox"/> Biqby's Clenched Fist	Large hand attacks, 1d8+12 & stun	Evoc	V,S,F	1 a	Medium	Att lvl+abi mod+10	1 rnd/lvl	- / Fort	Yes	178
___ 9	<input type="checkbox"/> Biqby's Crushing Hand	Grapple, push, crush 2d6+12 dmg	Evoc	V,S,M,F	1 a	Medium	Att lvl+abi mod+11	1 rnd/lvl (D)	-	Yes	178

Sun Domain

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<input type="checkbox"/> Endure Elements	Ignores 5 dmg/rnd from element	Abjur	V,S	1 a	Touch	One creature	24 hours	-	Yes	199
___ 2	<input type="checkbox"/> Heat Metal	Hot metal damages if touched	Trans	V,S,DF	1 a	Close	Creat/2 lvls / 25 lb/lvl	7 rounds	Will negs	Yes	213
___ 3	<input type="checkbox"/> Searing Light	Dmg 1d8/2 lvls,undead 1d6/1d8/lvl	Evoc	V,S	1 a	Medium	Ray	Instantaneous	-	Yes	248
___ 4	<input type="checkbox"/> Fire Shield	Creatures attacking take 1d6+1/lvl	Evoc	V,S,M	1 a	Self	Caster	1 rnd/lvl (D)	-	-	205
___ 5	<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
___ 6	<input type="checkbox"/> Fire Seeds	Acorn and berries become bombs	Conj	V,S,M	1 a	Touch	1-4 acorns/1-8berries	10 min/lvl	Ref half	Yes	204
___ 7	<input type="checkbox"/> Sunbeam	Blinds,3d6 dmg,1 beam/3 lvls	Evoc	V,S,DF	1 a	Medium	100-ft+10/lvl long	1 rnd/lvl	Ref half	Yes	261
___ 8	<input type="checkbox"/> Sunburst	Blinds all within 10-ft, 3d6 dmg	Evoc	V,S,DF	1 a	Long	10-ft/lvl radius burst	Instantaneous	Ref half	Yes	261
___ 9	<input type="checkbox"/> Prismatic Sphere	Surrounds on all sides with effects	Abjur	V	1 a	10-ft	10-ft radius sphere	10 min/lvl	-	Yes	238

Travel Domain

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<input type="checkbox"/> Expeditious Retreat	Doubles your speed	Trans	V,S	1 a	Self	You, speed/jump x2	1 min/lvl (D)	-	-	202
___ 2	<input type="checkbox"/> Locate Object	Sense direction of item	Div	V,S,F	1 a	Long	Rad 400-ft + 40-ft/lvl	1 min/lvl	-	-	223
___ 3	<input type="checkbox"/> Fly	Target flies at 90-ft/round	Trans	V,S,F	1 a	Touch	One creature	10 min/lvl	-	Yes	206
___ 4	<input type="checkbox"/> Dimension Door	Teleports you and up to 500 lb	Trans	V	1 a	Long	50 lb/lvl	Instantaneous	Special	Spec	195
___ 5	<input type="checkbox"/> Teleport	Instantly transports you anywhere	Trans	V	1 a	Prsl,touch	Weight up to 50 lb/lvl	Instantaneous	Special	Spec	264
___ 6	<input type="checkbox"/> Find the Path	Shows most direct way to location	Div	V,S,F	3 rnds	Prsl,touch	One creature	10 min/lvl	-	-	203
___ 7	<input type="checkbox"/> Teleport without Error	Teleport, no off-target arrival	Trans	V	1 a	Prsl,touch	50 lb/lvl	Instantaneous	-	-	265
___ 8	<input type="checkbox"/> Phase Door	Passage in wooden or stone wall	Conj	V	1 a	Touch	5 x 8 ft, 1 ft deep	1 usage/2 lvls	-	-	235
___ 9	<input type="checkbox"/> Astral Projection	Projects you & co into astral plane	Necro	V,S,M	30 min	Touch	You + 1 creat/2 lvls	Special	-	Yes	176

Trickery Domain

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<input type="checkbox"/> Change Self	Changes your appearance	Illus	V,S	1 a	Self	You, 1 ft size change	10 min/lvl (D)	-	-	183
___ 2	<input type="checkbox"/> Invisibility	Invisible until attacks	Illus	V,S,M	1 a	Prsl,touch	One creature or item	10 min/lvl (D)	Will negs	Yes	218
___ 3	<input type="checkbox"/> Nondetection	Masks target to scrying & divination	Abjur	V,S,M	1 a	Touch	One creature or item	1 hr/lvl	Will negs	Yes	232
___ 4	<input type="checkbox"/> Confusion	Targets become confused, 1 rnd/lvl	Ench	V,S,M	1 a	Medium	Creatures in 15-ft	1 rnd/lvl	Will negs	Yes	186
___ 5	<input type="checkbox"/> False Vision	Fools scrying with an illusion	Illus	V,S,M	1 a	Close	25-ft + 5-ft/2 lvls	1 min/lvl	-	-	202
___ 6	<input type="checkbox"/> Mislead	Improved invisibility and illusion	Illus	S	1 a	Close	Self	1 rnd/lvl	Will disblf	-	230
___ 7	<input type="checkbox"/> Screen	Hides area from vision, scrying	Illus	V,S	10 min	Close	30-ft cube/lvl	1 day	Special	-	247
___ 8	<input type="checkbox"/> Polymorph Any Object	Transform target into new form	Trans	V,S,M	1 a	Close	One creature or item	Special	Special	Spec	236
___ 9	<input type="checkbox"/> Time Stop	You act freely for 1d4+1 rounds	Trans	V	1 a	Self	Caster	1d4+1 rounds	-	-	265

War Domain

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<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
___ 2	<input type="checkbox"/> Spiritual Weapon	Attacks by itself, 1d8 damage	Evoc	V,S,DF	1 a	Medium	Magical weapon	1 rnd/lvl (D)	-	Yes	256
___ 3	<input type="checkbox"/> Magic Vestment	Armor/shield gains +1/3 levels	Trans	V,S,DF	1 a	Touch	+1/3 lvls (+5)	1 hr/lvl	Will negs	Yes	225
___ 4	<input type="checkbox"/> Divine Power	Fighter's Att bonus, 18 Str, 1 hp/lvl	Evoc	V,S,DF	1 a	Self	Caster	1 rnd/lvl	-	-	197
___ 5	<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
___ 6	<input type="checkbox"/> Blade Barrier	Blades deal 1d6 damage/lvl	Evoc	V,S	Round	Medium	Up to 30-ft radius	10 min/lvl	Ref negs	Yes	179
___ 7	<input type="checkbox"/> Power Word, Stun	Stuns creature up to 150 hp	Conj	V	1 a	Close	1 creat up to 150 hp	4d4/2d4/1d4 rnds	-	Yes	237
___ 8	<input type="checkbox"/> Power Word, Blind	Blinds 200 hp worth of creatures	Conj	V	1 a	Close	Creatures in 15-ft	P/1d4+1 m/1d4 r	-	Yes	237
___ 9	<input type="checkbox"/> Power Word, Kill	Kills 1 target or many below 21 hp	Conj	V	1 a	Close	1 creat or 15-ft radius	Instantaneous	-	Yes	237

Water Domain

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___ 1	<input type="checkbox"/> Obscuring Mist	Fog surrounds you, visibility 5-ft	Conj	V,S	1 a	30-ft	30-ft radius, 20-ft up	1 min/lvl	-	-	233
___ 2	<input type="checkbox"/> Fog Cloud	Fog limits vision to 5-ft	Conj	V,S	1 a	Medium	30-ft radius	10 min/lvl	-	-	206
___ 3	<input type="checkbox"/> Water Breathing	Targets can breath underwater	Trans	V,S,DF	1 a	Touch	Living creatures	2 hr/lvl	Will negs	Yes	271
___ 4	<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
___ 5	<input type="checkbox"/> Ice Storm	Hail deals 5d6 dmg in cylinder 40-ft	Evoc	V,S,M	1 a	Long	20-ft rad, 3d6+2d6	Instantaneous	-	Yes	216
___ 6	<input type="checkbox"/> Cone of Cold	1d6 cold damage/lvl (15d6)	Evoc	V,S,M	1 a	Close	Cone, dmg 1d6/lvl	Instantaneous	Ref half	Yes	186
___ 7	<input type="checkbox"/> Acid Fog	Fog deals 2d6/rnd acid damage	Conj	V,S,M	1 a	Medium	30-ft radius, 20-ft up	1 rnd/lvl	-	Yes	172
___ 8	<input type="checkbox"/> Horrid Wilting	Deals 1d8 dmg/lvl (25d8)	Necro	V,S,M	1 a	Long	Max 60-ft apart	Instantaneous	Fort half	Yes	215
___ 9	<input type="checkbox"/> Elemental Swarm	Summons 2d4 Large, 1d4 Huge	Conj	V,S	10 min	Medium	2+ summoned creats	10 min/lvl (D)	-	-	198