

Cleric Spells

3.5

SPELLS PER DAY

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BONUS SPELLS

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LEVEL

0	1	2	3	4	5	6	7	8	9
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SPELL SAVE DC

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RANGES

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	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
☐ Create Water	Creates 2 gallons/lvl of pure water	Conj	V,S	1 a	Close	Up to 2 gallons/lvl	Instantaneous	-	-	215
☐ Cure Minor Wounds	Cures 1 point of damage	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	216
☐ Detect Magic	Detects spells and magic items	Div	V,S	1 a	60-ft	Cone	Conc, 1 min/lvl (D)	-	-	219
☐ Detect Poison	Detects poison in creature or item	Div	V,S	1 a	Close	Creat,obj or 5-ft cube	Instantaneous	-	-	219
☐ 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
☐ Inflict Minor Wounds	Deal 1 dmg	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will negs	Yes	244
☐ Light	Item shines like a torch 20-ft glow	Evoc	V,M/DF	1 a	Touch	One item	10 min/lvl (D)	-	-	248
☐ Mending	Makes minor repairs of item	Trans	V,S	1 a	10-ft	Item, 1 lb	Instantaneous	Will negs	Yes	253
☐ 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
☐ Read Magic	Read scrolls and spellbooks	Div	V,S,F	1 a	Self	250 words/min	10 min/lvl	-	-	269
☐ Resistance	Target gains +1 on saves	Abjur	V,S,M/DF	1 a	Touch	One creature	1 min	Will negs	Yes	272
☐ 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
☐ 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
☐ 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
☐ Bless Water	Make holy water	Trans	V,S,M	1 min	Touch	Water flask	Instantaneous	Will negs	Yes	205
☐ Cause Fear	Creature frightened or shaken 1 rnd	Necro	V,S	1 a	Close	One living creature	1d4 rnds	Will part	Yes	208
☐ Command	One target obeys command 1 rnd	Ench	V	1 a	Close	One living creature	1 round	Will negs	Yes	211
☐ Comprehend Languages	Understands all languages	Div	V,S,M/DF	1 a	Self	250 words/min	10 min/lvl	-	-	212
☐ Cure Light Wounds	Cures 1d8+1/lvl (+5)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	215
☐ Curse Water	Make unholy water	Necro	V,S,M	1 min	Touch	Water flask	Instantaneous	Will negs	Yes	216
☐ Deathwatch	Sees how wounded targets are	Necro	V,S	1 a	30-ft	Cone	10 min/lvl	-	-	217
☐ Detect Chaos	Reveals creatures, spells or items	Div	V,S,DF	1 a	60-ft	Cone	Conc, 10 min/lvl (D)	-	-	218
☐ Detect Evil	Reveals creatures, spells or items	Div	V,S,DF	1 a	60-ft	Cone	Conc, 10 min/lvl (D)	-	-	218
☐ Detect Good	Reveals creatures, spells or items	Div	V,S,DF	1 a	60-ft	Cone	Conc, 10 min/lvl (D)	-	-	219
☐ Detect Law	Reveals creatures, spells or items	Div	V,S,DF	1 a	60-ft	Cone	Conc, 10 min/lvl (D)	-	-	219
☐ Detect Undead	Reveals undead within 60-ft	Div	V,S,M/DF	1 a	60-ft	Cone	Conc, 1min/lvl (D)	-	-	220
☐ Divine Favor	You gain att, dmg bonus +1/3 lvls	Evoc	V,S,DF	1 a	Self	Caster	1 min	-	-	224
☐ Doom	-2 on attacks, dmg, saves, skills	Necro	V,S,DF	1 a	Medium	One living creature	1 min/lvl	Will negs	Yes	225
☐ Endure Elements	Protected in extreme temperatures	Abjur	V,S	1 a	Touch	One creature	24 hours	Will negs	Yes	226
☐ Entropic Shield	20% miss chance on ranged attacks	Abjur	V,S	1 a	Self	Caster	1 min/lvl (D)	-	-	227
☐ Hide from Undead	Indiscernible to undead	Abjur	V,S,DF	1 a	Touch	One creature/lvl	10 min/lvl (D)	Will negs	Yes	241
☐ Inflict Light Wounds	Deal 1d8+1/lvl dmg (+5)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	244
☐ 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
☐ Magic Weapon	Weapon gets +1 att/dmg	Trans	V,S,F,DF	1 a	Touch	Weapon	1 min/lvl	Will negs	Yes	251
☐ Obscuring Mist	Fog surrounds you, visibility 5-ft	Conj	V,S	1 a	20-ft	20-ft radius	1 min/lvl	-	-	258
☐ 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
☐ 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
☐ 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
☐ 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
☐ Remove Fear	+4 on fear saves	Abjur	V,S	1 a	Close	One creature +1/4lvls	10 min	Will negs	Yes	271
☐ Sanctuary	Opponents cannot attack you	Abjur	V,S,DF	1 a	Touch	One creature	1 rnd/lvl	Will negs	-	274
☐ Shield of Faith	+2 AC +1/6lvls	Abjur	V,S,M	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	278
☐ 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
☐ 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
☐ Align Weapon	Adds alignment to weapon	Trans	V,S,DF	1 a	Touch	Weapon	1 min/lvl	Will negs	Yes	197
☐ Augury	Learns if an action is good or bad	Div	V,S,M,F	1 min	Self	Caster	Instantaneous	-	-	202
☐ Bear's Endurance	+4 Con	Trans	V,S, DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	203
☐ Bull's Strength	+4 Str	Trans	V,S,M/DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	207
☐ 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
☐ Consecrate	Fill area with positive energy	Evoc	V,S,M,DF	1 a	Close	20-ft radius	2 hr/lvl	-	-	212
☐ Cure Moderate Wounds	Cures 2d8+1/lvl (+10)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	216
☐ Darkness	Supernatural darkness	Evoc	V,M/DF	1 a	Touch	Item 20-ft radius	10 min/lvl (D)	-	-	216
☐ 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
☐ Delay Poison	Stops poison from harming target	Conj	V,S,DF	1 a	Touch	One creature	1 hr/lvl	Fort negs	Yes	217

☐	Desecrate	Fill area with negative energy	Evoc	V,S,M,DF	1 a	Close	20-ft radius	2 hr/lvl	-	Yes	218
☐	Eagle's Splendor	+4 Cha	Trans	V,S,M/DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	225
☐	Enthrall	Captivates all within medium range	Ench	V,S	Round	Medium	Creatures in range	Up to 1 hour	Will negs	Yes	227
☐	Find Traps	Notice traps as rogue does	Div	V,S	1 a	Self	Caster	1 min/lvl	-	-	230
☐	Gentle Repose	Preserves one corpse	Necro	V,S,M/DF	1 a	Touch	One dead creature	1 day/lvl	Will negs	Yes	235
☐	Hold Person	Target becomes paralyzed	Ench	V,S,F/DF	1 a	Medium	One humanoid	1 rnd/lvl (D)	Will negs	Yes	241
☐	Inflict Moderate Wounds	Deal 2d8+1/lvl dmg (+10)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	244
☐	Make Whole	Completely repairs an item	Trans	V,S	1 a	Close	Item, 10 cu ft/lvl	Instantaneous	Will negs	Yes	252
☐	Owl's Wisdom	+4 Wis	Trans	V,S,M/DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	259
☐	Remove Paralysis	Frees creats from parlys/hold/slow	Conj	V,S	1 a	Close	4 creatures in 30-ft	Instantaneous	Will negs	Yes	271
☐	Resist Energy	Ignores 10 energy dmg/rnd	Abjur	V,S,DF	1 a	Touch	One creature	10 min/lvl	Fort negs	Yes	272
☐	Restoration, Lesser	Restores 1d4 ability score loss	Conj	V,S	3 rnds	Touch	One creature	Instantaneous	Will negs	Yes	272
☐	Shatter	Sonic vibration damages items	Evoc	V,S,M/DF	1 a	Close	5-ft radius, 1 lb/lvl	Instantaneous	Special	Yes	278
☐	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
☐	Silence	All sound is stopped	Illus	V,S	1 a	Long	20-ft radius	1 min/lvl (D)	Will negs	Yes	279
☐	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
☐	Spiritual Weapon	1d8 +1/3lvls damage, attacks by itself	Evoc	V,S,DF	1 a	Medium	Magical weapon	1 rnd/lvl (D)	-	Yes	283
☐	Status	Monitors condition, position of allies	Div	V,S	1 a	Touch	Living creature/3 lvls	1 hr/lvl	Will negs	Yes	284
☐	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
☐	Undetectable Alignment	Conceals alignment for 24 hours	Abjur	V,S,	1 a	Close	One creat or item	24 hours	Will negs	Yes	297
☐	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
☐	Animate Dead	Creates skeletons and zombies	Necro	V,S,M	1 a	Touch	Max 2HD/lvl	Instantaneous	-	-	198
☐	Bestow Curse	-6 abi / -4 att, saves, checks etc.	Necro	V,S	1 a	Touch	One creature	Permanent	Will negs	Yes	203
☐	Blindness/Deafness	Makes target blind or deaf	Necro	V,S	1 a	Medium	One living creature	Permanent (D)	Fort negs	Yes	206
☐	Contagion	Infects with chosen disease	Necro	V,S	1 a	Touch	One living creature	Instantaneous	Fort negs	Yes	213
☐	Continual Flame	Permanent and heatless torch	Evoc	V,S,M	1 a	Touch	Magical flame	Permanent	-	-	213
☐	Create Food and Water	Feeds 3 humans (or horse) / level	Conj	V,S	10 min	Close	Food and water	24 hours	-	-	215
☐	Cure Serious Wounds	Cures 3d8+1/lvl (+15)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	216
☐	Daylight	60-ft radius of bright light	Evoc	V,S	1 a	Touch	Item 60-ft radius	10 min/lvl (D)	-	-	216
☐	Deeper Darkness	Supernatural darkness	Evoc	V,M/DF	1 a	Touch	Item 60-ft radius	1 day/lvl	-	-	217
☐	Dispel Magic	Cancels magical effects (+10)	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	223
☐	Glyph of Warding	Symbol harms activater 1d8/2lvl (5)	Abjur	V,S,M	10 min	Touch	Item / 5 sq ft/lvl	Till used (D)	Special	Yes	236
☐	Helping Hand	Ghostly hand leads target to you	Evoc	V,S,DF	1 a	5 miles	Ghostly hand	1 hr/lvl	-	-	239
☐	Inflict Serious Wounds	Deal 3d8+1/lvl dmg (+15)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	244
☐	Invisibility Purge	Dispels invisibility within 5-ft/level	Evoc	V,S	1 a	Self	Caster	1 min/lvl (D)	-	-	245
☐	Locate Object	Senses direction of item	Div	V,S,F/DF	1 a	Long	400-ft+40-ft/lvl rad	1 min/lvl	-	-	248
☐	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
☐	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
☐	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
☐	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
☐	Magic Vestment	Armor/shield gains +1/4lvls	Trans	V,S,DF	1 a	Touch	Armor/shield	1 hr/lvl	Will negs	Yes	251
☐	Meld into Stone	You and possessions meld into stone	Trans	V,S,DF	1 a	Self	Caster	10 min/lvl	-	-	252
☐	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
☐	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
☐	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
☐	Remove Blindness / Deafness	Cure normal or magical conditions	Conj	V,S	1 a	Touch	One creature	Instantaneous	Fort negs	Yes	270
☐	Remove Curse	Frees item or person from curse	Abjur	V,S	1 a	Touch	Creature or item	Instantaneous	Will negs	Yes	270
☐	Remove Disease	Cures all diseases affecting target	Conj	V,S	1 a	Touch	One creature	Instantaneous	Fort negs	Yes	271
☐	Searing Light	Dmg 1d8/2 lvls,undead 1d6/1d8/lvl	Evoc	V,S	1 a	Medium	Ray	Instantaneous	-	Yes	275
☐	Speak with Dead	Corpse answers one question/2lvls	Necro	V,S,DF	10 min	10-ft	One dead creature	1 min/lvl	Will negs	-	281
☐	Stone Shape	Sculpts stone into any form	Trans	V,S,M/DF	1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	-	-	284
☐	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
☐	Water Breathing	Targets can breath underwater	Trans	V,S,M/DF	1 a	Touch	Living creatures	2 hr/lvl	Will negs	Yes	300
☐	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
☐	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
☐	Air Walk	Target treads on air as if solid	Trans	V,S,DF	1 a	Touch	One creature	10 min/lvl	-	Yes	196
☐	Control Water	Raises, lowers or parts water	Trans	V,S,M/DF	1 a	Long	10ftx10ftx2ft/lvl	10 min/lvl (D)	-	-	214
☐	Cure Critical Wounds	Cures 4d8+1/lvl (+20)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	215
☐	Death Ward	Immunity to death spells/effects	Necro	V,S,DF	1 a	Touch	One living creature	1 min/lvl	-	-	217
☐	Dimensional Anchor	Stops extradimensional movement	Abjur	V,S	1 a	Medium	Ray	1 min/lvl	-	Yes	221
☐	Discern Lies	Reveals deliberate falsehoods	Div	V,S,DF	1 a	Close	Creature/lvl in 30-ft	Conc, 1 rnd/lvl	Will negs	-	221
☐	Dismissal	Force creature back to native plane	Abjur	V,S,DF	1 a	Close	Extraplanar creature	Instantaneous	Will negs	Yes	222
☐	Divination	Provides useful advice for actions	Div	V,S,M	10 min	Self	Caster	Instantaneous	-	-	224
☐	Divine Power	Level is Att bonus, +6 Str, 1 hp/lvl	Evoc	V,S,DF	1 a	Self	Caster	1 rnd/lvl	-	-	224
☐	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
☐	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
☐	Imbue with Spell Ability	Transfer spells to target	Evoc	V,S,DF	10 min	Touch	One creature	Till used	Will negs	Yes	243
☐	Inflict Critical Wounds	Deal 4d8+1/lvl dmg (+20)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	244
☐	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
☐	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
☐	Planar Ally, Lesser	Outsider (6 HD) exchanges services	Conj	V,S,DF,XP	10 min	Close	One creature	Instantaneous	-	-	261
☐	Poison	Touch 1d10 Con dmg, repeats 1min	Necro	V,S,DF	1 a	Touch	One living creature	Instantaneous	Fort negs	Yes	262

☐	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
☐	Restoration	Restores ability, neg lvls, one exp lvl	Conj	V,S,M	3 rnds	Touch	One creature	Instantaneous	Will negs	Yes	272
☐	Sending	Delivers short message anywhere	Evoc	V,S,M/DF	10 min	Special	One creature	1 round	-	-	275
☐	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
☐	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
☐	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
☐	Atonement	Removes burden of past misdeeds	Abjur	V,S,M,F,DF,XP	1 hr	Touch	One living creature	Instantaneous	-	Yes	201
☐	Break Enchantment	Frees target from enchantments	Abjur	V,S	1 min	Close	Creature/lvl in 30-ft	Instantaneous	Special	-	207
☐	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
☐	Commune	Deity answers 1 y/n-question/level	Div	V,S,M,DF,XP	10 min	Self	Caster	1 rnd/lvl	-	-	211
☐	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
☐	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
☐	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
☐	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
☐	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
☐	Disrupting Weapon	Undead save vs lvl or be destroyed	Trans	V,S	1 a	Touch	One weapon	1 rnd/lvl	Will negs	Yes	223
☐	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
☐	Hallow	Designates location as holy	Evoc	V,S,M,DF	1 day	Touch	40-ft radius	Instantaneous	Special	Sp	238
☐	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
☐	Insect Plague	Insect swarm	Conj	V,S,DF	Round	Long	1 swarm/3lvls	1 min/lvl	-	-	244
☐	Mark of Justice	Designates act that triggers curse	Necro	V,S,DF	10 min	Touch	One creature	Permanent	-	Yes	252
☐	Plane Shift	Targets travel to another plane	Conj	V,S,F	1 a	Touch	1-8 willing creatures	Instantaneous	Will negs	Yes	262
☐	Raise Dead	Restores life to target within 1 day/lvl	Conj	V,S,M,DF	1 min	Touch	One dead creature	Instantaneous	-	Yes	268
☐	Righteous Might	Your size increases, Str +4 etc.	Trans	V,S,DF	1 a	Self	Caster	1 rnd/lvl (D)	-	-	273
☐	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
☐	Slay Living	Kills target else 3d6 + 1/lvl dmg	Necro	V,S	1 a	Touch	One living creature	Instantaneous	Fort part	Yes	280
☐	Spell Resistance	Target gains SR 12+level	Abjur	V,S,DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	282
☐	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
☐	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
☐	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
☐	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
☐	Unhallow	Unholy local, magic circle, -4 turning	Evoc	V,S,M	1 day	Touch	40-ft/lvl radius	Instantaneous	Special	Sp	297
☐	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
☐	Animate Objects	Items attack your foes	Trans	V,S	1 a	Medium	One small item/lvl	1 rnd/lvl	-	-	199
☐	Antilife Shell	10-ft field excludes living creatures	Abjur	V,S,DF	Round	10-ft	10-ft radius	10 min/lvl (D)	-	Yes	199
☐	Banishment	Banishes 2 HD/lvl creatures	Abjur	V,S,F	1 a	Close	Extraplanar creatures	Instantaneous	Will negs	Yes	203
☐	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
☐	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
☐	Bull's Strength, Mass	+4 Str to 1 creature/lvl	Trans	V,S,M/DF	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Yes	207
☐	Create Undead	Ghoul, shadow, ghastr, wraith	Necro	V,S,M	1 hr	Close	One dead creature	Instantaneous	-	-	215
☐	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
☐	Dispel Magic, Greater	Cancels magical effects (+20)	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	223
☐	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
☐	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
☐	Forbiddance	Prevents planar travel inside	Abjur	V,S,M,DF	6 rnds	Medium	60-ft cube/level	Permanent	Special	Yes	232
☐	Geas / Quest	Command any creature	Ench	V	10 min	Close	One living creature	1 day/lvl or till used (D)	-	Yes	234
☐	Glyph of Warding, Greater	Symbol harms activaters 1d8/2lvl (10)	Abjur	V,S,M	10 min	Touch	Item / 5 sq ft/lvl	Till used (D)	Special	Yes	237
☐	Harm	10/lvl damage (150)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	239
☐	Heal	Cures 10/lvl (150)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will negs	Yes	239
☐	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
☐	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
☐	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
☐	Planar Ally	Outsider (12 HD) exchanges services	Conj	V,S,DF,XP	10 min	Close	1-2 creatures	Instantaneous	-	-	261
☐	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
☐	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
☐	Symbol of Persuasion	All become charmed	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Will negs	Yes	290
☐	Undeath to Death	Destroys 1d4 HD/level undead	Necro	V,S,M/DF	1 a	Medium	40-ft radius	Instantaneous	Will negs	Yes	297
☐	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
☐	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
☐ Blasphemy	Kills, paralyzes, weakens nonevil	Evoc	V	1 a	30-ft	40-ft radius	Instantaneous	-	Yes	205
☐ Control Weather	Changes weather in local area	Trans	V,S	10 min	2 miles	2 mile radius	4d12 hours	-	-	214
☐ 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
☐ Destruction	Kill target, destroy remains or 10d6	Necro	V,S,F	1 a	Close	One creature	Instantaneous	Fort part	Yes	218
☐ Dictum	Kills, paralyzes, weakens nonlawful	Evoc	V	1 a	40-ft	40-ft radius	Instantaneous	-	Yes	220
☐ Ethereal Jaunt	Become ethereal for 1 round/level	Trans	V,S	1 a	Self	Caster	1 rnd/lvl (D)	-	-	227
☐ Holy Word	Kills, paralyzes, weakens nongood	Evoc	V	1 a	40-ft	40-ft radius	Instantaneous	Special	Yes	242
☐ 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
☐ Refuge	Transport item's possessor to you	Conj	V,S,M	1 a	Touch	Item	Till used	-	-	269
☐ Regenerate	Target's severed limbs grow back	Conj	V,S,DF	3 rnds	Touch	One living creature	Instantaneous	Fort negs	Yes	270
☐ 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
☐ Restoration, Greater	Restores ability, neg lvls, all exp lvls	Conj	V,S,XP	10 min	Touch	One creature	Instantaneous	Will negs	Yes	272
☐ Resurrection	Restores life to target	Conj	V,S,M,DF	10 min	Touch	One dead creature	Instantaneous	-	Yes	272
☐ 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
☐ 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
☐ 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
☐ Symbol of Weakness	Weakness deals 3d6 Str dmg	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Will negs	Yes	291
☐ 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
☐ 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
☐ 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
☐ Create Greater Undead	Mummy, spectre, vampire, ghost	Necro	V,S,M	1 hr	Close	One dead creature	Instantaneous	-	-	215
☐ 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
☐ Dimensional Lock	Stops extradimensional movement	Abjur	V,S	1 a	Medium	20-ft radius	1 day/lvl	-	Yes	221
☐ Discern Location	Exact location of creature or item	Div	V,S,DF	10 min	Unlimited	One creature or item	Instantaneous	-	-	222
☐ Earthquake	Intense tremor causes cave-in 8d6 dmg	Evoc	V,S,DF	1 a	Long	80-ft/lvl radius	1 rnd	Special	-	225
☐ Fire Storm	Deals 1d6 damage/lvl (20d6)	Evoc	V,S	Round	Medium	2 10-ft cubes/level	Instantaneous	Ref half	Yes	231
☐ 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
☐ 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
☐ Planar Ally, Greater	Outsider (18 HD) exchanges services	Conj	V,S,DF,XP	10 min	Close	1-3 creatures	Instantaneous	-	-	261
☐ 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
☐ 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
☐ 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
☐ Symbol of Death	Slays all, combined hps <150	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Fort negs	Yes	289
☐ Symbol of Insanity	All become insane	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Will negs	Yes	290
☐ 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
☐ Astral Projection	Projects you & company to astral plane	Necro	V,S,M	30 min	Touch	You + 1 creat/2 lvls	Special	-	Yes	201
☐ Energy Drain	Target gains 2d4 negative levels	Necro	V,S	1 a	Close	Negative energy ray	Instantaneous	Fort part	Yes	226
☐ Etherealness	Become ethereal with companions	Trans	V,S	1 a	Touch	You + creature/3lvls	1 min/lvl (D)	-	Yes	228
☐ Gate	Connects two planes for travel	Conj	V,S,XP	1 a	Medium	Special	Instantaneous	-	-	234
☐ Heal, Mass	Cures 10/lvl (250)	Conj	V,S	1 a	Close	Any in 30-ft	Instantaneous	Will negs	Yes	239
☐ Implosion	Kills one creature/round	Evoc	V,S	1 a	Close	1 corporeal creat/rnd	Conc, up to 4 rnds	Fort negs	Yes	243
☐ Miracle	Requests miracle from diety	Evoc	V,S,XP	1 a	Special	Special	Special	Special	Yes	254
☐ Soul Bind	Traps soul to prevent resurrection	Necro	V,S,F	1 a	Close	One dead creature	Permanent	Will negs	-	281
☐ Storm of Vengeance	Storm rains acid, lightning, hail	Conj	V,S	Round	Long	360-ft radius	Conc, 10 rnds (D)	Special	Yes	285
☐ 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
☐ True Resurrection	Resurrect target within 10 years/lvl	Conj	V,S,M,DF	10 min	Touch	One dead creature	Instantaneous	-	Yes	296

Air Domain

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

Animal Domain

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

Chaos Domain

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

Death Domain

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

Destruction Domain

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

Earth Domain

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

Evil Domain

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

Fire Domain

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

Good Domain

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

Healing Domain

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

Knowledge Domain

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

Law Domain

	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<u>1</u>	☐ Protection from Chaos	+2 AC and saves vs chaotic creatures	Abjur	V,S,M/DF	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	266
<u>2</u>	☐ Calm Emotions	Calms 1d6/lvl targets	Ench	V,S,DF	1 a	Medium	20-ft radius	Conc, 1 rnd/lvl (D)	Will negs	Yes	207
<u>3</u>	☐ Magic Circle against Chaos	Non-lawful creatures cannot enter	Abjur	V,S,M/DF	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	249
<u>4</u>	☐ Order's Wraith	Deals 1d8/2lvl to evil, half to neutral	Evoc	V,S	1 a	Medium	30-ft cube	Instantaneous	Will part	Yes	258
<u>5</u>	☐ Dispel Chaos	+4 AC against chaotic attackers, banish	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl or till used	Special	Sp	222
<u>6</u>	☐ Hold Monster	Target becomes paralyzed	Ench	V,S,M/DF	1 a	Medium	One living creature	1 rnd/lvl (D)	Will negs	Yes	241
<u>7</u>	☐ Dictum	Kills, paralyzes, weakens nonlawful	Evoc	V	1 a	40-ft	40-ft radius	Instantaneous	-	Yes	220
<u>8</u>	☐ Shield of Law	+4 AC, +4 res, SR 25 vs chaotic	Abjur	V,S,F	1 a	20-ft	One creature/lvl in 20-ft radius	1 rnd/lvl (D)	Special	Yes	278
<u>9</u>	☐ 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>	☐ Entropic Shield	20% miss chance on ranged attacks	Abjur	V,S	1 a	Self	Caster	1 min/lvl (D)	-	-	227
<u>2</u>	☐ Aid	+1 att,+1 fear saves,1d8 +1/lvl hps	Ench	V,S,DF	1 a	Touch	One living creature	1 min/lvl	-	Yes	196
<u>3</u>	☐ Protection from Energy	Absorbs 12 energy dmg/lvl (120)	Abjur	V,S,DF	1 a	Touch	One creature	10 min/lvl or till used	Fort negs	Yes	266
<u>4</u>	☐ Freedom of Movement	Target moves and attacks normally	Abjur	V,S,M,DF	1 a	Prsl,touch	One creature	10 min/lvl	Will negs	Yes	233
<u>5</u>	☐ Break Enchantment	Frees target from enchantments	Abjur	V,S	1 min	Close	Creature/lvl in 30-ft	Instantaneous	Special	-	207
<u>6</u>	☐ 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>	☐ Spell Turning	Reflects 1d4+6 spell levels back	Abjur	V,S,M/DF	1 a	Self	Caster	10min/lvl or till used	-	-	282
<u>8</u>	☐ Moment of Prescience	Reroll or AC check with +lvl as bonus	Div	V,S	1 a	Self	Caster	1 hr/lvl	-	-	255
<u>9</u>	☐ Miracle	Requests miracle from diety	Evoc	V,S,XP	1 a	Special	Special	Special	Special	Yes	254

Magic Domain

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

Plant Domain

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

Protection Domain

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

Strength Domain

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

Sun Domain

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

Travel Domain

	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<u>1</u>	☐ Longstrider	Movement increases +10-ft/rnd	Trans	V,S,M	1 a	Self	Caster	1 hr/lvl (D)	-	-	249
<u>2</u>	☐ 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>	☐ 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>	☐ 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>	☐ Teleport	Instantly teleport one creature/lvl	Conj	V	1 a	Prsl,touch	100 miles/lvl	Instantaneous	Will negs	Yes	292
<u>6</u>	☐ 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>	☐ Teleport, Greater	Instantly teleport one creature/lvl	Conj	V	1 a	Prsl,touch	Unlimited	Instantaneous	Will negs	Yes	293
<u>8</u>	☐ 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>	☐ 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>	☐ Disguise Self	Change appearance, +10 Disguise	Illus	V,S	1 a	Self	Caster	10 min/lvl	-	-	222
<u>2</u>	☐ 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>	☐ 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>	☐ 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>	☐ 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>	☐ 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>	☐ Screen	Hides area from vision, scrying	Illus	V,S	10 min	Close	30-ft cube/lvl	1 day	Will dsblf	-	274
<u>8</u>	☐ 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>	☐ 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>	☐ 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>	☐ 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>	☐ 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>	☐ Divine Power	Level is Att bonus, +6 Str, 1 hp/lvl	Evoc	V,S,DF	1 a	Self	Caster	1 rnd/lvl	-	-	224
<u>5</u>	☐ 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>	☐ 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>	☐ Power Word, Blind	Blinds one target less than 200 hps	Ench	V	1 a	Close	One creature	Special	-	Yes	263
<u>8</u>	☐ Power Word, Stun	Stuns one target less than 150 hps	Ench	V	1 a	Close	One creature	Special	-	Yes	263
<u>9</u>	☐ 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>	☐ 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>	☐ Fog Cloud	Fog limits vision to 5-ft	Conj	V,S	1 a	Medium	20-ft radius	10 min/lvl	-	-	232
<u>3</u>	☐ 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>	☐ 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>	☐ 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>	☐ 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>	☐ 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>	☐ 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>	☐ Elemental Swarm	Summons 2d4 Large, 1d4 Huge	Conj	V,S	10 min	Medium	2+ creatures	10 min/lvl (D)	-	-	226