

DUNGEONS & DRAGONS

Cleric Spellbook

Level 0

Spells/day___ Spell DC___

Spell	Description
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Create Water	Creates 2 gallons/level of pure water.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cure Minor Wounds	Cures 1 point of damage.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Magic	Detects spells and magic items within 60 ft.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Poison	Detects poison in one creature or object.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Guidance	+1 on one attack roll, saving throw, or skill check.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Inflict Minor Wounds	Touch attack, 1 point of damage.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Light	Object shines like a torch.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mending	Makes minor repairs on an object.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Purify Food and Drink	Purifies 1 cu. ft./level of food or water.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Read Magic	Read scrolls and spellbooks.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Resistance	Subject gains +1 on saving throws.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Virtue	Subject gains 1 temporary hp.

Level 1

Spells/day___ Spell DC___

Spell	Description
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bane	Enemies take -1 on attack rolls and saves against fear.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bless	Allies gain +1 on attack rolls and saves against fear.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bless Water	Makes holy water.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cause Fear	One creature of 5 HD or less flees for 1d4 rounds.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Command	One subject obeys selected command for 1 round.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Comprehend Languages	You understand all spoken and written languages.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cure Light Wounds	Cures 1d8 damage +1/level (max +5).
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Curse Water	Makes unholy water.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Chaos/Evil/Good/Law	Reveals creatures, spells, or objects of selected alignment.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Undead	Reveals undead within 60 ft.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Divine Favor	You gain +1 per three levels on attack and damage rolls.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Doom	One subject takes -2 on attack rolls, saves, and checks.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Endure Elements	Exist comfortably in hot or cold environments.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Entropic Shield	Ranged attacks against you have 20% miss chance.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Hide from Undead	Undead cant perceive one subject/level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Inflict Light Wounds	Touch deals 1d8 damage +1/level (max +5).
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Magic Weapon	Weapon gains +1 bonus.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Obscuring Mist	Fog surrounds you.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Protection from Ch/Ev/Go/Law	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Remove Fear	Suppresses fear or gives +4 on saves against fear for one subject + 1 / four lvls.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sanctuary	Opponents cant attack you, and you cant attack.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shield of Faith	Aura grants +2 or higher deflection bonus.
<input type="checkbox"/> Protection from Evil	+2 to AC and saves; counter mind control.
<input type="checkbox"/> Enlarge Person	Humanoid creature doubles in size.

Level 2

Spells/day___ Spell DC___

Spell	Description
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Aid	+1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Augury	Learns whether an action will be good or bad.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bears Endurance	Subject gains +4 to Con for 1 min./level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bulls Strength	Subject gains +4 to Str for 1 min./level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Consecrate	Fills area with positive energy, making undead weaker.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cure Moderate Wounds	Cures 2d8 damage +1/level (max +10).
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Darkness	20-ft. radius of supernatural shadow.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Death Knell	Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Delay Poison	Stops poison from harming subject for 1 hour/level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Eagles Splendor	Subject gains +4 to Cha for 1 min./level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Enthral	Captivates all within 100 ft. + 10 ft./level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Find Traps	Notice traps as a rogue does.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Hold Person	Paralyzes one humanoid for 1 round/level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Inflict Moderate Wounds	Touch attack, 2d8 damage +1/level (max +10).
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Make Whole	Repairs an object.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Owls Wisdom	Subject gains +4 to Wis for 1 min./level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Remove Paralysis	Frees one or more creatures from paralysis or slow effect.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Resist Energy	Ignores 10 (or more) points of damage/attack from specified energy type.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Restoration, Lesser	Dispels magical ability penalty or repairs 1d4 ability damage.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shatter	Sonic vibration damages objects or crystalline creatures.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shield Other	You take half of subjects damage.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Silence	Negates sound in 20-ft. radius.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sound Burst	Deals 1d8 sonic damage to subjects; may stun them.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spiritual Weapon	Magic weapon attacks on its own.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Undetectable Alignment	Conceals alignment for 24 hours.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Zone of Truth	Subjects within range cannot lie.
<input type="checkbox"/> Aid	+1 on attack rolls, +1 on saves against fear, 1d8 tmp. hp +1/level (max +10).
<input type="checkbox"/> Bulls Strength	Subject gains +4 to Str for 1 min./level.

Level 3

Spells/day___ Spell DC___

Spell	Description
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Animate Dead	Creates undead skeletons and zombies.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bestow Curse	-6 to an ability score; -4 on atk, saves, checks; or 50% chance of losing each action.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Blindness/Deafness	Makes subject blinded or deafened.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Contagion	Infects subject with chosen disease.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Continual Flame	Makes a permanent, heatless torch.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Create Food and Water	Feeds three humans (or one horse)/level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cure Serious Wounds	Cures 3d8 damage +1/level (max +15).
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Daylight	60-ft. radius of bright light.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Deeper Darkness	Object sheds supernatural shadow in 60-ft. radius.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dispel Magic	Cancels spells and magical effects.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Glyph of Warding	Inscription harms those who pass it.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Helping Hand	Ghostly hand leads subject to you.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Inflict Serious Wounds	Touch attack, 3d8 damage +1/level (max +15).
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Invisibility Purge	Dispels invisibility within 5 ft./level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Locate Object	Senses direction toward object (specific or type).
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Magic Circle agnst. Ch/Ev/G/L	As protection spells, but 10-ft. radius and 10 min./level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Magic Vestment	Armor or shield gains +1 enhancement per four levels.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Prayer	Allies +1 bonus on most rolls, enemies -1 penalty.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Protection from Energy	Absorb 12 points/level of damage from one kind of energy.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Remove Blindness/Deafness	Cures normal or magical conditions.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Remove Curse	Frees object or person from curse.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Remove Disease	Cures all diseases affecting subject.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Searing Light	Ray deals 1d8/two levels damage, more against undead.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Speak with Dead	Corpse answers one question/two levels.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Water Breathing	Subjects can breathe underwater.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Water Walk	Subject treads on water as if solid.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Wind Wall	Deflects arrows, smaller creatures, and gases.
<input type="checkbox"/> Magic Circle against Evil	As protection spells, but 10-ft. radius and 10 min./level.
<input type="checkbox"/> Magic Vestment	Armor or shield gains +1 enhancement per four levels.

Level 4

Spells/day__ Spell DC__

Spell	Description
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Air Walk	Subject treads on air as if solid (climb at 45-degree angle).
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Control Water	Raises or lowers bodies of water.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cure Critical Wounds	Cures 4d8 damage +1/level (max +20).
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Death Ward	Grants immunity to death spells and negative energy effects.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dimensional Anchor	Bars extradimensional movement.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Discern Lies	Reveals deliberate falsehoods.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dismissal	Forces a creature to return to native plane.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Divination	Provides useful advice for specific proposed actions.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Divine Power	You gain attack bonus, +6 to Str, and 1 hp/level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Freedom of Movement	Subject moves normally despite impediments.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Giant Vermin	Turns centipedes, scorpions, or spiders into giant vermin.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Imbue with Spell Ability	Transfer spells to subject.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Inflict Critical Wounds	Touch attack, 4d8 damage +1/level (max +20).
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Magic Weapon, Greater	+1 bonus/four levels (max +5).
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Neutralize Poison	Immunizes subject against poison, detoxifies venom in or on subject.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Planar Ally, Lesser	Exchange services with a 6 HD extraplanar creature.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Poison	Touch deals 1d10 Con damage, repeats in 1 min.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Repel Vermin	Insects, spiders, and other vermin stay 10 ft. away.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Restoration	Restores level and ability score drains.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sending	Delivers short message anywhere, instantly.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spell Immunity	Subject is immune to one spell per four levels.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Summon Monster IV	Calls extraplanar creature to fight for you.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Tongues	Speak any language.
<input type="checkbox"/> Holy Smite	Damages and blinds evil creatures.
<input type="checkbox"/> Spell Immunity	Subject is immune to one spell per four levels.

Level 5

Spells/day__ Spell DC__

Spell	Description
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Atonement	Removes burden of misdeeds from subject.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Break Enchantment	Frees subjects from enchantments, alterations, curses, and petrification.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Command, Greater	As command, but affects one subject/level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Commune	Deity answers one yes-or-no question/level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cure Light Wounds, Mass	Cures 1d8 damage +1/level for many creatures.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dispel Chaos/Evil/Good/Law	+4 bonus against attacks.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Disrupting Weapon	Melee weapon destroys undead.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flame Strike	Smite foes with divine fire (1d6/level damage).
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Hallow	Designates location as holy.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Inflict Light Wounds, Mass	Deals 1d8 damage +1/level to many creatures.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Insect Plague	Locust swarms attack creatures.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mark of Justice	Designates action that will trigger curse on subject.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Plane Shift	As many as eight subjects travel to another plane.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Raise Dead	Restores life to subject who died as long as one day/level ago.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Righteous Might	Your size increases, and you gain combat bonuses.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Scrying	Spies on subject from a distance.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Slay Living	Touch attack kills subject.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spell Resistance	Subject gains SR 12 + level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Summon Monster	Calls extraplanar creature to fight for you.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Symbol of Pain	Triggered rune wracks nearby creatures with pain.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Symbol of Sleep	Triggered rune puts nearby creatures into catatonic slumber.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> True Seeing	Lets you see all things as they really are.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Unhallow	Designates location as unholy.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Wall of Stone	Creates a stone wall that can be shaped.
<input type="checkbox"/> Dispel Evil	+4 bonus against attacks by evil creatures.
<input type="checkbox"/> Righteous Might	Your size increases, and you gain combat bonuses.

Level 6

Spells/day___ Spell DC___

Spell	Description
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Animate Objects	Objects attack your foes.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Antilife Shell	10-ft. field hedges out living creatures.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Banishment	Banishes 2 HD/level of extraplanar creatures.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bears Endurance, Mass	As bears endurance, affects one subject/ level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Blade Barrier	Wall of blades deals 1d6/level damage.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bulls Strength, Mass	As bulls strength, affects one subject/level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Create Undead	Create ghouls, ghosts, mummies, or mohrgs.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cure Moderate Wounds, Mass	Cures 2d8 damage +1/level for many creatures.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dispel Magic, Greater	As dispel magic, but up to +20 on check.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Eagles Splendor, Mass	As eagles splendor, affects one subject/level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Find the Path	Shows most direct way to a location.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Forbiddance	Blocks planar travel, damages creatures of different alignment.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Geas/Quest	As lesser geas, plus it affects any creature.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Glyph of Warding, Greater	As glyph of warding, but up to 10d8 damage or 6th-level spell.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Harm	Deals 10 points/level damage to target.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Heal	Cures 10 points/level of damage, all diseases and mental conditions.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Heroes Feast	Food for one creature/level cures and grants combat bonuses.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Inflict Moderate Wounds, Mass	Deals 2d8 damage +1/level to many creatures.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Owls Wisdom, Mass	As owls wisdom, affects one subject/level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Planar Ally	As lesser planar ally, but up to 12 HD.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Summon Monster VI	Calls extraplanar creature to fight for you.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Symbol of Fear	Triggered rune panics nearby creatures.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Symbol of Persuasion	Triggered rune charms nearby creatures.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Undeath to Death	Destroys 1d4 HD/level undead (max 20d4).
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Wind Walk	You and your allies turn vaporous and travel fast.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Word of Recall	Teleports you back to designated place.
<input type="checkbox"/> Blade Barrier	Wall of blades deals 1d6/level damage.
<input type="checkbox"/> Stoneskin	Ignore 10 points of damage per attack.

Level 7

Spells/day___ Spell DC___

Spell	Description
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Blasphemy	Kills, paralyzes, weakens, or dazes nonevil subjects.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Control Weather	Changes weather in local area.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cure Serious Wounds, Mass	Cures 3d8 damage +1/level for many creatures.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Destruction	Kills subject and destroys remains.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dictum	Kills, paralyzes, slows, or deafens nonlawful subjects.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ethereal Jaunt	You become ethereal for 1 round/level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Holy Word	Kills, paralyzes, blinds, or deafens nongood subjects.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Inflict Serious Wounds, Mass	Deals 3d8 damage +1/level to many creatures.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Refuge	Alters item to transport its possessor to you.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Regenerate	Subjects severed limbs grow back, cures 4d8 damage +1/level (max +35).
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Repulsion	Creatures cant approach you.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Restoration, Greater	As restoration, plus restores all levels and ability scores.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Resurrection	Fully restore dead subject.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Scrying, Greater	As scrying, but faster and longer.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Summon Monster VII	Calls extraplanar creature to fight for you.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Symbol of Stunning	Triggered rune stuns nearby creatures.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Symbol of Weakness	Triggered rune weakens nearby creatures.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Word of Chaos	Kills, confuses, stuns, or deafens nonchaotic subjects.
<input type="checkbox"/> Holy Word	Kills, paralyzes, slows, or deafens nongood subjects.
<input type="checkbox"/> Grasping Hand	Large hand provides cover, pushes, or grapples.

Level 8

Spells/day__ Spell DC__

Spell	Description
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Antimagic Field	Negates magic within 10 ft.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cloak of Chaos	+4 to AC, +4 resistance, and SR 25 against lawful spells.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Create Greater Undead	Create shadows, wraiths, spectres, or devourers.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cure Critical Wounds, Mass	Cures 4d8 damage +1/level for many creatures.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dimensional Lock	Teleportation and interplanar travel blocked for one day/level.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Discern Location	Reveals exact location of creature or object.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Earthquake	Intense tremor shakes 80-ft.-radius.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Fire Storm	Deals 1d6/level fire damage.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Holy Aura	+4 to AC, +4 resistance, and SR 25 against evil spells.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Inflict Critical Wounds, Mass	Deals 4d8 damage +1/level to many creatures.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Planar Ally, Greater	As lesser planar ally, but up to 18 HD.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shield of Law	+4 to AC, +4 resistance, and SR 25 against chaotic spells.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spell Immunity, Greater	As spell immunity, but up to 8th-level spells.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Summon Monster VIII	Calls extraplanar creature to fight for you.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Symbol of Death	Triggered rune slays nearby creatures.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Symbol of Insanity	Triggered rune renders nearby creatures insane.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Unholy Aura	+4 to AC, +4 resistance, and SR 25 against good spells.
<input type="checkbox"/> Holy Aura	+4 to AC, +4 resistance, and SR 25 against evil spells.
<input type="checkbox"/> Clenched Fist	Large hand provides cover, pushes, or attacks your foes.

Level 9

Spells/day__ Spell DC__

Spell	Description
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Astral Projection	Projects you and companions onto Astral Plane.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Energy Drain	Subject gains 2d4 negative levels.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Etherealness	Travel to Ethereal Plane with companions.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Gate	Connects two planes for travel or summoning.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Heal, Mass	As heal, but with several subjects.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Implosion	Kills one creature/round.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Miracle	Requests a deities intercession.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Soul Bind	Traps newly dead soul to prevent resurrection.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Storm of Vengeance	Storm rains acid, lightning, and hail.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Summon Monster	Calls extraplanar creature to fight for you.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> True Resurrection	As resurrection, plus remains aren't needed.
<input type="checkbox"/> Summon Monster	Calls extraplanar creature to fight for you.
<input type="checkbox"/> Crushing Hand	Large hand provides cover, pushes, or crushes your foes.