

D&D 3.0 Cleric Spells

CASTER LEVEL											DEITY				
SPELLS PER DAY												PORTFOLIO			
BONUS SPELLS												CHOSEN DOMAIN			
DOMAIN SPELLS												GRANTED POWER			

LEVEL	0	1	2	3	4	5	6	7	8	9				
SPELL SAVE DC											CHOSEN DOMAIN			
SPELL FOCUS											GRANTED POWER			
TOTAL SPELL DC														

RANGES	<div style="border: 1px solid black; width: 50px; height: 20px; margin: 0 auto;"></div> <small>CLOSE</small> <small>25 ft + 5 ft / 2 LVLS</small>	<div style="border: 1px solid black; width: 50px; height: 20px; margin: 0 auto;"></div> <small>MEDIUM</small> <small>100 ft + 10 ft / LVL</small>	<div style="border: 1px solid black; width: 50px; height: 20px; margin: 0 auto;"></div> <small>LONG</small> <small>400 ft + 40 ft / LVL</small>			
---------------	--	--	--	--	--	--

DOMAIN:

1	2	3	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/>													
<input type="checkbox"/>													
<input type="checkbox"/>													
<input type="checkbox"/>													
<input type="checkbox"/>													
<input type="checkbox"/>													
<input type="checkbox"/>													
<input type="checkbox"/>													
<input type="checkbox"/>													
<input type="checkbox"/>													

DOMAIN:

1	2	3	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/>													
<input type="checkbox"/>													
<input type="checkbox"/>													
<input type="checkbox"/>													
<input type="checkbox"/>													
<input type="checkbox"/>													
<input type="checkbox"/>													
<input type="checkbox"/>													
<input type="checkbox"/>													
<input type="checkbox"/>													



Cleric Spells

LEVEL 0

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
1 <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
2 <input type="checkbox"/> Cure Minor Wounds	Cures 1 point of damage	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	-	-	190
3 <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
4 <input type="checkbox"/> Detect Poison	Detects poison in creature or object	Div	V,S	1 a	Close	Creat,obj or 5-ft cube	Instantaneous	-	-	193
5 <input type="checkbox"/> Guidance	+1 on 1 attack roll, save or check	Div	V,S	1 a	Touch	Creature touched	1 min / discharged	-	Yes	211
6 <input type="checkbox"/> Inflict Minor Wounds	Touch attack, 1 point of damage	Necro	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	217
7 <input type="checkbox"/> Light	Object shines like a torch	Evoc	V,DF	1 a	Touch	Light in 20-ft rad	10 min/lvl (D)	-	-	222
8 <input type="checkbox"/> Mending	Makes minor repairs on an object	Trans	V,S	1 a	10 ft	Object up to 1 lbs	Instantaneous	Will negs	Yes	227
9 <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
10 <input type="checkbox"/> Read Magic	Read scrolls and spellbooks	Univ	V,S,F	1 a	Personal	You, 250 words/min	10 min/lvl	-	-	243
11 <input type="checkbox"/> Resistance	Subject gains +1 on saves	Abjur	V,S,DF	1 a	Touch	Creature touched	1 min	Will negs	Yes	245
12 <input type="checkbox"/> Virtue	Subject gains 1 temporary hp	Trans	V,S,DF	1 a	Touch	Creature touched	1 min	-	-	269

LEVEL 1

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
1 <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
2 <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
3 <input type="checkbox"/> Bless Water	Make holy water	Trans	V,S,M	1 min	Touch	Water flask touched	Instantaneous	Will negs	Yes	180
4 <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
5 <input type="checkbox"/> Command	One subject obeys command 1 rnd	Ench	V	1 a	Close	One living creature	1 round	Will negs	Yes	186
6 <input type="checkbox"/> Comprehend Languages	Understands all languages	Div	V,S,M	1 a	Personal	You, 250 words/min	10 min/lvl	-	-	186
7 <input type="checkbox"/> Cure Light Wounds	Cures 1d8+1/lvl (max +5)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
8 <input type="checkbox"/> Curse Water	Make unholy water	Trans	V,S,M	1 min	Touch	Water flask touched	Instantaneous	Will negs	Yes	190
9 <input type="checkbox"/> Deathwatch	Sees how wounded subjects are	Necro	V,S	1 a	Close	Quarter circle	10 min/lvl	-	-	191
10 <input type="checkbox"/> Detect Chaos / Evil / Good / Law	Reveals creatures, spells or objects	Div	V,S,DF	1 a	60 ft	Quarter circle	Conc,10 min/lvl (D)	-	-	192
11 <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
12 <input type="checkbox"/> Divine Favor	You gain att, dmg bonus +1/3 lvls	Evoc	V,S,DF	1 a	Personal	You	1 min	-	-	197
13 <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
14 <input type="checkbox"/> Endure Elements	Ignores 5 dmg/rnd from element	Abjur	V,S	1 a	Touch	Creature touched	24 h	-	Yes	199
15 <input type="checkbox"/> Entropic Shield	-20% ranged attacks miss change	Abjur	V,S	1 a	Personal	You	1 min/lvl	-	-	200
16 <input type="checkbox"/> Inflict Light Wounds	Touch, 1d8+1/lvl dmg (max +5)	Necro	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	217
17 <input type="checkbox"/> Invisibility to Undead	Undead can't perceive 1 subject/lvl	Abjur	V,S,DF	1 a	Touch	Touched creature/lvl	10 min/lvl (D)	Will negs	Yes	218
18 <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 dischrgd	Will negs	Yes	225
19 <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
20 <input type="checkbox"/> Obscuring Mist	Fog surrounds you	Conj	V,S	1 a	30 ft	Cloud spreads 30 ft	1 min/lvl	-	-	233
21 <input type="checkbox"/> Protection from Chaos / Evil / Good / Law	+2 AC and saves etc.	Abjur	V,S,DF	1 a	Touch	Creature touched	1 min/lvl	Will negs	-	240
22 <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
23 <input type="checkbox"/> Remove Fear	+4 on fear saves, +1 subject/4 lvls	Abjur	V,S	1 a	Close	Max 30 ft apart	10 min	Will negs	Yes	245
24 <input type="checkbox"/> Sanctuary	Opponents can't attack you	Abjur	V,S,DF	1 a	Touch	Creature touched	1 rnd/lvl	Will negs	-	247
25 <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
26 <input type="checkbox"/> Summon Monster I	Calls outsider to fight for you	Conj	V,S,DF	Fullrnd	Close	1 summoned creature	1 rnd/lvl (D)	-	-	258

LEVEL 2

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
1 <input type="checkbox"/> Aid	+1 att,+1 fear saves,1d8 temp hps	Ench	V,S,DF	1 a	Touch	Living creature	1 min/lvl	-	Yes	172
2 <input type="checkbox"/> Animal Messenger	Sens a tiny animal to specific place	Ench	V,S,M	1 a	Close	One Tiny animal	1 day/lvl	-	Yes	173
3 <input type="checkbox"/> Augury	Learns if an action is good or bad	Div	V,S,F	1 a	Personal	You	Instantaneous	-	-	177
4 <input type="checkbox"/> Bull's Strength	Subject gains 1d4+1 Str, 1 h/lvl	Trans	V,S,DF	1 a	Touch	Creature touched	1 h/lvl	Will negs	Yes	181
5 <input type="checkbox"/> Calm Emotions	Calms 1d6/lvl subjects	Ench	V,S,DF	1 a	Medium	Max 30 ft apart	Conc, 1 rnd/lvl (D)	Will negs	Yes	182
6 <input type="checkbox"/> Consecrate	Fill area with positive energy	Evoc	V,S,M,DF	1 a	Close	20-ft radius	2 h/lvl	-	-	187
7 <input type="checkbox"/> Cure Moderate Wounds	Cures 2d8+1/lvl (max +10)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
8 <input type="checkbox"/> Darkness	20-ft rad of supernatural darkness	Evoc	V,DF	1 a	Touch	Obj, 20-ft radius	10 min/lvl (D)	-	-	190
9 <input type="checkbox"/> Death Knell	Gain 1d8 temp hp, +2 Str, +1 level	Necro	V,S	1 a	Touch	Living creat touched	10 min / creat HD	Will negs	Yes	191

10	<input type="checkbox"/>	Delay Poison	Stops poison from harming subject	Conj	V,S,DF	1 a	Touch	Creature touched	1 h/lvl	Fort negs	Yes	191
11	<input type="checkbox"/>	Desecrate	Fill area with negative energy	Evoc	VSM,DF	1 a	Close	20-ft radius	2 h/lvl	-	Yes	192
12	<input type="checkbox"/>	Endurance	Gain 1d4+1 Con for 1 h/lvl	Trans	V,S,DF	1 a	Touch	Creature touched	1 h/lvl	-	Yes	199
13	<input type="checkbox"/>	Entrhall	Captives all within 100 ft + 10 ft/lvl	Ench	V,S	Fullrnd	Medium	Any number of creats	Up to 1 h	Will negs	Yes	200
14	<input type="checkbox"/>	Find Traps	Notice traps as rogue does	Div	V,S	1 a	Medium	You	1 min/lvl	-	-	203
15	<input type="checkbox"/>	Gentle Repose	Preserves one corpse	Necro	V,S,M	1 a	Touch	Corpse touched	1 day/lvl	Will negs	Yes	208
16	<input type="checkbox"/>	Hold Person	Holds one person helpless, 1 rnd/lvl	Ench	V,S,F	1 a	Medium	Med-size or smaller	1 rnd/lvl (D)	Will negs	Yes	214
17	<input type="checkbox"/>	Inflict Moderate Wounds	Touch, 2d8+1/lvl dmg (max +10)	Necro	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	217
18	<input type="checkbox"/>	Lesser Restoration	Dispels magic abi dmg /repairs 1d4	Conj	V,S	3 rnds	Touch	Creature touched	Instantaneous	Will negs	Yes	222
19	<input type="checkbox"/>	Make Whole	Repairs an object	Trans	V,S	1 a	Close	Up to 10 cu ft/lvl	Instantaneous	Will negs	Yes	225
20	<input type="checkbox"/>	Remove Paralysis	Frees creats from parlys/hold/slow	Conj	V,S	1 a	Close	1:neg,2:+4,3-4:+2	Instantaneous	Will neg	Yes	245
21	<input type="checkbox"/>	Resist Elements	Ignores 12 dmg/rnd from element	Abjur	V,S,DF	1 a	Touch	Creature touched	1 min/lvl	-	Yes	246
22	<input type="checkbox"/>	Shatter	Sonic vibration damages objects	Evoc	V,S,DF	1 a	Close	3-ft rad, 1 lb/lvl	Instantaneous	Special	Yes	251
23	<input type="checkbox"/>	Shield Other	You take half of subject's damage	Abjur	V,S,F	1 a	Close	+1 AC, +1 saves	1 h/lvl (D)	Will negs	Yes	251
24	<input type="checkbox"/>	Silence	Negates sound in 15-ft radius	Illus	V,S	1 a	Long	15-ft radius	1 min/lvl	Will negs	Yes	252
25	<input type="checkbox"/>	Sound Burst	Deals 1d8 sonic damage, may stun	Evoc	V,S,DF	1 a	Close	10-ft-rad spread	Instantaneous	Will part	Yes	254
26	<input type="checkbox"/>	Speak with Animals	Communicate with natural animals	Div	V,S	1 a	Personal	You	1 min/lvl	-	-	254
27	<input type="checkbox"/>	Spiritual Weapon	Magical weapon attacks on its own	Evoc	V,S,DF	1 a	Medium	1d8 dmg	1 rnd/lvl (D)	-	Yes	256
28	<input type="checkbox"/>	Summon Monster II	Calls outsiders to fight for you	Conj	V,S,F	Fullrnd	Close	1 or 1:1d3	1 rnd/lvl (D)	-	-	258
29	<input type="checkbox"/>	Undetectable Alignment	Conceals alignment for 24 hours	Abjur	V,S	1 a	Close	One creat or object	24 hours	Will negs	Yes	267
30	<input type="checkbox"/>	Zone of Truth	Subjects within range cannot lie	Ench	V,S,DF	1 a	Close	5-ft rad/level	1 min/lvl	Will negs	Yes	274

LEVEL 3

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

LEVEL 4

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> 1 Air Walk	Subject treads on air as if solid	Trans	V,S,DF	1 a	Touch	Creature touched	10 min/lvl	-	Yes	172
<input type="checkbox"/> 2 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"/> 3 Cure Critical Wounds	Cures 4d8+1/lvl (max +20)	Conj	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	190
<input type="checkbox"/> 4 Death Ward	Immunity to death spells/effects	Necro	V,S,DF	1 a	Touch	Living creat touched	10 min/lvl	-	Yes	191
<input type="checkbox"/> 5 Dimensional Anchor	Bars extradimensional movement	Abjur	V,S	1 a	Medium	Ray	1 min/lvl	-	Yes	195
<input type="checkbox"/> 6 Discern Lies	Reveals deliberate falsehoods	Div	V,S,DF	1 a	Close	1/lvl,max30ft apart	Conc, 1 rnd/lvl	Will negs	-	195
<input type="checkbox"/> 7 Dismissal	Force creat return to native plane	Abjur	V,S,DF	1 a	Close	Extraplantar creature	Instantaneous	Will negs	Yes	196
<input type="checkbox"/> 8 Divination	Provides useful advice for actions	Div	V,S,M	10 min	Personal	You	Instantaneous	-	-	197
<input type="checkbox"/> 9 Divine Power	You gain Att bonus, 18 Str, 1 hp/lvl	Evoc	V,S,DF	1 a	Personal	Fighter's attack bonus	1 rnd/lvl	-	-	197
<input type="checkbox"/> 10 Freedom of Movement	Subject move despite impediments	Abjur	VSM,DF	1 a	Prsl,touch	You or creat touched	10 min/lvl	-	-	207
<input type="checkbox"/> 11 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"/> 12 Greater Magic Weapon	+1/3 levels, max +5	Trans	V,S,DF	1 a	Close	Weapon or 50 proj.	1 hour/lvl	Will negs	Yes	210
<input type="checkbox"/> 13 Imbue with Spell Ability	Transfer spells to subject	Evoc	V,S,DF	10 min	Touch	Creature touched	Until discharged	Will negs	Yes	216
<input type="checkbox"/> 14 Inflict Critical Wounds	Touch attack, 4d8+1/lvl (max +20)	Necro	V,S	1 a	Touch	Creature touched	Instantaneous	Will half	Yes	217
<input type="checkbox"/> 15 Lesser Planar Ally	Exchange services, 8 HD outsider	Conj	V,S,DF	10 min	Close	Up to 8 HD	Instantaneous	-	-	221
<input type="checkbox"/> 16 Neutralize Poison	Detoxifies venom in or on subject	Conj	V,S,M	1 a	Touch	Creat / obj 1 cu ft/lvl	Instantaneous	Will negs	Yes	232
<input type="checkbox"/> 17 Poison	Touch 1d10 Con dmg, repeats 1min	Necro	V,S,DF	1 a	Touch	Living creat touched	Instantaneous	Fort negs	Yes	236
<input type="checkbox"/> 18 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
<input type="checkbox"/> 19 Restoration	Restores levels and abi score drains	Conj	V,S	3 rnds	Touch	Creature touched	Instantaneous	Will negs	Yes	246
<input type="checkbox"/> 20 Sending	Delivers short message anywhere	Evoc	V,S,DF	10 min	Special	One creature	1 round	-	-	248
<input type="checkbox"/> 21 Spell Immunity	Subject immune to 1 spell/4 levels	Abjur	V,S,DF	1 a	Touch	Creature touched	10 min/lvl	Will negs	Yes	255
<input type="checkbox"/> 22 Status	Monitors condition,position of allies	Div	V,S	1 a	Touch	1 creat touched/3 lvls	1 h/lvl	Will negs	Yes	256
<input type="checkbox"/> 23 Summon Monster IV	Calls outsiders to fight for you	Conj	V,S,DF	1 a	Close	4:1,3:1d3,2-1:1d4+1	1 rnd/lvl (D)	-	-	259
<input type="checkbox"/> 24 Tongues	Speak any language	Div	V,DF	1 a	Touch	Creature touched	10 min/lvl	-	-	265

LEVEL 5

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

LEVEL 6

Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> 1 Animate Objects	Objects attack your foes	Trans	V,S	1 a	Medium	1 cu ft/lvl	1 rnd/lvl	-	-	174
<input type="checkbox"/> 2 Antilife Shell	10-ft field hedges out living creats	Abjur	V,S,DF	Fullrnd	10 ft	10-ft radius	10 min/lvl (D)	-	Yes	175
<input type="checkbox"/> 3 Banishment	Banishes 2 HD/lvl extraplantar. creats	Abjur	V,S,F	1 a	Close	2 HD/lvl	Instantaneous	Will negs	Yes	177
<input type="checkbox"/> 4 Blade Barrier	Blades deal 1d6 damage/lvl	Evoc	V,S	Fullrnd	Medium	Up to 30-ft radius	10 min/lvl	Ref negs	Yes	179
<input type="checkbox"/> 5 Create Undead	Ghoul,shadow,ghast,wight,wraith	Necro	V,S,M	1 h	Close	1 corpse	Instantaneous	-	-	189
<input type="checkbox"/> 6 Etherealness	Travel to Ethereal Plane with comp.	Trans	V,S	1 a	Touch	You + 1 creat/3 lvls	1 min/lvl (D)	-	Yes	201

