

Cleric Spell List

Zero Level Spells

-- 01 - 15

Cleanse	01-07	Guidance	37-43	Purify Food and Drink	72-78
Create Water	08-15	Inflct Minor Wounds	44-50	Read Magic	81-86
Cure Minor Wounds	16-22	Mending	51-57	Resistance	87-93
Detect Magic	23-29	Minor Darkness	58-64	Virtue	94-00
Detect Poison	30-36	Minor Light	65-71		

First Level Spells

--16 -50

Animal Friendship	01-03	Detect Snares & Pits	34-36	Pass Without Trace	68-70
Bless	04-06	Divine Favor	37-38	Penetrate Disguise	71-72
Bless Water	07-09	Endure Elements	39-41	Portent	73-74
Ceremony I	10-12	Entangle	42-44	Precipitation	75-77
Cleanse, greater	13-14	Faerie Fire	45-47	Predict Weather	78-79
Combine	15-16	Fear	48-49	Protection From Evil	80-82
Condition	47-48	Inflct Light Wounds	50-51	Protection From Good	83-84
Command	19-20	Invisibility to Animals	52-54	Remove Fear	86-87
Cure Light Wounds	21-23	Invisibility to Undead	55-57	Rebuke	88-89
Darkness	24-25	Light	58-59	Sanctuary	90-92
Detect Evil	26-28	Locate Animals or Plants	60-62	Shield of Faith	93-94
Detect Good	29-31	Magical Stone	63-64	Summon Monster 1	95-97
Detect Poison	32-33	Magic Weapon	65-67	Tongues	98-00

Second Level Spells

-- 51 - 65

Aid	01-02	Fire Trap	35-36	Shatter	70-71
Augury	03-05	Flame Blade	37-38	Shield Other	72-73
Barkskin	06-07	Gentle Repose	39-41	Silence	74-75
Bear's Endurance	08-09	Goodberry	42-43	Slow Poison	76-77
Bull's Strength	10-11	Heat Metal	44-45	Snake Charm	78-79
Chant	12-13	Hold Person	46-47	Sound Burst	80-81
Charm Person or Mammal	14-15	Holy Symbol	48-49	Speak With Animals	82-83
Chill Metal	16-17	Inflct Moderate Wounds	50-51	Spiritual Weapon	84-85
Consecrate	18-19	Make Whole	52-53	Status	86-87
Cure Moderate Wounds	20-22	Messenger	54-55	Summon Monster II:	88-89
Death Knell:	23-24	Obscurement	56-57	Trip	90-91
Detect Charm	25-26	Owl's Wisdom:	58-59	Warp Wood	92-93
Dust Devil	27-28	Produce Flame	60-61	Withdraw	94-95
Eagle's Splendor:	29-30	Remove Paralysis	62-64	Wyvern Watch	96-97
Enthrall	31-32	Resist Energy	65-66	Zone of Truth	98-00
Find Traps	33-34	Restoration, Lesser	67-69		

Third Level Spells

-- 66 - 70

Animate Dead	01-03	Glyph of Warding	35-37	Protection From Energy	69-70
Call Lightning	04-06	Helping Hand	38-39	Pyrotechnics	71-72
Cloudburst	07-08	Hide Object	40-41	Remove Curse	73-75
Continual Darkness	09-10	Hold Animal	42-43	Searing Light	76-77
Continual Light	11-12	Inflct Blindness or Deafness	44-45	Snare	78-79
Create Food & Water	13-15	Inflct Disease	46-47	Speak With Dead	80-82
Ceremony II	16-17	Inflct Heavy Wounds	48-49	Spike Growth	83-84
Cure Blindness or Deafness	18-20	Invisibility Purge	50-52	Starshine	85-86
Cure Disease	21-23	Locate Object	53-55	Stone Shape	87-88
Cure Heavy Wounds	24-26	Magical Vestment	56-57	Summon Monster III	89-91
Curse	27-28	Meld Into Stone	58-59	Tree	92-93
Dispel Magic	29-30	Negative Plane Protection	60-62	Water Breathing	94-96
Feign Death	31-32	Plant Growth	63-65	Water Walk	97-98
Flame Walk	33-34	Prayer	66-68	Wind Wall	99-00



Clerical Spell Lists

Fourth Level Spells

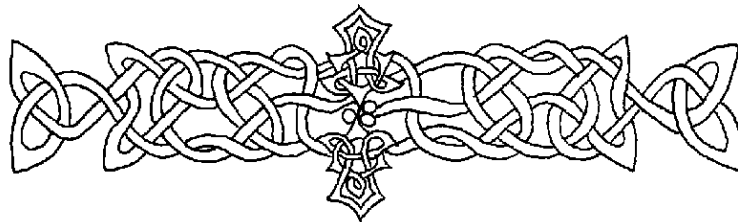
Air Walk	01-03	Free Action	37-39	Protection from Elemental Attack	70-72
Animal Summoning I	04-06	Giant Vermin	40-41	Protection from Evil, 10' Radius	73-75
Aura of Fear	07-08	Hallucinatory Forest	42-43	Protection from Good 10' Radius	76-78
Call Woodland Beings	09-11	Hold Plant	44-45	Quench Fire	79-80
Cloak of Bravery	12-14	Imbue With Spell Ability	46-48	Repel Vermin	81-82
Control Temperature	15-16	Inflict Serious Wounds	49-50	Restoration	83-87
Cure Serious Wounds	17-19	Invisible Forest	51-52	Sending	88-90
Detect Lie	20-22	Lower/Raise Water	53-55	Speak With Plants	91-92
Death Ward	23-25	Magic Weapon, Greater	56-58	Spell Immunity	93-95
Dimensional Anchor	26-27	Neutralize Poison	59-62	Sticks to Snakes	96
Dismissal	28-30	Plant Door	63-65	Summon Monster IV	97-98
Divination	31-33	Poison	66-67	Teeth to Rats	99
Divine Power	34-35	Produce Fire	68-69	Whiskers to Weasels	00
Feathers to Birds	36				

Fifth Level Spells

Animal Growth	01-02	Inflict Critical Wounds	32-33	Righteous Might	68-69
Animal Summoning II	03-04	Inflict Light Wounds, Mass	34-35	Scrying	70-71
Anti-Plant Shell	05-06	Insect Plague	36-37	Slay Living	72-73
Break Enchantment	07-08	Lightning Strike	38	Spike Stones	74-75
Ceremony III	09-10	Mark of Justice	39-41	Spell Resistance	76-78
Command, Greater	00-12	Minor Awe	42-43	Summon Monster V	79-80
Commune	13-15	Moonbeam	44-45	Sundered Earth	81
Commune With Nature	16-17	Pass Plant	46-47	Symbol of Pain	82-84
Control Winds	18-19	Plane Shift	48-50	Symbol of Sleep	85-87
Cure Critical Wounds	20-22	Prismatic Bridge	51-52	Transmute Mud to Rock	88-89
Cure Light Wounds, Mass	23-24	Quest	53-55	Transmute Rock to Mud	90-91
Dispel Evil	25-26	Rain-bow	56-57	True Seeing	92-94
Dispel Good	27-28	Raise Dead	58-62	Wall of Fire	95-97
Disrupting Weapon	29-30	Reduce Animal	63-64	Wall of Stone	98-00
Flame Strike	31	Reincarnation	65-67		

Sixth Level Spells

Animal Summoning III	01-03	Find the Path	39-41	Summon Monster VI	72-73
Animate Object	04-05	Fire Seeds	42-43	Symbol of Fear	74-76
Anti-Animal Shell	06-08	Forbiddance	44-46	Symbol of Persuasion	77-79
Banishment	09-11	Harm	47-48	Transmute Dust to Water	80-81
Bear's Endurance, Mass	12-14	Heal	49-51	Transmute Water to Dust	82-83
Bull's Strength, Mass	15-17	Heroes' Feast	52-54	Transport Via Plants	84-85
Blade Barrier	18-20	Inflict Moderate Wounds, Mass	55-56	Turn Wood	86-87
Conjure Animals	21-23	Liveoak	57-59	Undeath to Death	88-89
Conjure Elemental	24-26	Owl's Wisdom, Mass	60-62	Wall of Thorns	90-92
Create Undead	27-29	Part Water	63-64	Weather Summoning	93-95
Cure Moderate Wounds, Mass	30-32	Planar Ally	65-67	Wind Walk	96-97
Dispel Magic, Greater	33-35	Speak With Monsters	68-69	Word of Recall	98-00
Eagle's Splendor, Mass	36-38	Stone Tell	70-71		



Seventh Level Spells

Animate Rock
 Changestaff
 Chariot of Sustarre
 Confusion
 Conjure Greater Elemental
 Control Weather
 Cure Serious Wounds, Mass:
 Creeping Doom
 Ethereal Jaunt
 Exaction

-- 92 - 95

Finger of Death
 Holy Word
 Inflict Serious Wounds, Mass
 Major Awe
 Regenerate
 Reincarnation, Greater
 Restoration, Greater
 Resurrection
 Repulsion

Scrying, Greater
 Succor
 Summon Monster VII
 Sunray
 Symbol of Stunning
 Symbol of Weakness
 Transmute Metal to Wood
 Transmute Wood to Metal
 Wither

Eighth Level Spells

Antimagic Field:
 Create Greater Undead
 Cure Critical Wounds, Mass
 Dimensional Lock
 Discern Location

01-06
 07-12
 13-19
 20-26
 27-32

-- 96 - 98

Earthquake
 Fire Storm
 Holy Aura
 Inflict Critical Wounds, Mass
 Planar Ally, Greater

33-39
 40-46
 47-53
 54-59
 60-66

Quench Fire, Greater
 Spell Immunity, Greater
 Summon Monster VIII
 Symbol of Death
 Symbol of Insanity

67-73
 74-79
 80-86
 87-93
 94-00

Ninth Level Spells

Astral Projection
 Avatar
 Energy Drain
 Etherealness
 Gate

01-08
 09-15
 16-22
 23-30
 31-38

-- 99 - 100

Harm, Mass
 Heal, Mass
 Implosion
 Miracle

39-45
 46-52
 53-59
 60-67

Soul Bind
 Storm of Vengeance
 Summon Monster IX
 True Resurrection

69-75
 76-83
 84-90
 91-00



Clerical Spell Lists

