



Cleric/Druid Spell List

Spells per level

1	2	3	4	5	6	7	8	9

Character:

Player:

1st Level Spells

- Cure Light Wounds* (R: T, D: P, E: 1 creat.)
- Detect Evil (R: 36m, D: 1r/lvl, E: sp)
- Detect Magic (R:0, D: 6t, E:36m)
- Light* (R:36m, D: 12t, E: 9m d)
- Protection from Evil (R:0, D: 12t, E: C)
- Purify Food and Water (R:3m, D: P, E: sp)

Avail O/Used Ø

- Remove Fear* (R: T, D: 2t, E: 1 creat.)
- Resist Cold (R: 0, D: 6t, E: 9m)
- Detect Danger (R:1m/lvl, D: 1h, E: sp)*
- Faerie Fire (R:18, D: 1r/lvl, E: sp)*
- Locate (R:0, D: 6t, E: 36m)*
- Predict Weather (R:1m/lvl, D: 12h, E: sp)*

Avail O/Used Ø

2nd Level Spells

- Bless* (R:18m, D: 6t, E: 36mq)
- Find Traps (R: 0, D: 2t, E: 9m)
- Hold Person* (R: 54m, D: 2t E: 1-4 creat.)
- Know Alignment* (R: 0, D: 1r, E: sp)
- Resist Fire (R: 9m, D: 2t, E: 1 creat.)
- Silence 5m (R: 54m, D: 12t, E: 10m d)

Avail O/Used Ø

- Snake Charm (R: 18m, D: 2-5r, E: sp)
- Speak with Animal (R: 0, D: 6t, E: sp)
- Heat Metal (R: 9m, D: 7r, E: sp)*
- Obscure (R: 0, D: 1t/lvl, E: sp)*
- Produce Fire (R: 0, D: 2t/lvl, E: sp)*
- Warp Wood (R: 72m, D: P, E: sp)*

Avail O/Used Ø

3rd Level Spells

- Continual Light* (R: 36m, D: P, E: sphere 18m d)
- Cure Blindness (R: T, D: P, E: 1 creat.)
- Cure Disease* (R: 9m, D: P, E: 1 creat.)
- Growth of Animal (R: 36m, D: 12t, E: sp)
- Locate Object (R: 0, D: 6t, E: sp)
- Remove Curse* (R: T, D: P, E: sp)

Avail O/Used Ø

- Speak with Dead (R: 3m, D: 1r/lvl, E: sp)
- Striking (R: 9m, D: 1t, E: 1 weapon)
- Call Lightning (R: 108m, D: 1t/lvl, E: sp)*
- Hold Animal (R: 54m, D: 1t/lvl, E: sp)*
- Protection from Poison (R: T, D: 1t/lvl, E: 1 creat.)*
- Water Breathing (R: 9m, D: 1day, E: 1 creat.)*

Avail O/Used Ø

4th Level Spells

- Animate Dead (R: 18m, D: P, E: sp)
- Create Water (R: 3m, D: 6t, E: sp)
- Cure Serious Wounds* (R: T, D: P, E: 1 creat.)
- Dispel Magic (R: 36m, D: P, E: cube 6m)
- Neutralize Poison* (R: T, D: P, E: sp)
- Protection from Evil 3m Radius (R: 0, D: 12t, E: sp)

Avail O/Used Ø

- Speak with Plants (R: 0, D: 3t, E: 9m)
- Sticks to Snakes (R: 36m, D: 6t, E: sp)
- Control Temperature 3m Radius (R: 0, D: 1t/lvl, E: 3m)*
- Plant Door (R: 0, D: 1t/lvl, E: sp)*
- Protection from Lightning (R: T, D: 1t/lvl, E: sp)*
- Summon Animals (R: 108m, D: 3t, E: sp)*

Avail O/Used Ø

5th Level Spells

- Commune (R: 0, D: 3t, E: sp)
- Create Food (R: 3m, D: 3t, E: sp)
- Cure Critical Wounds* (R: T, D: P, E: 1 creat.)
- Dispel Evil (R: 9m, D: 1t, E: sp)
- Insect Plague (R: 144m, D: 1day, E: sp)
- Quest* (R: 9m, D: sp, E: sp)

Avail O/Used Ø

- Raise Dead* (R: 36m, D: P, E: sp)
- Truesight (R: 0, D: 1t+1r/lvl, E: sp)
- Anti-Plant Shell (R: 0, D: 1r/lvl, E: sp)*
- Control Winds (R: 3m/lvl, D: 1t/lvl, E: sp)*
- Dissolve (R: 72m, D: 3d6 days, E: 270 sqm)*
- Pass Plant (R: 0, D: ist., E: sp)*

Avail O/Used Ø

6th Level Spells

- Aerial Servant (R: 18m, D: 1day/lvl, E: sp)
- Animate Objects (R: 18m, D: 6t, E: sp)
- Barrier* (R: 18m, D: 12t, E: sp)
- Create Normal Animals (R: 9m, D: 10t, E: sp)
- Cureall (R: T, D: P, E: sp)
- Find the Path (R: 0, D: 6t+1t/lvl, E: sp)

Avail O/Used Ø

- Speak with Monsters* (R: 0, D: 1r/lvl, E: sp)
- Word of Recall (R: 0, D: ist, E: sp)
- Anti-Animal Shell (R: 0, D: 1t/lvl, E: sp)*
- Summon Weather (R: 8km+, D: 6t/lvl, E: sp)*
- Transport Through Plants (R: infinite, D: ist, E: sp)*
- Turn Wood (R: 9m, D: 1t/lvl, E: sp)*

Avail O/Used Ø

7th Level Spells

- Earthquake (R: 120m, D: 1t, E: sp)
- Holy Word (R: 0, D: ist., E: 12m)
- Raise Dead Fully* (R: 18m, D: P, E: sp)
- Restore* (R: T, D: P, E: sp)
- Survival (R: T, D: 1h/lvl, E: sp)
- Travel (R: 0, D: 1t/lvl, E: sp)

Avail O/Used Ø

- Wish (R: sp, D: sp, E: sp)
- Wizardry (R: 0, D: 1t, E: sp)
- Creeping Doom (R: 36m, D: 1r/lvl, E: sp)*
- Metal to Wood (R: 36m, D: 1r/lvl, E: sp)*
- Summon Elemental (R: 72m, D: 6t, E: 16HD)*
- Weather Control (R: 0, D: ist, E: 12m)*

Avail O/Used Ø

Legend of abbreviations:

Cleric Spells
Druidic Spells

Avail O: Available spell
Used Ø : Used spell

R: Radius
T Touch
sp Special

D: duration
P permanent
C only the cleric
ist instantaneous

E: Effect/area
d diameter
creat. creature

r round
t turn
lvl level