

CLERICAL SPELLS (and their reverse)

BOOK OF 1st LEVEL SPELLS

1.	Cure Light Wounds	(Deal Light Wounds)
2.	Detect Evil	(Detect Good)
3.	Detect Magic	—
4.	Light	(Darkness)
5.	Protection from Evil	(Protection from Good)
6.	Purify Comestibles	(Contaminate Comestibles)
7.	Remove Fear	(Inflict Fear)
8.	Resist Cold	—

BOOK OF 3rd LEVEL SPELLS

1.	Continual Light	(Continual Darkness)
2.	Dispel Magic	—
3.	Glyph of Warding	—
4.	Invocation	—
5.	Locate Object	—
6.	Remove Curse	(Inflict Curse)
7.	Remove Disease	(Inflict Disease)
8.	Speak with Dead	—

BOOK OF 5th LEVEL SPELLS

1.	Commune	—
2.	Create Food	(Destroy Food)
3.	Cure Critical Wounds	(Deal Critical Wounds)
4.	Dispel Evil	(Dispel Good)
5.	Flame Strike	—
6.	Insect Plague	—
7.	Quest	—
8.	Raise Dead	(Finger of Death)

BOOK OF 7th LEVEL SPELLS

1.	Control Weather	
2.	Earthquake	
3.	Holy Word	
4.	Part Water	
5.	Projection	
6.	Restoration	(Energy Drain)
7.	Symbol	—
8.	Wind Walk	—



BOOK OF 2nd LEVEL SPELLS

1.	Bless	(Bane)
2.	Control Animals	—
3.	Detect Alignment	(Conceal Alignment)
4.	Detect Trap	(Conceal Trap)
5.	Hold Person	—
6.	Resist Fire	—
7.	Silence	(Clamour)
8.	Speak with Animals	(Speak with Undead)

BOOK OF 4th LEVEL SPELLS

1.	Create Water	(Destroy Water)
2.	Cure Serious Wounds	(Deal Serious Wounds)
3.	Lower Water	(Raise Water)
4.	Neutralise Poison	(Inject Poison)
5.	Protection from Evil 10'	(Protection from Good 10')
6.	Snakes to Sticks	(Sticks to Snakes)
7.	Speak with Plants	—
8.	Tongues	(Gibberish)

BOOK OF 6th LEVEL SPELLS

1.	Animate Objects	(Animate Dead)
2.	Blade Barrier	—
3.	Elemental Servant	—
4.	Heal	(Harm)
5.	Lightning Strike	—
6.	Path Finder	(Path Hider)
7.	Summon Animals	—
8.	Word of Recall	—



BOOK OF 1st LEVEL MAGICAL SPELLS

1.	Burning Hands	11. Magic Missile
2.	Charm Person	12. Message
3.	Dancing Lights	13. Protection from Evil
4.	Detect Magic	14. Push
5.	Enlarge	15. Read Languages
6.	Feather Fall	16. Read Magic
7.	Floating Disc	17. Shield
8.	Hold Portal	18. Shocking Grasp
9.	Jump	19. Sleep
10.	Light	20. Ventriloquism

MAGICAL SPELLS

BOOK OF 2nd LEVEL SPELLS

1. Continual Light	11. Locate Object
2. Darkness	12. Magic Lock
3. Detect Evil	13. Magic Mouth
4. Detect Invisible	14. Mirror Image
5. Dexterity	15. Phantasmal Image
6. Forget	16. Phantasmal Sound
7. Inflict Fear	17. Pyrotechnics
8. Invisibility	18. Ray of Clumsiness
9. Knock	19. Read Thoughts
10. Levitate	20. Web

BOOK OF 4th LEVEL SPELLS

1. Charm Creature	11. Magic Eye
2. Confusion	12. Plant Growth
3. Dimension Door	13. Polymorph Other
4. Enchant Weapon	14. Polymorph Self
5. Extension 1	15. Remove Curse
6. Fire Shield	16. Spell Shield
7. Fire Trap	17. Summon Creature 2
8. Ice Storm	18. Tree Form
9. Inflict Pain	19. Wall of Fire
10. Illusionary Terrain	20. Wall of Ice

BOOK OF 6th LEVEL SPELLS

1. Anti-Magic Shell	11. Lower Water
2. Control Weather	12. Move Earth
3. Death Spell	13. Part Water
4. Disintegrate	14. Projected Image
5. Enchant Item	15. Reincarnation
6. Extension 3	16. Repulsion
7. Flesh to Stone	17. Spell Ward
8. Geas	18. Stone to Flesh
9. Invisible Stalker	19. Summon Creature 4
10. Legend Lore	20. Transformation

BOOK OF 8th LEVEL SPELLS

1. Antipathy	11. Prismatic Wall
2. Clenched Fist	12. Prison
3. Clone	13. Spell Immunity
4. Crystaliron	14. Soul Trap
5. Incendiary Cloud	15. Summon Creature 6
6. Irresistible Dance	16. Symbol
7. Mass Charm	17. Sympathy
8. Mind Blank	18. Travel
9. Polymorph	19. Undeath
10. Power Word Blind	20. Vision

BOOK OF 3rd LEVEL SPELLS

1. Blink	11. Hold Person
2. Clairaudience	12. Invisibility 10'
3. Clairvoyance	13. Lightning Bolt
4. Darkvision	14. Protection from Evil 10'
5. Dispel Magic	15. Protection from Missiles
6. Explosive Runes	16. Rope Trick
7. Fire Arrow	17. Slow
8. Fire Ball	18. Suggestion
9. Fly	19. Summon Creature 1
10. Haste	20. Water Breathing

BOOK OF 5th LEVEL SPELLS

1. Animal Growth	11. Question
2. Animate Dead	12. Rock to Mud
3. Cloudkill	13. Stone Shape
4. Cone of Cold	14. Summon Creature 3
5. Extension 2	15. Summon Elemental
6. Faithful Hound	16. Telekinesis
7. Feeblemind	17. Teleport
8. Magic Jar	18. Wall of Force
9. Hold Creature	19. Wall of Iron
10. Pass Wall	20. Wall of Stone

BOOK OF 7th LEVEL SPELLS

1. Banishment	11. Power Word Stun
2. Control Plants	12. Prismatic Spray
3. Control Undead	13. Simulacrum
4. Delayed Fire Ball	14. Statue
5. Limited Wish	15. Summon Creature 5
6. Magic Hand	16. Summon Demon
7. Magic Sword	17. Summon Object
8. Mass Hold Person	18. Two-Dimension
9. Mass Invisibility	19. Upfall
10. Phase Door	20. Vanish

BOOK OF 9th LEVEL SPELLS

1. Crushing Hand	11. Power Word Kill
2. Disintegrate 30'	12. Prismatic Sphere
3. Dispel Enchantment	13. Projection
4. Freedom	14. Refuge
5. Gate	15. Shape Change
6. Immunity	16. Soul Bind
7. Imprisonment	17. Summon Creature 7
8. Maze	18. Temporal Stasis
9. Meteor Swarm	19. Time Stop
10. Permanence	20. Wish