

SPELLS PER DAY				
BONUS SPELLS				
LEVEL	1	2	3	4
SPELL SAVE DC				

RANGES

<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> <p style="font-size: small;">CLOSE 25 ft + 5 ft / 2 LVLS</p>	<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> <p style="font-size: small;">MEDIUM 100 ft + 10 ft / LVL</p>	<div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> <p style="font-size: small;">LONG 400 ft + 40 ft / LVL</p>
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LEVEL 1

	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
	<input type="checkbox"/> Bless	Allies gains +1 att, +1 vs fear	Ench	V,S,DF	1 a	50-ft	Allies in 50-ft	1 min/lvl	-	Yes	205
	<input type="checkbox"/> Bless Water	Make holy water	Trans	V,S,M	1 min	Touch	Water flask	Instantaneous	Will negs	Yes	205
	<input type="checkbox"/> Bless Weapon	Blesses weapon against evil foes	Trans	V,S	1 a	Touch	Weapon	1 min/lvl	-	-	205
	<input type="checkbox"/> Create Water	Creates 2 gallons/lvl of pure water	Conj	V,S	1 a	Close	Up to 2 gallons/lvl	Instantaneous	-	-	215
	<input type="checkbox"/> Cure Light Wounds	Cures 1d8+1/lvl (+5)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	215
	<input type="checkbox"/> Detect Poison	Detects poison in creature or item	Div	V,S	1 a	Close	Creat,obj or 5-ft cube	Instantaneous	-	-	219
	<input type="checkbox"/> Detect Undead	Reveals undead within 60-ft	Div	V,S,M/DF	1 a	60-ft	Cone	Conc, 1min/lvl (D)	-	-	220
	<input type="checkbox"/> Divine Favor	You gain att, dmg bonus +1/3 lvls	Evoc	V,S,DF	1 a	Self	Caster	1 min	-	-	224
	<input type="checkbox"/> Endure Elements	Protected in extreme temperatures	Abjur	V,S	1 a	Touch	One creature	24 hours	Will negs	Yes	226
	<input type="checkbox"/> Magic Weapon	Weapon gets +1 att/dmg	Trans	V,S,F,DF	1 a	Touch	Weapon	1 min/lvl	Will negs	Yes	251
	<input type="checkbox"/> Protection from Chaos	+2 AC and saves vs chaotic creatures	Abjur	V,S,M/DF	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	266
	<input type="checkbox"/> Protection from Evil	+2 AC and saves vs evil creatures	Abjur	V,S,M/DF	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	266
	<input type="checkbox"/> Read Magic	Read scrolls and spellbooks	Div	V,S,F	1 a	Self	250 words/min	10 min/lvl	-	-	269
	<input type="checkbox"/> Resistance	Target gains +1 on saves	Abjur	V,S,M/DF	1 a	Touch	One creature	1 min	Will negs	Yes	272
	<input type="checkbox"/> Restoration, Lesser	Restores 1d4 ability score loss	Conj	V,S	3 rnds	Touch	One creature	Instantaneous	Will negs	Yes	272
	<input type="checkbox"/> Virtue	Target gains 1 temporary hp	Trans	V,S,DF	1 a	Touch	One creature	1 min	Fort negs	Yes	298

LEVEL 2

	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
	<input type="checkbox"/> Bull's Strength	+4 Str	Trans	V,S,M/DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	207
	<input type="checkbox"/> Delay Poison	Stops poison from harming target	Conj	V,S,DF	1 a	Touch	One creature	1 hr/lvl	Fort negs	Yes	217
	<input type="checkbox"/> Eagle's Splendor	+4 Cha	Trans	V,S,M/DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	225
	<input type="checkbox"/> Owl's Wisdom	+4 Wis	Trans	V,S,M/DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	259
	<input type="checkbox"/> Remove Paralysis	Frees creats from parlys/hold/slow	Conj	V,S	1 a	Close	4 creatures in 30-ft	Instantaneous	Will negs	Yes	271
	<input type="checkbox"/> Resist Energy	Ignores 10 energy dmg/rnd	Abjur	V,S,DF	1 a	Touch	One creature	10 min/lvl	Fort negs	Yes	272
	<input type="checkbox"/> Shield Other	Target +1 AC, save, half dmg to caster	Abjur	V,S,F	1 a	Close	One creature	1 hr/lvl (D)	Will negs	Yes	278
	<input type="checkbox"/> Undetectable Alignment	Conceals alignment for 24 hours	Abjur	V,S	1 a	Close	One creat or item	24 hours	Will negs	Yes	297
	<input type="checkbox"/> Zone of Truth	Targets within area cannot lie	Ench	V,S,DF	1 a	Close	20-ft radius	1 min/lvl	Will negs	Yes	303

LEVEL 3

	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
	<input type="checkbox"/> Cure Moderate Wounds	Cures 2d8+1/lvl (+10)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	216
	<input type="checkbox"/> Daylight	60-ft radius of bright light	Evoc	V,S	1 a	Touch	Item 60-ft radius	10 min/lvl (D)	-	-	216
	<input type="checkbox"/> Discern Lies	Reveals deliberate falsehoods	Div	V,S,DF	1 a	Close	Creature/lvl in 30-ft	Conc, 1 rnd/lvl	Will negs	-	221
	<input type="checkbox"/> Dispel Magic	Cancels magical effects (+10)	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	223
	<input type="checkbox"/> Heal Mount	Heals paladin's special mount	Conj	V,S	1 a	Touch	Mount	Instantaneous	Will negs	Yes	239
	<input type="checkbox"/> Magic Circle against Chaos	Non-lawful creatures cannot enter	Abjur	V,S,M/DF	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	249
	<input type="checkbox"/> Magic Circle against Evil	Non-good creatures cannot enter	Abjur	V,S,M/DF	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	249
	<input type="checkbox"/> Magic Weapon, Greater	Weapon gets +1/4 lvl att/dmg (5)	Trans	V,S,F,M/DF	1 a	Close	Weapon or 50 proj.	1 hr/lvl	Will negs	Yes	251
	<input type="checkbox"/> Prayer	Allies+1 att,dmg,save,skill, Enemies -1	Ench	V,S,DF	1 a	40-ft	40-ft radius	1 rnd/lvl	-	Yes	264
	<input type="checkbox"/> Remove Blindness / Deafness	Cure normal or magical conditions	Conj	V,S	1 a	Touch	One creature	Instantaneous	Fort negs	Yes	270
	<input type="checkbox"/> Remove Curse	Frees item or person from curse	Abjur	V,S	1 a	Touch	Creature or item	Instantaneous	Will negs	Yes	270

LEVEL 4

	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
	<input type="checkbox"/> Break Enchantment	Frees target from enchantments	Abjur	V,S	1 min	Close	Creature/lvl in 30-ft	Instantaneous	Special	-	207
	<input type="checkbox"/> Cure Serious Wounds	Cures 3d8+1/lvl (+15)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	216
	<input type="checkbox"/> Death Ward	Immunity to death spells/effects	Necro	V,S,DF	1 a	Touch	One living creature	1 min/lvl	-	-	217
	<input type="checkbox"/> Dispel Chaos	+4 AC against chaotic attackers, banish	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl or till used	Special	Sp	222
	<input type="checkbox"/> Dispel Evil	+4 AC against evil attackers, banish	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl or till used	Special	Sp	222
	<input type="checkbox"/> Holy Sword	+5 Holy weapon, +2d6 dmg vs evil	Evoc	V,S	1 a	Touch	Weapon	1 rnd/lvl	-	-	242
	<input type="checkbox"/> Mark of Justice	Designates act that triggers curse	Necro	V,S,DF	10 min	Touch	One creature	Permanent	-	Yes	252
	<input type="checkbox"/> Neutralize Poison	Detoxifies venom in or on target	Conj	V,S,M/DF	1 a	Touch	Creat / obj 1 cu ft/lvl	10 min/lvl	Will negs	Yes	257
	<input type="checkbox"/> Restoration	Restores ability, neg lvls, one exp lvl	Conj	V,S,M	3 rnds	Touch	One creature	Instantaneous	Will negs	Yes	272