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## 0 LEVEL

- ☐ ☐ ☐ Bleeding Disease (R&R)
- ☐ ☐ ☐ Clean (R&R)
- ☐ ☐ ☐ Create Water
- ☐ ☐ ☐ Cure Minor Wounds
- ☐ ☐ ☐ Detect Magic
- ☐ ☐ ☐ Detect Poison
- ☐ ☐ ☐ Guidance
- ☐ ☐ ☐ Inflict Minor Wounds
- ☐ ☐ ☐ Light
- ☐ ☐ ☐ Mending
- ☐ ☐ ☐ Purify Food and Drink
- ☐ ☐ ☐ Quick Sober (R&R)
- ☐ ☐ ☐ Read Magic
- ☐ ☐ ☐ Resistance
- ☐ ☐ ☐ Shockwave (R&R)
- ☐ ☐ ☐ Virtue

## 1ST LEVEL

- ☐ ☐ ☐ Bane
- ☐ ☐ ☐ Bless
- ☐ ☐ ☐ Bless Water
- ☐ ☐ ☐ Cause Fear
- ☐ ☐ ☐ Command
- ☐ ☐ ☐ Comprehend Languages
- ☐ ☐ ☐ Cure Light Wounds
- ☐ ☐ ☐ Curse Water
- ☐ ☐ ☐ Deathwatch
- ☐ ☐ ☐ Detect Chaos
- ☐ ☐ ☐ Detect Evil
- ☐ ☐ ☐ Detect Good
- ☐ ☐ ☐ Detect Law
- ☐ ☐ ☐ Detect Undead
- ☐ ☐ ☐ Divine Favor
- ☐ ☐ ☐ Doom
- ☐ ☐ ☐ Endure Elements
- ☐ ☐ ☐ Entropic Shield
- ☐ ☐ ☐ Grim Feast (R&R)
- ☐ ☐ ☐ Inflict Light Wounds
- ☐ ☐ ☐ Invisibility to Undead
- ☐ ☐ ☐ Madriel's Empathic Resonance (R&R)
- ☐ ☐ ☐ Magic Stone
- ☐ ☐ ☐ Magic Weapon
- ☐ ☐ ☐ MARRIAGE (R&R)
- ☐ ☐ ☐ Minor Symbol of Divinity (R&R)
- ☐ ☐ ☐ Obscuring Mist
- ☐ ☐ ☐ Prevarication's Bounty (R&R)
- ☐ ☐ ☐ Protection from Chaos
- ☐ ☐ ☐ Protection from Evil
- ☐ ☐ ☐ Protection from Good
- ☐ ☐ ☐ Protection from Law
- ☐ ☐ ☐ Random Action
- ☐ ☐ ☐ Remove Fear
- ☐ ☐ ☐ Sanctuary
- ☐ ☐ ☐ Shield of Faith
- ☐ ☐ ☐ Shockwave Strike (R&R)
- ☐ ☐ ☐ Smite (R&R)
- ☐ ☐ ☐ Summon Monster I
- ☐ ☐ ☐ Tanil's Touch (R&R)

## 2ND LEVEL

- ☐ ☐ ☐ Aid
- ☐ ☐ ☐ Animal Messenger
- ☐ ☐ ☐ Assassin's Senses (R&R)
- ☐ ☐ ☐ Augury
- ☐ ☐ ☐ Bull's Strength
- ☐ ☐ ☐ Calm Emotions
- ☐ ☐ ☐ Commanding Presence (R&R)
- ☐ ☐ ☐ Consecrate
- ☐ ☐ ☐ Cure Moderate Wounds
- ☐ ☐ ☐ Darkness
- ☐ ☐ ☐ Dead Man's Eyes (R&R)
- ☐ ☐ ☐ Death Knell
- ☐ ☐ ☐ Delay Poison
- ☐ ☐ ☐ Desecrate
- ☐ ☐ ☐ Divine Wisdom (R&R)
- ☐ ☐ ☐ Endurance
- ☐ ☐ ☐ Enkili's Luck (R&R)
- ☐ ☐ ☐ Enthrall
- ☐ ☐ ☐ Find Traps
- ☐ ☐ ☐ Gentle Repose
- ☐ ☐ ☐ Gloom (R&R)
- ☐ ☐ ☐ Hedrada's Balance (R&R)
- ☐ ☐ ☐ Hold Person
- ☐ ☐ ☐ INDOCTRINATION (R&R)
- ☐ ☐ ☐ Inflict Moderate Wounds
- ☐ ☐ ☐ Lesser Restoration
- ☐ ☐ ☐ Locate Corpse (R&R)
- ☐ ☐ ☐ Make Whole
- ☐ ☐ ☐ Remove Paralysis
- ☐ ☐ ☐ Rend the Sovereign Soul (R&R)
- ☐ ☐ ☐ Resist Elements
- ☐ ☐ ☐ Sethris' Potency (R&R)
- ☐ ☐ ☐ Shatter
- ☐ ☐ ☐ Shield Other
- ☐ ☐ ☐ Silence
- ☐ ☐ ☐ Sleep of the Dead (R&R)
- ☐ ☐ ☐ Sound Burst
- ☐ ☐ ☐ Speak with Animals
- ☐ ☐ ☐ Spiritual Weapon
- ☐ ☐ ☐ Summon Monster II
- ☐ ☐ ☐ Undetectable Alignment
- ☐ ☐ ☐ Vangal's Touch (R&R)
- ☐ ☐ ☐ Zone of Truth

## 3RD LEVEL

- ☐ ☐ ☐ Animal Spy (R&R)
- ☐ ☐ ☐ Animate Dead
- ☐ ☐ ☐ Banish Shadow (R&R)
- ☐ ☐ ☐ Bestow Curse
- ☐ ☐ ☐ Blindness/Deafness
- ☐ ☐ ☐ Chardun's Torments (R&R)
- ☐ ☐ ☐ Contagion
- ☐ ☐ ☐ Continual Flame
- ☐ ☐ ☐ Create Food and Water
- ☐ ☐ ☐ Cure Serious Wounds
- ☐ ☐ ☐ Curse of Terror (R&R)
- ☐ ☐ ☐ Daylight
- ☐ ☐ ☐ Deeper Darkness
- ☐ ☐ ☐ Dispel Magic
- ☐ ☐ ☐ Divine Raiment (R&R)
- ☐ ☐ ☐ Glyph of Warding
- ☐ ☐ ☐ Helping Hand
- ☐ ☐ ☐ HOLY VIGILANCE (R&R)
- ☐ ☐ ☐ Inflict Serious Wounds
- ☐ ☐ ☐ Invigorate Dead (R&R)
- ☐ ☐ ☐ Invisibility Purge
- ☐ ☐ ☐ Life Force Transfer (R&R)
- ☐ ☐ ☐ Locate Object
- ☐ ☐ ☐ Magic Circle against Chaos
- ☐ ☐ ☐ Magic Circle against Evil
- ☐ ☐ ☐ Magic Circle against Good
- ☐ ☐ ☐ Magic Circle against Law
- ☐ ☐ ☐ Magic Vestment
- ☐ ☐ ☐ Meld into Stone
- ☐ ☐ ☐ Mind Raid (R&R)
- ☐ ☐ ☐ Negative Energy Protection
- ☐ ☐ ☐ Obscure Object
- ☐ ☐ ☐ Prayer
- ☐ ☐ ☐ Protection from Elements
- ☐ ☐ ☐ Remove Blindness/Deafness

- ☐ ☐ ☐ Remove Curse
- ☐ ☐ ☐ Remove Disease
- ☐ ☐ ☐ Sacred Weapon (R&R)
- ☐ ☐ ☐ Searing Light
- ☐ ☐ ☐ Shadow Touch (R&R)
- ☐ ☐ ☐ Speak with Dead
- ☐ ☐ ☐ Speak with Plants
- ☐ ☐ ☐ Stone Shape
- ☐ ☐ ☐ Summon Monster III
- ☐ ☐ ☐ Sunspear (R&R)
- ☐ ☐ ☐ Vangal's Wounding (R&R)
- ☐ ☐ ☐ Water Breathing
- ☐ ☐ ☐ Water Walk
- ☐ ☐ ☐ Wind Wall

## 4TH LEVEL

- ☐ ☐ ☐ Air Walk
- ☐ ☐ ☐ ARMAMENT OF THE GODS (R&R)
- ☐ ☐ ☐ Cloak of Righteousness (R&R)
- ☐ ☐ ☐ Condemned (R&R)
- ☐ ☐ ☐ Control Light (R&R)
- ☐ ☐ ☐ Control Water
- ☐ ☐ ☐ Cure Critical Wounds
- ☐ ☐ ☐ Death Ward
- ☐ ☐ ☐ Dimensional Anchor
- ☐ ☐ ☐ Discern Lies
- ☐ ☐ ☐ Dismissal
- ☐ ☐ ☐ Divination
- ☐ ☐ ☐ Divine Power
- ☐ ☐ ☐ Freedom of Movement
- ☐ ☐ ☐ Giant Vermin
- ☐ ☐ ☐ Greater Magic Weapon
- ☐ ☐ ☐ Holy Channel (R&R)
- ☐ ☐ ☐ Imbue with Spell Ability
- ☐ ☐ ☐ Inflict Critical Wounds
- ☐ ☐ ☐ Ironheart (R&R)
- ☐ ☐ ☐ Lesser Planar Ally
- ☐ ☐ ☐ Mind over Matter (R&R)
- ☐ ☐ ☐ Neutralize Poison
- ☐ ☐ ☐ Psoison
- ☐ ☐ ☐ Repel Vermin
- ☐ ☐ ☐ Restoration
- ☐ ☐ ☐ Seal of Hedrada (R&R)
- ☐ ☐ ☐ Sending
- ☐ ☐ ☐ Spell Immunity
- ☐ ☐ ☐ Status
- ☐ ☐ ☐ Summon Monster IV
- ☐ ☐ ☐ Tanil's Purging (R&R)
- ☐ ☐ ☐ Terole's Translator (R&R)
- ☐ ☐ ☐ Tongues
- ☐ ☐ ☐ Unholy Channel (R&R)

## 5TH LEVEL

- ☐ ☐ ☐ Atonement
- ☐ ☐ ☐ Belsameth's Blessing (R&R)
- ☐ ☐ ☐ Belsameth's Strife (R&R)
- ☐ ☐ ☐ Break Enchantment
- ☐ ☐ ☐ Brothers in Arms (R&R)
- ☐ ☐ ☐ Circle of Doom
- ☐ ☐ ☐ Commune
- ☐ ☐ ☐ Dispel Chaos
- ☐ ☐ ☐ Dispel Evil
- ☐ ☐ ☐ Dispel Good
- ☐ ☐ ☐ Dispel Law
- ☐ ☐ ☐ Doomwail (R&R)
- ☐ ☐ ☐ Ethereal Jaunt
- ☐ ☐ ☐ Flame Strike
- ☐ ☐ ☐ Greater Command
- ☐ ☐ ☐ Hallow
- ☐ ☐ ☐ Healing Circle
- ☐ ☐ ☐ Imbue Shadow (R&R)
- ☐ ☐ ☐ Inquisition (R&R)
- ☐ ☐ ☐ Insect Plague
- ☐ ☐ ☐ Mark of Justice
- ☐ ☐ ☐ Plane Shift
- ☐ ☐ ☐ Raise Dead
- ☐ ☐ ☐ Righteous Might
- ☐ ☐ ☐ Scrying
- ☐ ☐ ☐ Slay Living
- ☐ ☐ ☐ Spell Resistance
- ☐ ☐ ☐ Summon Monster V