

Druid Spell List

(The Original)

With minor Divination sphere

Level 1

Allergic Field (TCRH)
Analyze Balance (TOM)
Animal Friendship
Beastmask (TCDH)
Bless
Calm Animals (PO S&M)
Combine
Create Water
Cure Light Wounds
Detect Evil
Detect Magic
Detect Poison
Detect Snares & Pits
Entangle
Faerie Fire
Firelight (POS&M)
Invisibility to Animals
Locate Animals or Plants
Log of Everburning (TOM)
Orison
Pass without Trace
Puffball (TCDH)
Purify Food & Drink
Recover Trail (TCRH)
Revitalize Animal (TCRH)
Shillelagh
Strength of Stone (POS&M)
Whisperward (TCDH)
Wind Column (PO S&M)

Level 5

Air Walk
Animal Growth
Animal Summoning II
Animate Flame (POS&M)
Anti-plant Shell
Atonement
Cloud of Purification (TOM)
Cloudscape (TCDH)
Commune
Commune with Nature
Control Winds
Cure Critical Wounds
Elemental Forbiddance (TOM)
Insect Plague
Meld (TOM)
Nature's Charm (TCDH)
Pass Plant
Produce Ice (PO S&M)
Quest
Rainbow
Spike Stones
Strengthen Stone (TCDH)
Thornwrack (TCDH)
Transmute Rock to Mud
True Seeing
Wall of Fire

Level 2

Animal Eyes (TCRH)
Animal Spy (TCDH)
Augury
Barkskin
Beastspite (TCDH)
Camouflage (TCBoE)*
Chant
Charm Person or Mammal
Cure Mod. Wounds (POS&M)
Detect Charm
Dust Devil
Find Traps
Fire Trap
Flame Blade
Fortifying Stew (TCDH)
Gift of Speech (TCDH)
Goodberry
Heat Metal
Know Alignment
Locate Animal Foll. (TCDH)
Messenger
Mystic Transfer (TOM)
Obscurement
Produce Flame
Sanctify (TOM)
Slow Poison
Snake Charm
Soften Earth & Stone (POS&M)
Speak with Animals
Trip
Warp Wood
Watery Fist (PO S&M)

* *"Camouflage"* is a spell from the elven race and is only available with the allowance of the DM

Level 6

Animal Summoning III
Anti-animal Shell
Call Phoenix (MM I)
Conjure Fire Elemental
Earthwrack (TCDH)
Fire Seeds
Heal
Ivy Siege (TCDH)
Liveoak
Part Water
Speak with Monsters
Stone Tell
Transmute Water to Dust
Transport Via Plants
Turn Wood
Wall of Thorns
Weather Summoning
Whirlwind (POS&M)

Level 3

Call Follower (TCRH)
Call Lightning
Chatterbark (TCRH)
Cure Blindness or Deafness
Cure Disease
Control Animal**
Detect Spirits (POS&M)
Dispel Magic
Extradimen. Detect. (TOM)
Flame Walk
Hold Animal
Hold Poison (P S&M)
Locate Object
Meld into Stone
Pass w/o. trace, 10'R (TCDH)
Plant Growth
Protection from Fire
Pyrotechnics
Remove Curse
Repair Injury (POS&M)
Shapewood (TCDH)
Slow Rot (TOM)
Snare
Speak with Dead
Spike Growth
Stone Shape
Summon Insects
Tree
Water Breathing
Water Walk
Weather Prediction (POS&M)
Wind Servant (POS&M)
Zone of Sweet Air (TOM)

Level 7

Animate Rock
Antimineral Shell (POS&M)
Changestaff
Chariot of Sustarre
Conj. Air Elemental (POS&M)
Conjure Earth Elemental
Conj. Water Element. (POS&M)
Control Weather
Creeping Doom
Earthquake
Fire Storm
Gate
Regenerate
Reincarnate
Transmute Metal to Wood
Tree Spirit (TCDH)
Tsunami (PO S&M)
Unwilling Wood (TCDH)
Wind Walk

Level 4

Adamantite Mace (POS&M)
Animal Summoning I
Animal Trick (TCRH)
Call Woodland Beings
Control Temperature, 10' R
Cure Serious Wounds
Detect Animal Attacker (TCDH)
Earthmaw (TCDH)
Focus (TOM)
Fortify* (TOM)
Giant Insect
Hallucinatory Forest
Hold Plant
Hunger (TCDH)
Knurl (TCDH)
Lower Water
Needlestorm (TCDH)
Neutralize Poison
Plant Door
Polymorph Plant (TCRH)
Produce Fire
Protection from Lightning
Reflecting Pool
Repel Insects
Speak with Plants
Sticks to Snakes
Tongues
Uplift (TOM)
Weather Stasis (TOM)
Windborne (POS&M)

Major Spell Spheres:

All, Animal, Elemental (all), Healing, Plant, Weather

Minor Spell Spheres:

Divination

(V.1.3.1)

Druid Spell List

(Revised: POS&M)

*With major Sun sphere w/o
minor Divination sphere*

Level 1

Allergic Field (TCRH)
Animal Friendship
Beastmask
Bless
Calm Animals (POS&M)
Combine
Create Water
Cure Light Wounds
Detect Magic
Entangle
Faerie Fire
Firelight (POS&M)
Invisibility to Animals
Light
Locate Animals or Plants
Log of Everburning (TOM)
Orison
Pass without Trace
Puffball (TCDH)
Purify Food & Drink
Recover Trail (TCRH)
Revitalize Animal (TCRH)
Shillelagh
Strength of Stone (POS&M)
Sunsorch (DMO S&M)
Whisperward (TCDH)
Wind Column (POS&M)

Level 5

Air Walk
Animal Growth
Animal Summoning II
Animate Flame (POS&M)
Anti-plant Shell
Atonement
Blessed Warmth (TOM)
Cloud of Purification (TOM)
Cloudscape (TCDH)
Commune
Commune with Nature
Control Winds
Cure Critical Wounds
Elemental Forbiddance (TOM)
Insect Plague
Meld (TOM)
Moonbeam
Nature's Charm (TCDH)
Pass Plant
Produce Ice (POS&M)
Quest
Rainbow
Spike Stones
Strengthen Stone (TCDH)
Thornwrack (TCDH)
Transmute Rock to Mud
True Seeing
Wall of Fire

Level 2

Animal Eyes (TCRH)
Animal Spy (TCDH)
Barkskin
Beastspite (TCDH)
Camouflage (TCBoE)*
Chant
Charm Person or Mammal
Cure Mod. Wounds (POS&M)
Dust Devil
Fire Trap
Flame Blade
Fortifying Stew (TCDH)
Gift of Speech (TCDH)
Goodberry
Heat Metal
Locate Animal Foll. (TCDH)
Messenger
Mystic Transfer (TOM)
Obscurement
Produce Flame
Sanctify (TOM)
Slow Poison
Snake Charm
Soften Earth & Stone (POS&M)
Speak with Animals
Trip
Warp Wood
Watery Fist (POS&M)

* *"Camouflage" is a spell from the elven race and is only available with the allowance of the DM*

Level 6

Animal Summoning III
Anti-animal Shell
Call Phoenix (MM I)
Conjure Fire Elemental
Earthwrack (TCDH)
Fire Seeds
Heal
Ivy Siege (TCDH)
Liveoak
Part Water
Sol's Searing Orb (TOM)
Speak with Monsters
Stone Tell
The great circle (TOM)
Transmute Water to Dust
Transport Via Plants
Turn Wood
Wall of Thorns
Weather Summoning
Whirlwind (POS&M)

Level 3

Call Follower (TCRH)
Call Lightning
Chatterbark (TCRH)
Cure Blindness or Deafness
Cure Disease
Control Animal**
Continual Light
Dispel Magic
Flame Walk
Hold Animal
Hold Poison (POS&M)
Meld into Stone
Pass w/o trace, 10'R (TCDH)
Plant Growth
Protection from Fire
Pyrotechnics
Remove Curse
Repair Injury (POS&M)
Shapewood (TCDH)
Slow Rot (TOM)
Snare
Spike Growth
Starshine
Stone Shape
Summon Insects
Tree
Water Breathing
Water Walk
Weather Prediction (POS&M)
Wind Servant (POS&M)
Zone of Sweet Air (TOM)

Level 7

Animate Rock
Antimineral Shell (POS&M)
Changestaff
Chariot of Sustarre
Conj. Air Elemental (POS&M)
Conjure Earth Elemental
Conj. Water Element. (POS&M)
Control Weather
Creeping Doom
Earthquake
Fire Storm
Gate
Regenerate
Reincarnate
Sunray
Transmute Metal to Wood
Tree Spirit (TCDH)
Tsunami (POS&M)
Unwilling Wood (TCDH)
Wind Walk

Level 4

Adamantite Mace (POS&M)
Animal Summoning I
Animal Trick (TCRH)
Blessed Warmth
Call Woodland Beings
Control Temperature, 10' R
Cure Serious Wounds
Det. Animal Attacker (TCDH)
Earthmaw (TCDH)
Focus (TOM)
Fortify* (TOM)
Giant Insect
Hallucinatory Forest
Hold Plant
Hunger (TCDH)
Knurl (TCDH)
Lower Water
Needlestorm (TCDH)
Neutralize Poison
Plant Door
Polymorph Plant (TCRH)
Produce Fire
Protection from Lightning
Reflecting Pool
Repel Insects
Speak with Plants
Starshine
Sticks to Snakes
Tongues
Uplift (TOM)
Weather Stasis (TOM)
Windborne (POS&M)

Major Spell Spheres:

*All, Animal, Elemental (all),
Healing, Plant, Sun, Weather*

Minor Spell Spheres:

(V.1.3.1)

Paladin Spell List

Level 1

Analyze Balance (TOM)
Command
Cure Light Wounds
Detect Evil
Detect Poison
Detect Snares & Pits
Endure Cold
Magical Stone
Protection from Evil
Ring of Hands* (TOM)
Sanctuary
Shillelagh

Level 2

Aid
Augury
Barkskin
Cure Mod. Wounds (POS&M)
Detect Charm
Find Traps
Fortifying Stew (TCDH)
Know Alignment
Resist Acid & Corr. (POS&M)
Resist Fire
Seeking (TCBoE)*
Slow Poison
Spiritual Hammer
Withdraw

Level 3

Cure Blindness or Deafness
Cure Disease
Detect Spirits (POS&M)
Extradim. Detection (TOM)
Hold Poison (POS&M)
Line of Protection (TOM)
Locate Object
Magical Vestment
Negative Plane Protection
Prayer
Protection from Fire
Remove Paralysis
Repair Injury (POS&M)
Speak with Dead
Unearthly Choir* (TOM)

Level 4

Cure Serious Wounds
Detect Lie
Divination
Fortify* (TOM)
Neutralize Poison
Omniscient Eye (POS&M)
Protection from Evil, 10' R
Protection from Lightning
Recitation (POS&M)
Repel Insects
Spell Immunity

* **“Seeking”** belongs to the elven race and is only available with the allowance of the DM

Spell Spheres:
Combat, Divination,
Healing, Protection

Ranger Spell List

Level 1

Allergic Field (TCRH)
Animal Friendship
Beastmask (TCDH)
Calm Animals (PO S&M)
Detect Snares & Pits
Entangle
Invisibility to Animals
Locate Animals or Plants
Pass without Trace
Puffball (TCDH)
Recover Trail (TCRH)
Revitalize Animal (TCRH)
Shillelagh

Level 2

Animal Eyes (TCRH)
Animal Spy (TCDH)
Barkskin
Beastspite (TCDH)
Camouflage (TCBoE)*
Charm Person or Mammal
Gift of Speech (TCDH)
Goodberry
Locate Anim. Follower (TCDH)
Messenger
Snake Charm
Speak with Animals
Trip
Warp Wood

Level 3

Call Follower (TCRH)
Chatterbark (TCRH)
Control Animal**
Hold Animal
Pass w/o trace, 10'R (TCDH)
Plant Growth
Shapewood (TCDH)
Slow Rot (TOM)
Snare
Summon Insects
Spike Growth
Tree

Spell Spheres:
Animal, Plant

* **“Camouflage”** is a spell from the elven race and is only available with the allowance of the DM

(V.1.3.1)

Cleric Spell List (Original)

Level 1

Analyze Balance (TOM)
 Astral Celerity (POS&M)
Bless
 Bless. Watchful. (POS&M)
 Call Upon Faith (TOM)
 Combine
 Command
Create Water
Cure Light Wounds
Detect Evil
 Detect Magic
 Detect Poison
 Detect Snares & Pits
 Dispel Fatigue (POS&M)
Endure Cold
 Firelight (POS&M)
 Invisibility to Undead
Light
 Log o. Everburning (TOM)
 Magical Stone
 Orison
Protection from Evil
 Purify Food & Drink
Remove Fear
Ring of Hands (TOM)
 Sacred Guardian (TOM)
 Sanctuary
 Shillelagh
 Speak w. Ast. Trav. (TOM)
 Strength o. St. (POS&M)
 Sunscorch (POS&M)
 Whisperward (TCDH)
 Wind Column (POS&M)

Level 5

Anti-plant Shell
 Atonement
 Blessed Abundance (TOM)
 Commune
 Commune with nature
 Consequence (TOM)
Cure Critical Wounds
 Dimens. Transl. (POS&M)
Dispel Evil
 Flame Strike
 Impregn. Mind (POS&M)
 Insect Plague
 Magic Font
 Meld (TOM)
 Moonbeam
 Plane Shift
 Quest
 Rainbow
 Raise Dead
 Right. W.o.t. Faith. (POS&M)
True Seeing
 Unc. Vig. o. t. H. Sent. (TOM)

Level 2

Aid
 Astral Awareness (POS&M)
 Augury
 Barkskin
 Chant
 Create Holy Symbol (TOM)
Cure Moderate Wounds
Detect Charm
 Draw Upon Holy Might (TOM)
 Dust Devil
 Enthrall
 Ethereal Barrier (POS&M)
 Find Traps
 Fire Trap
 Flame Blade
 Fortifying Stew (TCDH)
Heat Metal
 Hold Person
 Iron Vigil (POS&M)
 Know Alignment
 Messenger
 Music of the Spheres (TOM)
 Mystic Transfer (TOM)
 Produce Flame
 Resist Acid & Corr. (POS&M)
Resist Fire
 Restore Strength (POS&M)
Sanctify (TOM)
 Seeking (TCBoE)*
 Silence, 15' Radius
 Slow Poison
 Snake Charm
 Soften Earth & Stone (POS&M)
 Spiritual Hammer
 Watery Fist (POS&M)
 Withdraw
 Wyvern Watch

* **“Seeking”** belongs to the elven race and is only available with the allowance of the DM

Level 6

Aerial Servant
 Animate Object
 Anti-animal Shell
 Blade Barrier
 Command Monster (POS&M)
 Conjure Animals
 Earthwrack (TCDH)
Find the Path
 Forbiddance
Heal
 Heroes' Feast
 Sol's Searing Orb (TOM)
 Speak with Monsters
 Spiritual Wrath* (TOM)
 Stone Tell
The Great Circle (TOM)
 Word of Recall

Level 3

Animate Dead
 Astral Window (TOM)
Continual Light
 Create Food & Water
Cure Blindness or Deafness
Cure Disease
 Detect Spirits (POS&M)
 Dictate (POS&M)
 Dispel Magic
 Emotion Control (TOM)
 Etherealness (POS&M)
 Extradimens. Detection (TOM)
 Feign Death
 Flame Walk
 Glyph of Warding
 Hold Poison (POS&M)
Line of Protection (TOM)
Locate Object
 Magical Vestment
 Meld into Stone
 Negative Plane Protection
 Prayer
 Protection from Fire
 Pyrotechnics
Remove Curse
 Remove Paralysis
 Repair Injury (POS&M)
 Speak with Dead
 Starshine
 Stone Shape
 Sum. Animal Spirit (POS&M)
 Unearthly Choir* (TOM)
Water Breathing
 Water Walk
 Wind Servant (POS&M)
 Zone of Sweet Air (TOM)

Level 7

Antimineral Shell (POS&M)
 Astral Spell
 Confusion
 Create Crypt Thing (MM I)
 Divine Inspiration (TOM)
 Exaction
 Gate
Holy Word
 Imp. Sanct. o. Mind (POS&M)
 Mind Tracker (TOM)
 Regenerate
 Reincarnate
 Restoration
 Resurrection
 Spirit of Power (TOM)
 Succor
 Sunray
 Symbol

Level 4

Abjure
 Blessed Warmth (TOM)
 Call Woodland Beings
Cloak of Bravery
Cure Serious Wounds
Detect Lie
 Dimensional Anchor
 Divination
 Focus (TOM)
 Fortify* (TOM)
 Free Action
 Imbue with Spell Ability
 Join w. Astral Traveler (TOM)
Neutralize Poison
 Omniscient Eye (POS&M)
Protection from Evil, 10' R
 Protection from Lightning
 Recitation (POS&M)
 Repel Insects
 Spell Immunity
 Suspended Animat. (POS&M)
Tongues
 Unfailing Endurance (POS&M)
 Uplift (TOM)

Major Spell Spheres:

All, Astral, Charm, Combat, Creation, Divination, Guardian, Healing, Necromantic, Protection, Summoning, Sun

Minor Spell Spheres:

Elemental (all)

(V.1.3.1)

Cleric Spell List

(Revised; POS&M)

Without sun sphere, elemental fire and elemental air

Level 1

Analyze Balance (TOM)
Astral Celerity (POS&M)
Bless
Bless. Watchfuln. (POS&M)
Call Upon Faith (TOM)
Combine
Command
Create Water
Cure Light Wounds
Detect Evil
Detect Magic
Detect Poison
Dispel Fatigue (POS&M)
Endure Cold
Invisibility to Undead
Magical Stone
Orison
Protection from Evil
Purify Food & Drink
Remove Fear
Ring of Hands (TOM)
Sacred Guardian (TOM)
Sanctuary
Speak w. Astr. Trav. (TOM)
Strength of Stone (POS&M)
Whisperward (TCDH)

Level 2

Aid
Astral Awareness (POS&M)
Augury
Chant
Create Holy Symbol (TOM)
Cure Moderate Wounds
Detect Charm
Draw Upon Holy Might (TOM)
Ethereal Barrier (POS&M)
Enthrall
Find Traps
Fortifying Stew (TCDH)
Hold Person
Iron Vigil (POS&M)
Messenger
Music of the Spheres (TOM)
Mystic Transfer (TOM)
Resist Acid & Corr. (POS&M)
Resist Fire
Restore Strength (POS&M)
Sanctify (TOM)
Seeking (TCBoE)*
Silence, 15' Radius
Slow Poison
Snake Charm
Soften Earth & Stone (POS&M)
Spiritual Hammer
Watery Fist (POS&M)
Withdraw
Wyvern Watch

Level 3

Animate Dead
Astral Window (TOM)
Create Food & Water
Cure Blindness or Deafness
Cure Disease
Detect Spirits (POS&M)
Dictate (POS&M)
Dispel Magic
Emotion Control (TOM)
Etherealness (POS&M)
Extradimens. Detection (TOM)
Feign Death
Glyph of Warding
Hold Poison (POS&M)
Line of Protection (TOM)
Locate Object
Magical Vestment
Meld into Stone
Negative Plane Protection
Prayer
Protection from Fire
Remove Curs
Remove Paralysis
Repair Injury (POS&M)
Speak with Dead
Stone Shape
Sum. Animal Spirit (POS&M)
Unearthly Choir* (TOM)
Water Breathing
Water Walk

Level 4

Abjure
Cloak of Bravery
Cure Serious Wounds
Detect Lie
Dimensional Anchor
Divination
Focus (TOM)
Fortify* (TOM)
Free Action
Imbue with Spell Ability
Join w. Astral Traveler (TOM)
Neutralize Poison
Omniscient Eye (POS&M)
Protection from Evil, 10' R
Protection from Lightning
Recitation (POS&M)
Spell Immunity
Suspended Animat. (POS&M)
Tongues
Unfailing Endurance (POS&M)
Uplift (TOM)

* "Seeking" belongs to the elven race and is only available with the allowance of the DM

Level 5

Anti-plant Shell
Atonement
Blessed Abundance (TOM)
Commune
Consequence (TOM)
Cure Critical Wounds
Dimens. Transl. (POS&M)
Dispel Evil
Flame Strike
Impregn. Mind (POS&M)
Magic Font
Meld (TOM)
Plane Shift
Quest
Raise Dead
Right. W.o.t.Faith. (POS&M)
True Seeing
Unce. Vig.o.t.H.Sent. (TOM)

Level 6

Aerial Servant
Animate Object
Anti-animal Shell
Blade Barrier
Command Monster (POS&M)
Conjure Animals
Earthwrack (TCDH)
Find the Path
Forbiddance
Heal
Heroes' Feast
Speak with Monsters
Spiritual Wrath (TOM)
Stone Tell
The Great Circle (TOM)
Word of Recall

Level 7

Antimineral Shell (POS&M)
Astral Spell
Confusion
Create Crypt Thing (MM I)
Divine Inspiration (TOM)
Exaction
Gate
Holy Word
Imp. Sanct. o.Mind (POS&M)
Mind Tracker (TOM)
Regenerate
Restoration
Resurrection
Spirit of Power (TOM)
Succor
Symbol

Major Spell Spheres:

All, Astral, Charm, Combat, Creation, Divination, Guardian, Healing, Necromantic, Protection, Summoning

Minor Spell Spheres:

Elemental (earth, water)

(V.1.3.1)