

RANDOM TABLES
FOR THE
THE MAJESTIC WILDERLANDS
TABLETOP ROLEPLAYING
GAME



RANDOM MEMORIZED SPELLS

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Random Tables

In a Nutshell

The use of random tables have been an important tool for referees since the release of the original tabletop roleplaying game in 1974. This hasn't been without controversy. Many referees opt to use their own judgment based on their experience and view the use of random tables as time consuming.

What I found, in general it was better to go with your own judgment. The exception to this is dealing with multiple things at once. For example, I am fleshing out a level of a mega dungeon with dozens of rooms.

In this situation, I find creating enough specific ideas to flesh the area out in exciting ways difficult. In my experience using random tables are extremely helpful, far quicker and spark creative ideas for coming up with the occupants and contents of the 60th or 70th room.

The key is to use the random rolls as idea generators. To successfully use random tables do not accept the results as is, ignore rolls that do not fit or spark imagination and reroll when necessary. In one instance, I rolled Giant Scorpions, Dwarves, and Evil Sorcerers. This served a starting point for an encounter involving evil sorcerers transforming dwarves into giant scorpions.

While populating another area of rooms I rolled orcs three times and an ochre jelly. I decided to jettison the ochre jelly just make these room a warren of orcs within the dungeon.

In this booklet, I developed a set of random tables designed to randomly generate memorized spells. I considered the utility of each spell and weighed the spells given the likelihood of the spellcaster getting ready for a potentially hazardous situation. Instead of giving each spell an even chance. I used my judgment to give those spells I thought to be more useful an increased chance of being memorized.

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Random Memorized Spells

These tables are only a starting point, an idea generator for what a spellcaster could have memorized. It best used when you are stuck are faced with figuring out what one or more NPCs may have memorized.

I am going to use the tables to generate the memorized spells for a sixth level magic user. Looking at the class description, I find that he can memorize four first level spells, two second level, and two third levels. I roll 1d20 four times on the Common Level 1 chart for magic users, then two times on the Common Level 2 chart, and finally two times on the Common Level 3 chart. Writing the results down gives me the following memorized spells.

Instance one: Prepared for battle

1st Level: *Charm Person, Sleep, Shield, Magic Missile*

2nd Level: *Detect Thoughts, Web*

3rd Level: *Fireball, Fly*

Suppose this magic user was a court wizard and was encountered in the royal palace? Using the above as a starting point I changed the results to one that is more suited for this particular wizard.

Instance two: the court wizard

1st Level: *Charm Person, Detect Magic, Read Languages, Shield*

2nd Level: *Detect Thoughts, Web*

3rd Level: *Fly, Suggestion*

I swapped in Detect Magic, Read Languages, and Suggestion as those spells are more suited for the royal palace setting. Leaving Charm Person, Fly, Shield, and Web should the magic user has to deal with interlopers like the PCs.



Spell Lists

These tables are compatible with the Swords and Wizardry Core Rules published by Frog God Games. This section lists all the spells for magic users and clerics.

Magic-User Spells by Level

Level 1

Charm Person
Create Scroll
Detect Magic
Enchant Magic Staff
Hold Portal
Light
Magic Missile
Protection from Evil
Read Languages
Read Magic
Shield
Sleep

Level 2

Continual Light
Darkness, 15'
Detect Evil
Detect Invisibility
Detect Thoughts
Enchant Potion
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Mirror Image
Phantasmal Force
Pyrotechnics
Strength
Web
Wizard Lock

Level 3

Clairaudience
Clairvoyance
Darkvision
Dispel Magic
Explosive Runes
Fireball
Fly
Haste
Hold Person
Invisibility, 10'
Lightning Bolt

Level 3 (Cont)

Monster Summoning I
Protect from Evil, 10'
Protect from Missiles
Rope Trick
Scryguard
Slow
Suggestion
Water Breathing

Level 4

Charm Monster
Confusion
Dimension Door
Enchant Charm
Extension I
Fear
Hallucinatory Terrain
Ice Storm
Limited Teleport
Massmorph
Monster Summoning II
Plant Growth
Polymorph Other
Polymorph Self
Remove Curse
Wall of Fire
Wall of Ice
Wizard Eye

Level 5

Animal Growth
Animate Dead
Cloudkill
Conj. of Air Elemental
Conj. of Earth Elemental
Conj. of Fire Elemental
Conj. of Water Elemental
Contact Other Plane
Enchant Wands
Extension II
Feeblemind
Flesh to Stone
Hold Monster

Level 5 (Cont)

Magic Jar
 Monster Summoning III
 Passwall
 Telekinesis
 Teleport
 Transmute Rock to Mud
 Wall of Iron
 Wall of Stone

Level 6

Control Weather
 Create Teleport Circle
 Death Spell
 Disenchant Item
 Disintegrate
 Enchant Item
 Geas
 Invisible Stalker
 Legend Lore
 Lower Water
 Monster Summoning IV
 Move Earth
 Part Water
 Project Image
 Reincarnation
 Repulsion
 Shield of Magic
 Stone to Flesh

Level 7

Charm Plants
 Conjunction of Demons
 Delayed Blast Fireball
 Extension III
 Limited Wish
 Mass Invisibility
 Monster Summoning V
 Phase Door
 Power Word, Stun
 Reverse Gravity
 Simulacrum

Level 8

Clone
 Mass Charm
 Monster Summoning VI
 Permanency
 Polymorph Object
 Power Word, Blind
 Symbol

Level 9

Astral Spell
 Gate
 Maze
 Meteor Swarm
 Monster Summoning VII
 Power Word, Kill
 Prismatic Sphere
 Shape Change
 Time Stop
 Wish



Cleric Spells by Level

Level 1

Command
Create Scroll
Cure Light Wounds
Detect Evil
Detect Magic
Light
Protection from Evil
Purify Food and Drink

Level 2

Bless
Entangle
Find Traps
Hold Person
Silence, 15-foot Radius
Snake Charm
Speak with Animals

Level 3

Consecrate
Continual Light
Cure Disease
Enchant Charm
Locate Object
Prayer
Remove Curse
Speak with Dead

Level 4

Create Water
Cure Serious Wounds
Neutralize Poison
Protect from Evil, 10'
Speak with Plants
Sticks to Snakes

Level 5

Commune
Consecrate Item
Create Food
Disenchant Item
Dispel Evil
Finger of Death
Greater Command
Insect Plague
Lesser Restoration
Quest
Raise Dead

Level 6

Animate Object
Blade Barrier
Conjuration of Animals
Exorcise
Find the Path
Speak with Monsters
Word of Recall

Level 7

Aerial Servant
Astral Spell
Control Weather
Earthquake
Energy Drain
Final Death
Holy Word
Part Water
Restoration
Resurrection
Symbol
Wind Walk

Memorized Spells

Memorized Magic User Spells

Common Level 1

1-3	Charm Person
4	Detect Magic
5-6	Hold Portal
7-9	Magic Missile
10	Protection from Evil
11-12	Shield
13-19	Sleep
20	Uncommon Level

Uncommon Level 1

1-10	Light
11-15	Read Languages
16-20	Read Magic

Common Level 2

1	Darkness, 15' Radius
2-3	Detect Evil
4	Detect Invisibility
5-6	Detect Thoughts
7	Invisibility
8	Knock
9	Levitate
10	Locate Object
11-12	Mirror Image
13	Phantasmal Force
14	Strength
15-18	Web
19	Wizard Lock
20	Uncommon Level 2

Uncommon Level 2

1-15	Continual Light
16-20	Pyrotechnics

Common Level 3

1-2	Dispel Magic
3-6	Fireball
7	Fly
8-9	Haste
10	Hold Person
11	Invisibility, 10' Radius
12-14	Lightning Bolt
15	Monster Summoning I
16	Prot. from Evil, 10' Radius
17	Protect from Missiles
18-19	Suggestion
20	Uncommon Level 3

Uncommon Level 3

1-3	Clairaudience
4-6	Clairvoyance
7-9	Darkvision
10-11	Explosive Runes
12-13	Rope Trick
14-15	Scryguard
16-18	Slow
19-20	Water Breathing

Common Level 4

1	Charm Monster
2	Confusion
3-5	Dimension Door
6-8	Ice Storm
9	Limited Teleport
10-11	Polymorph Other
12	Polymorph Self
13	Remove Curse
14-16	Wall of Fire
17-19	Wall of Ice
20	Uncommon Level 4

Uncommon Level 4

1-3	Fear
4-7	Hallucinatory Terrain
8-9	Extension I
10-12	Massmorph
13-15	Monster Summoning II
15-17	Plant Growth
18-20	Wizard Eye

Common Level 5

1-3	Cloudkill
4	Conj. of Air Elemental
5	Conj. of Earth Elemental
6	Conj. of Fire Elemental
7	Feeblemind
8-9	Flesh to Stone
10-11	Hold Monster
12	Passwall
13	Telekinesis
14-16	Teleport
17-18	Wall of Iron
19	Wall of Stone
20	Uncommon Level 5

Uncommon Level 5

- 1 Animal Growth
- 2-5 Animate Dead
- 6 Conj. of Water Elemental
- 7-11 Contact Other Plane
- 12 Extension II
- 13-14 Magic Jar
- 15-17 Monster Summoning III
- 18-20 Transmute Rock to Mud

Common Level 6

- 1-4 Death Spell
- 2-8 Disintegrate
- 8-10 Invisible Stalker
- 11 Monster Summoning IV
- 12 Project Image
- 13 Reincarnation
- 14-15 Repulsion
- 16-18 Shield of Magic
- 19-20 Uncommon Level 6

Uncommon Level 6

- 1 Control Weather
- 2-5 Create Teleport Circle
- 6-7 Disenchant Item
- 8-11 Enchant Item
- 12 Geas
- 13-14 Legend Lore
- 15 Lower Water
- 16 Move Earth
- 17 Part Water
- 18-20 Stone to Flesh

Common Level 7

- 1 Charm Plants
- 2 Conjuraton of Demons
- 3-4 Delayed Blast Fireball
- 5 Extension III
- 6-9 Limited Wish
- 10-11 Mass Invisibility
- 12 Monster Summoning V
- 13-14 Phase Door
- 15-17 Power Word, Stun
- 18-19 Reverse Gravity
- 20 Simulacrum

Common Level 8

- 1 Clone
- 2-6 Mass Charm
- 7-10 Monster Summoning VI
- 11 Permanency
- 12-14 Polymorph Object
- 15-19 Power Word, Blind
- 20 Symbol

Common Level 9

- 1 Astral Spell
- 2 Gate
- 3 Maze
- 4-5 Meteor Swarm
- 6 Monster Summoning VII
- 7-8 Power Word, Kill
- 9-11 Prismatic Sphere
- 12-14 Shape Change
- 15-17 Time Stop
- 18-20 Wish



Memorized Cleric Spells

Common Level 1

- 1-4 Command
- 5-12 Cure Light Wounds
- 13-14 Detect Evil
- 15-16 Detect Magic
- 17 Light
- 18-20 Protection from Evil
- 20 Purify Food and Drink

Common Level 2

- 1-3 Bless
- 4-6 Entangle
- 7-8 Find Traps
- 9-13 Hold Person
- 14-16 Silence, 15-foot Radius
- 17-18 Snake Charm
- 19-20 Speak with Animals

Common Level 3

- 1 Consecrate
- 2-3 Continual Light
- 4-7 Cure Disease
- 8-10 Locate Object
- 11-13 Prayer
- 14-18 Remove Curse
- 19-20 Speak with Dead

Common Level 4

- 1-2 Create Water
- 3-8 Cure Serious Wounds
- 9-13 Neutralize Poison
- 14-16 Protect from Evil, 10' Radius
- 17-18 Speak with Plants
- 19-20 Sticks to Snakes

Common Level 5

- 1-2 Command, Greater
- 3-4 Commune
- 5 Create Food
- 6 Disenchant Item
- 7-8 Dispel Evil
- 9-11 Finger of Death
- 12 Insect Plague
- 13 Lesser Restoration
- 14 Quest
- 15-20 Raise Dead

Common Level 6

- 1-3 Animate Object
- 4-6 Blade Barrier
- 7-9 Conjunction of Animals
- 10-12 Exorcise
- 13-15 Find the Path
- 16-17 Speak with Monsters
- 18-20 Word of Recall

Common Level 7

- 1 Aerial Servant
- 2 Astral Spell
- 3 Control Weather
- 4 Earthquake
- 5-6 Energy Drain
- 7-8 Final Death
- 9-10 Holy Word
- 11 Part Water
- 12-14 Restoration
- 15-17 Resurrection
- 18-19 Symbol
- 20 Wind Walk

Memorized Spells Assortments

In a Nutshell

An assortment is a random table that generates all the spells in one roll for a spell caster of a given level. Although it is faster to use it does not have the variety of using the full set of tables.

Magic-User 3rd Level

1	1st Level: <i>Sleep x2</i> 2nd Level: <i>Mirror Image</i>
2	1st Level: <i>Hold Portal, Sleep</i> 2nd Level: <i>Phantasmal Force</i>
3	1st Level: <i>Sleep x2</i> 2nd Level: <i>Levitate</i>
4	1st Level: <i>Sleep, Magic Missile</i> 2nd Level: <i>Web</i>
5	1st Level: <i>Sleep, Charm Person</i> 2nd Level: <i>Phantasmal Force</i>
6	1st Level: <i>Sleep, Hold Portal</i> 2nd Level: <i>Web</i>

Magic-User 6th Level

1	1st Level: <i>Shield, Magic Missile x2, Charm Person</i> 2nd Level: <i>Locate Object x2</i> 3rd Level: <i>Hold Person, Invisibility, 10' Radius</i>
2	1st Level: <i>Sleep, Charm Person x2, Shield</i> 2nd Level: <i>Web x2</i> 3rd Level: <i>Dispel Magic x2</i>
3	1st Level: <i>Magic Missile x2, Sleep x2</i> 2nd Level: <i>Strength, Web</i> 3rd Level: <i>Suggestion, Protect from Evil, 10' Radius</i>
4	1st Level: <i>Sleep, Hold Portal, Magic Missile, Light</i> 2nd Level: <i>Phantasmal Force, Wizard Lock</i> 3rd Level: <i>Fireball, Suggestion</i>
5	1st Level: <i>Hold Portal, Sleep x2, Charm Person</i> 2nd Level: <i>Wizard Lock, Detect Evil</i> 3rd Level: <i>Fireball x2</i>
6	1st Level: <i>Charm Person, Hold Portal, Sleep x2</i> 2nd Level: <i>Locate Object, Web</i> 3rd Level: <i>Fireball, Suggestion</i>

Magic-User 9th Level

1	1st Level: <i>Hold Portal, Light, Magic Missile, Sleep</i> 2nd Level: <i>Detect Thoughts, Locate Object, Web</i> 3rd Level: <i>Fireball, Lightning Bolt, Dispel Magic</i> 4th Level: <i>Polymorph Other, Remove Curse</i> 5th Level: <i>Conj. of Earth Elemental</i>
2	1st Level: <i>Sleep x2, Hold Portal, Read Languages</i> 2nd Level: <i>Web x2, Detect Thoughts</i> 3rd Level: <i>Monster Summoning I, Fireball, Dispel Magic</i> 4th Level: <i>Ice Storm, Dimension Door</i> 5th Level: <i>Telekinesis</i>
3	1st Level: <i>Hold Portal, Shield, Charm Person, Protection from Evil</i> 2nd Level: <i>Detect Evil, Mirror Image, Invisibility</i> 3rd Level: <i>Water Breathing, Monster Summoning I x2</i> 4th Level: <i>Dimension Door, Polymorph Self</i> 5th Level: <i>Teleport</i>
4	1st Level: <i>Sleep x2, Magic Missile, Protection from Evil</i> 2nd Level: <i>Detect Evil, Web x2</i> 3rd Level: <i>Hold Person, Protect from Missiles, Dispel Magic</i> 4th Level: <i>Polymorph Other, Polymorph Self</i> 5th Level: <i>Flesh to Stone</i>
5	1st Level: <i>Charm Person x2, Sleep x2</i> 2nd Level: <i>Web x2, Locate Object</i> 3rd Level: <i>Hold Person, Haste, Protect from Missiles</i> 4th Level: <i>Ice Storm, Polymorph Other</i> 5th Level: <i>Teleport</i>
6	1st Level: <i>Light, Magic Missile x2, Sleep</i> 2nd Level: <i>Detect Thoughts, Mirror Image, Wizard Lock</i> 3rd Level: <i>Fly, Lightning Bolt x2</i> 4th Level: <i>Dimension Door, Confusion</i> 5th Level: <i>Hold Monster</i>



Magic-User 12th Level

1	1st Level: <i>Protection from Evil, Sleep, Shield, Magic Missile</i> 2nd Level: <i>Detect Thoughts, Mirror Image, Detect Invisibility, Web</i> 3rd Level: <i>Monster Summoning I, Dispel Magic, Fly, Rope Trick</i> 4th Level: <i>Wall of Fire, Wall of Ice, Dimension Door, Ice Storm</i> 5th Level: <i>Wall of Stone, Conj. of Earth Elemental, Conj. of Air Elemental, Teleport</i> 6th Level: <i>Disintegrate</i>
2	1st Level: <i>Sleep x2, Read Magic, Sleep, Magic Missile</i> 2nd Level: <i>Web, Invisibility, Detect Thoughts, Mirror Image</i> 3rd Level: <i>Fly, Lightning Bolt x2, Fireball</i> 4th Level: <i>Confusion, Limited Teleport, Wall of Fire, Charm Monster</i> 5th Level: <i>Wall of Stone, Wall of Iron, Cloudkill, Wall of Iron</i> 6th Level: <i>Monster Summoning IV</i>
3	1st Level: <i>Protection from Evil, Magic Missile, Light, Detect Magic</i> 2nd Level: <i>Darkness, 15' Radius, Wizard Lock, Knock, Web</i> 3rd Level: <i>Lightning Bolt, Fireball x2, Dispel Magic</i> 4th Level: <i>Wall of Fire, Polymorph Other, Dimension Door, Massmorph</i> 5th Level: <i>Passwall, Telekinesis, Cloudkill x2</i> 6th Level: <i>Reincarnation</i>
4	1st Level: <i>Shield x2, Sleep x2</i> 2nd Level: <i>Invisibility, Continual Light, Mirror Image, Detect Invisibility</i> 3rd Level: <i>Dispel Magic, Invisibility, 10' Radius, Monster Summoning I, Lightning Bolt</i> 4th Level: <i>Wall of Fire, Confusion, Wall of Ice x2</i> 5th Level: <i>Teleport, Hold Monster, Wall of Iron, Cloudkill</i> 6th Level: <i>Enchant Item</i>

Magic-User 15th Level

1	<p>1st Level: <i>Hold Portal, Sleep x2, Charm Person x2, Hold Portal</i></p> <p>2nd Level: <i>Detect Evil x2, Web, Wizard Lock x2</i></p> <p>3rd Level: <i>Hold Person, Suggestion, Darkvision, Lightning Bolt x2</i></p> <p>4th Level: <i>Polymorph Other x2, Wall of Ice, Wall of Fire, Limited Teleport</i></p> <p>5th Level: <i>Conj. of Fire Elemental, Magic Jar, Cloudkill, Telekinesis</i></p> <p>6th Level: <i>Disintegrate x2, Shield of Magic, Invisible Stalker</i></p> <p>7th Level: <i>Limited Wish, Charm Plants</i></p>
2	<p>1st Level: <i>Charm Person, Sleep x2, Shield x2, Hold Portal</i></p> <p>2nd Level: <i>Darkness, 15' Radius, Web x2, Detect Evil, Mirror Image</i></p> <p>3rd Level: <i>Suggestion x2, Suggestion, Dispel Magic, Fireball x2</i></p> <p>4th Level: <i>Polymorph Other x2, Wall of Ice, Ice Storm, Limited Teleport</i></p> <p>5th Level: <i>Hold Monster x2, Flesh to Stone, Transmute Rock to Mud</i></p> <p>6th Level: <i>Shield of Magic x2, Death Spell, Lower Water</i></p> <p>7th Level: <i>Mass Invisibility, Phase Door</i></p>
3	<p>1st Level: <i>Hold Portal, Sleep x2, Magic Missile x2, Charm Person</i></p> <p>2nd Level: <i>Web x2, Phantasmal Force, Knock, Detect Evil</i></p> <p>3rd Level: <i>Monster Summoning I, Fireball, Haste, Lightning Bolt x2</i></p> <p>4th Level: <i>Polymorph Self, Ice Storm, Polymorph Other, Wall of Fire, Limited Teleport</i></p> <p>5th Level: <i>Transmute Rock to Mud, Wall of Iron x2, Passwall</i></p> <p>6th Level: <i>Geas, Monster Summoning IV x2, Reincarnation</i></p> <p>7th Level: <i>Reverse Gravity, Charm Plants</i></p>
4	<p>1st Level: <i>Sleep x2, Shield, Magic Missile, Read Magic, Light</i></p> <p>2nd Level: <i>Knock x2, Mirror Image x2, Levitate</i></p> <p>3rd Level: <i>Dispel Magic x2, Fireball, Dispel Magic, Suggestion, Protect from Evil, 10' Radius,</i></p> <p>4th Level: <i>Dimension Door x2, Wall of Ice, Confusion, Wall of Fire</i></p> <p>5th Level: <i>Flesh to Stone, Cloudkill x2, Wall of Iron</i></p> <p>6th Level: <i>Disintegrate x2, Death Spell, Repulsion</i></p> <p>7th Level: <i>Limited Wish, Delayed Blast Fireball</i></p>

Magic-User 18th Level

1	<p>1st Level: <i>Magic Missile x2, Charm Person, Hold Portal x2, Detect Magic, Sleep</i></p> <p>2nd Level: <i>Phantasmal Force, Knock, Web, Strength, Locate Object, Pyrotechnics</i></p> <p>3rd Level: <i>Fireball x3, Monster Summoning I, Invisibility, 10' Radius, Suggestion</i></p> <p>4th Level: <i>Polymorph Other x3, Wall of Ice, Wall of Fire, Massmorph</i></p> <p>5th Level: <i>Wall of Iron x2, Conj. of Earth Elemental x2, Feeblemind, Passwall</i></p> <p>6th Level: <i>Death Spell, Repulsion x2, Shield of Magic, Enchant Item</i></p> <p>7th Level: <i>Power Word (Stun), Mass Invisibility, Power Word(Stun)</i></p> <p>8th Level: <i>Monster Summoning VI x2</i></p> <p>9th Level: <i>Maze</i></p>
2	<p>1st Level: <i>Hold Portal, Read Magic, Sleep x2, Protection from Evil, Shield, Magic Missile</i></p> <p>2nd Level: <i>Detect Thoughts, Detect Evil, Web x3, Detect Evil</i></p> <p>3rd Level: <i>Dispel Magic, Fireball x2, Explosive Runes, Fly, Haste</i></p> <p>4th Level: <i>Dimension Door x2, Confusion, Wall of Fire x3</i></p> <p>5th Level: <i>Flesh to Stone x2, Monster Summoning III Conj. of Fire Elemental, Cloudkill, Teleport</i></p> <p>6th Level: <i>Part Water, Disintegrate, Shield of Magic, Repulsion, Invisible Stalker</i></p> <p>7th Level: <i>Limited Wish, Reverse Gravity, Conjuraction of Demons</i></p> <p>8th Level: <i>Monster Summoning VI, Permanency</i></p> <p>9th Level: <i>Wish</i></p>



Magic User 18th Level (Cont)

3	<p>1st Level: <i>Charm Person, Sleep x2, Detect Magic, Protection from Evil, Magic Missile x2</i></p> <p>2nd Level: <i>Strength, Web, Locate Object, Mirror Image, Detect Thoughts, Pyrotechnics</i></p> <p>3rd Level: <i>Haste, Lightning Bolt x3, Clairaudience, Suggestion</i></p> <p>4th Level: <i>Wall of Fire, Confusion x2, Polymorph Other, Massmorph, Ice Storm</i></p> <p>5th Level: <i>Wall of Iron, Flesh to Stone, Hold Monster, Teleport, Passwall, Conj. of Air Elemental</i></p> <p>6th Level: <i>Death Spell, Disintegrate x3, Monster Summoning IV</i></p> <p>7th Level: <i>Limited Wish, Power Word (Stun), Mass Invisibility</i></p> <p>8th Level: <i>Polymorph Object, Power Word (Blind)</i></p> <p>9th Level: <i>Wish</i></p>
4	<p>1st Level: <i>Charm Person x2, Sleep x2, Detect Magic, Hold Portal, Charm Person, Magic Missile</i></p> <p>2nd Level: <i>Knock x2, Web x2, Detect Invisibility, Strength</i></p> <p>3rd Level: <i>Haste x2, Protect from Evil, 10' Radius, Fireball x2, Clairaudience</i></p> <p>4th Level: <i>Dimension Door x4, Remove Curse, Ice Storm</i></p> <p>5th Level: <i>Passwall, Teleport, Conj. of Fire Elemental, Cloudkill, Teleport, Hold Monster</i></p> <p>6th Level: <i>Death Spell x3, Shield of Magic, Reincarnation</i></p> <p>7th Level: <i>Delayed Blast Fireball, Reverse Gravity, Extension III</i></p> <p>8th Level: <i>Power Word (Blind), Polymorph Object</i></p> <p>9th Level: <i>Prismatic Sphere</i></p>



Cleric 3rd Level

1	1st Level: <i>Cure Light Wounds, Light</i>
2	1st Level: <i>Command, Cure Light Wounds</i>
3	1st Level: <i>Detect Evil, Command</i>
4	1st Level: <i>Light, Detect Magic</i>
5	1st Level: <i>Cure Light Wounds, Command</i>
6	1st Level: <i>Cure Light Wounds x2</i>

Cleric 6th Level

1	1st Level: <i>Cure Light Wounds, Detect Evil</i> 2nd Level: <i>Entangle, Hold Person</i> 3rd Level: <i>Locate Object</i> 4th Level: <i>Cure Serious Wounds</i>
2	1st Level: <i>Cure Light Wounds, Command</i> 2nd Level: <i>Speak with Animals, Hold Person</i> 3rd Level: <i>Speak with Dead</i> 4th Level: <i>Neutralize Poison</i>
3	1st Level: <i>Cure Light Wounds X2</i> 2nd Level: <i>Hold Person, Snake Charm</i> 3rd Level: <i>Remove Curse</i> 4th Level: <i>Create Water</i>
4	1st Level: <i>Cure Light Wounds, Detect Evil</i> 2nd Level: <i>Bless X2</i> 3rd Level: <i>Consecrate</i> 4th Level: <i>Neutralize Poison</i>
5	1st Level: <i>Detect Magic x2</i> 2nd Level: <i>Speak with Animals, Silence, 15-foot Radius</i> 3rd Level: <i>Prayer</i> 4th Level: <i>Cure Serious Wounds</i>
6	1st Level: <i>Cure Light Wounds, Protection from Evil</i> 2nd Level: <i>Bless, Silence, 15-foot Radius</i> 3rd Level: <i>Remove Curse</i> 4th Level: <i>Neutralize Poison</i>

Cleric 9th Level

1	1st Level: <i>Command, Cure Light Wounds, Detect Evil</i> 2nd Level: <i>Silence, 15-foot Radius, Find Traps, Snake Charm</i> 3rd Level: <i>Prayer, Remove Curse, Locate Object</i> 4th Level: <i>Cure Serious Wounds, Protect from Evil, 10' Radius</i> 5th Level: <i>Raise Dead x2</i>
2	1st Level: <i>Protection from Evil, Cure Light Wounds x2</i> 2nd Level: <i>Find Traps, Hold Person, Silence, 15-foot Radius</i> 3rd Level: <i>Continual Light, Speak with Dead, Remove Curse</i> 4th Level: <i>Cure Serious Wounds, Neutralize Poison</i> 5th Level: <i>Raise Dead x2</i>
3	1st Level: <i>Cure Light Wounds x2, Light</i> 2nd Level: <i>Hold Person x3</i> 3rd Level: <i>Cure Disease, Remove Curse, Continual Light</i> 4th Level: <i>Cure Serious Wounds, Protect from Evil, 10' Radius</i> 5th Level: <i>Finger of Death, Raise Dead</i>
4	1st Level: <i>Protection from Evil x2, Detect Magic</i> 2nd Level: <i>Find Traps, Speak with Animals, Hold Person</i> 3rd Level: <i>Continual Light, Speak with Dead, Remove Curse</i> 4th Level: <i>Speak with Plants, Create Water</i> 5th Level: <i>Raise Dead x2</i>
5	1st Level: <i>Detect Evil x2, Cure Light Wounds</i> 2nd Level: <i>Speak with Animals, Silence, 15-foot Radius, Find Traps</i> 3rd Level: <i>Cure Disease x2, Speak with Dead</i> 4th Level: <i>Cure Serious Wounds, Neutralize Poison</i> 5th Level: <i>Raise Dead, Dispel Evil</i>
6	1st Level: <i>Cure Light Wounds x2, Command</i> 2nd Level: <i>Hold Person x2, Entangle</i> 3rd Level: <i>Locate Object x2, Remove Curse</i> 4th Level: <i>Neutralize Poison, Create Water</i> 5th Level: <i>Raise Dead, Insect Plague</i>

Cleric 12th Level

1	<p>1st Level: <i>Protection from Evil, Cure Light Wounds x3</i></p> <p>2nd Level: <i>Find Traps x2, Snake Charm, Hold Person</i></p> <p>3rd Level: <i>Continual Light, Cure Disease, Locate Object, Prayer</i></p> <p>4th Level: <i>Cure Serious Wounds x2, Protect from Evil, 10' Radius, Neutralize Poison</i></p> <p>5th Level: <i>Raise Dead x4</i></p> <p>6th Level: <i>Word of Recall</i></p>
2	<p>1st Level: <i>Command, Cure Light Wounds x3</i></p> <p>2nd Level: <i>Hold Person x2, Speak with Animals, Entangle</i></p> <p>3rd Level: <i>Locate Object x2, Cure Disease, Prayer</i></p> <p>4th Level: <i>Cure Serious Wounds x2, Neutralize Poison x2</i></p> <p>5th Level: <i>Finger of Death x3, Dispel Evil</i></p> <p>6th Level: <i>Animate Object</i></p>
3	<p>1st Level: <i>Cure Light Wounds x3, Protection from Evil</i></p> <p>2nd Level: <i>Find Traps x2, Entangle, Bless</i></p> <p>3rd Level: <i>Consecrate, Speak with Dead, Remove Curse x2</i></p> <p>4th Level: <i>Create Water, Cure Serious Wounds, Neutralize Poison, Speak with Plants</i></p> <p>5th Level: <i>Disenchant Item, Raise Dead, Dispel Evil x2</i></p> <p>6th Level: <i>Word of Recall</i></p>
4	<p>1st Level: <i>Detect Evil, Protection from Evil, Cure Light Wounds x2</i></p> <p>2nd Level: <i>Entangle x2, Hold Person, Silence, 15-foot Radius</i></p> <p>3rd Level: <i>Locate Object, Remove Curse x3</i></p> <p>4th Level: <i>Protect from Evil, 10' Radius x2, Cure Serious Wounds x2</i></p> <p>5th Level: <i>Greater Command, Disenchant Item x2, Finger of Death</i></p> <p>6th Level: <i>Conjuration of Animals</i></p>



Cleric 15th Level

1	<p>1st Level: <i>Cure Light Wounds x2, Command x2, Detect Evil, Protection from Evil</i></p> <p>2nd Level: <i>Speak with Animals x3, Hold Person x2, Bless</i></p> <p>3rd Level: <i>Consecrate, Remove Curse x3, Continual Light x2</i></p> <p>4th Level: <i>Neutralize Poison, Cure Serious Wounds, Create Water, Speak with Plants, Sticks to Snakes</i></p> <p>5th Level: <i>Raise Dead x2, Greater Command x2, Disenchant Item</i></p> <p>6th Level: <i>Blade Barrier, Word of Recall</i></p>
2	<p>1st Level: <i>Protection from Evil, Command x2, Cure Light Wounds x3</i></p> <p>2nd Level: <i>Silence, 15-foot Radius x2, Hold Person x2, Bless x2</i></p> <p>3rd Level: <i>Cure Disease x3, Continual Light, Remove Curse x2</i></p> <p>4th Level: <i>Create Water x2, Cure Serious Wounds, Neutralize Poison, Protect from Evil, 10' Radius, Speak with Plants</i></p> <p>5th Level: <i>Raise Dead, Quest, Greater Command, Insect Plague, Finger of Death</i></p> <p>6th Level: <i>Blade Barrier x2</i></p>
3	<p>1st Level: <i>Detect Magic, Cure Light Wounds x3, Command, Light</i></p> <p>2nd Level: <i>Entangle x2, Silence, 15-foot Radius x2, Hold Person, Bless</i></p> <p>3rd Level: <i>Locate Object x2, Speak with Dead, Continual Light x2, Cure Disease</i></p> <p>4th Level: <i>Cure Serious Wounds x4, Neutralize Poison</i></p> <p>5th Level: <i>Finger of Death, Raise Dead x3, Dispel Evil</i></p> <p>6th Level: <i>Find the Path, Speak with Monsters</i></p>
4	<p>1st Level: <i>Protection from Evil, Command x3, Cure Light Wounds x2</i></p> <p>2nd Level: <i>Silence, 15-foot Radius x3, Hold Person, Find Traps, Hold Person</i></p> <p>3rd Level: <i>Remove Curse x2, Locate Object x2, Speak with Dead, Prayer</i></p> <p>4th Level: <i>Neutralize Poison x2, Cure Serious Wounds x2, Protect from Evil, 10' Radius</i></p> <p>5th Level: <i>Raise Dead x2, Greater Command, Finger of Death, Lesser Restoration</i></p> <p>6th Level: <i>Find the Path, Blade Barrier</i></p>

Cleric 18th Level

1	<p>1st Level: <i>Detect Evil x2, Cure Light Wounds x2, Command x2, Light</i></p> <p>2nd Level: <i>Speak with Animals, Hold Person x3, Silence, 15-foot Radius, Entangle, Find Traps</i></p> <p>3rd Level: <i>Cure Disease x2, Locate Object, Continual Light, Prayer x2, Remove Curse</i></p> <p>4th Level: <i>Protect from Evil, 10' Radius x2, Cure Serious Wounds x4, Speak with Plants</i></p> <p>5th Level: <i>Raise Dead x4, Commune, Greater Command, Quest</i></p> <p>6th Level: <i>Speak with Monsters, Animate Object, Find the Path x2</i></p> <p>7th Level: <i>Symbol</i></p>
2	<p>1st Level: <i>Detect Magic, Detect Evil, Light, Command, Cure Light Wounds x2, Protection from Evil</i></p> <p>2nd Level: <i>Speak with Animals, Hold Person, Bless x3, Snake Charm, Entangle</i></p> <p>3rd Level: <i>Remove Curse, Speak with Dead, Locate Object, Cure Disease x2, Prayer, Continual Light</i></p> <p>4th Level: <i>Neutralize Poison x2, Protect from Evil, 10' Radius, Cure Serious Wounds x2, Sticks to Snakes, Create Water</i></p> <p>5th Level: <i>Commune x2, Create Food, Raise Dead, Quest, Dispel Evil, Greater Command</i></p> <p>6th Level: <i>Blade Barrier, Word of Recall, Exorcise, Conjuraction of Animals</i></p> <p>7th Level: <i>Aerial Servant</i></p>
3	<p>1st Level: <i>Command, Light, Cure Light Wounds x3, Detect Evil, Protection from Evil</i></p> <p>2nd Level: <i>Hold Person x3, Entangle x2,, Speak with Animals, Silence, 15-foot Radius</i></p> <p>3rd Level: <i>Cure Disease x3, Remove Curse x2, Prayer</i></p> <p>4th Level: <i>Speak with Plants x2, Neutralize Poison, Sticks to Snakes, Cure Serious Wounds x2, Create Water</i></p> <p>5th Level: <i>Commune, Lesser Restoration, Raise Dead x2, Finger of Death x2, Dispel Evil</i></p> <p>6th Level: <i>Animate Object x2, Find the Path, Exorcise</i></p> <p>7th Level: <i>Aerial Servant</i></p>
4	<p>1st Level: <i>Detect Magic, Command x3, Cure Light Wounds x2, Protection from Evil</i></p> <p>2nd Level: <i>Speak with Animals, Entangle, Hold Person x3, Find Traps, Silence, 15-foot Radius</i></p> <p>3rd Level: <i>Speak with Dead, Prayer x2, Continual Light, Cure Disease x2, Locate Object</i></p> <p>4th Level: <i>Neutralize Poison x2, Cure Serious Wounds x3, Create Water, Sticks to Snakes</i></p> <p>5th Level: <i>Greater Command, Dispel Evil x2, Raise Dead x2, Quest, Finger of Death</i></p> <p>6th Level: <i>Find the Path, Exorcise, Word of Recall x2</i></p> <p>7th Level: <i>Resurrection</i></p>

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