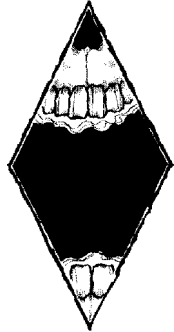


First-Level Priest Spells

Allergy Field
Analyze Balance
Animal Friendship
Anti-Vermin Barrier
Astral Celerity
Battlefate
Beastmask
Bless
Blessed Watchfulness
Calculate
Call Upon Faith
Calm Animals
Combine
Command
Courage
Create Water
Cure Light Wounds
Detect Evil
Detect Magic
Detect Poison
Detect Snares & Pits
Dispel Fatigue
Ebony Hand
Emotion Read
Endure Heat/Endure Cold
Entangle
Faerie Fire
Firelight
Invisibility to Animals
Invisibility to Undead
Know Age
Know Direction
Know Time
Light
Locate Animals or Plants
Log of Everburning
Magical Stone
Mistaken Missive
Morale
Orison
Pass Without Trace
Personal Reading
Protection from Chaos
Protection From Evil
Puffball
Purify Food & Drink
Recover Trail
Remove Fear
Revitalize Animal
Ring of Hands*
Sacred Guardian
Sanctuary
Shillelagh
Skeletal Servant
Speak With Astral Traveler
Spectral Senses
Strength of Stone
Sunscorch
Thought Capture
Undead Alacrity
Weighty Chest
Whisperward
Wind Column



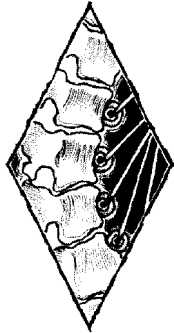
Second-Level Priest Spells

Animal Eyes
Animal Spy
Astral Awareness
Augury
Aura of Comfort
Barkskin
Beastspite
Calm Chaos
Chant
Chaos Ward
Charm Person or Mammal
Create Holy Symbol
Cure Moderate Wounds
Detect Charm
Dissension's Feast
Draw Upon Holy Might
Dust Devil
Emotion Perception
Enthrall
Ethereal Barrier
Find Traps
Fire Trap
Flame Blade
Fortifying Stew
Frisky Chest
Gift of Speech
Goodberry
Hear Heartbeat
Heat Metal
Hesitation
Hold Person
Idea
Iron Vigil
Know Alignment
Lighten Load
Locate Animal Follower
Messenger
Mind Read
Moment
Music of the Spheres
Mystic Transfer*
Nap
Obscurement
Produce Flame
Rally
Resist Acid and Corrosion
Resist Fire/Resist Cold
Resist Turning
Restore Strength
Sanctify*
Silence, 15' Radius
Slow Poison
Snake Charm
Soften Earth and Stone
Speak With Animals
Spiritual Hammer
Trip
Warp Wood
Watery Fist
Withdraw
Wyvern Watch
Zone of Truth



Third-Level Priest Spells

Accelerate Healing
Adaptation
Animal Trick
Animate Dead
Astral Window
Call Follower
Call Lightning
Caltrops
Chatterbark
Choose Future
Continual Light
Control Animal
Create Campsite
Create Food & Water
Cure Blindness or Deafness
Cure Disease
Death's Door
Detect Spirits
Dictate
Dispel Magic
Efficacious Monster Ward
Emotion Control
Etherealness
Extradimensional Detection
Feign Death
Flame Walk
Fortify
Glyph of Warding
Helping Hand
Hold Animal
Hold Poison
Invisibility Purge
Know Customs
Life Drain
Line of Protection*
Locate Object
Magical Vestment
Meld Into Stone
Memory Read
Miscast Magic
Moment Reading
Negative Plane Protection
Pass Without Trace, 10' Radius
Plant Growth
Polymorph Plant
Prayer
Protection From Fire
Pyrotechnics
Random Causality
Remove Curse
Remove Paralysis
Repair Injury
Rigid Thinking
Shape Wood
Slow Rot
Snare
Speak With Dead
Spike Growth
Spirit Bind
Squeaking Floors
Starshine
Stone Shape
Strength of One
Summon Animal Spirit
Summon Insects
Telepathy
Telethaumaturgy
Thief's Lament
Tree
Unearthly Choir*
Unfailing Premonition
Water Breathing
Water Walk
Weather Prediction
Wind Servant
Zone of Sweet Air



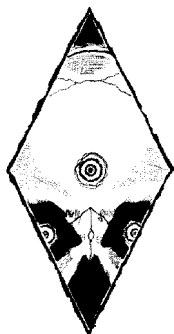
Fourth-Level Priest Spells

Abjure
Adamantite Mace
Addition
Age Plant
Animal Summoning I
Blessed Warmth
Body Clock
Call Woodland Beings
Cause Insanity
Chaotic Combat
Chaotic Sleep
Circle of Privacy
Cloak of Bravery
Compulsive Order
Control Temperature, 10' Radius
Cure Serious Wounds
Defensive Harmony
Detect Animal Attacker
Detect Lie
Dimensional Anchor
Dimensional Folding
Divination
Earthmaw
Entrench
Fire Purge
Focus*
Fortify*
Free Action
Genius
Giant Insect
Hallucinatory Forest
Heart Blight
Hold Plant
Hunger
Imbue With Spell Ability
Inverted Ethics
Join With Astral Traveler
Knurl
Leadership
Lower Water
Mental Domination
Modify Memory
Needlestorm
Neutralize Poison
Omniscient Eye
Plague Curse
Plant Door
Probability Control
Produce Fire
Protection From Evil, 10' Radius
Protection From Lightning
Rapport
Recitation
Reflecting Pool
Repel Insects
Solipsism
Speak With Plants
Spell Immunity
Sticks to Snakes
Suspended Animation
Tanglefoot
Thought Broadcast
Tongues
Tree Steed
Unfailing Endurance
Uplift*
Weather Stasis
Windborne



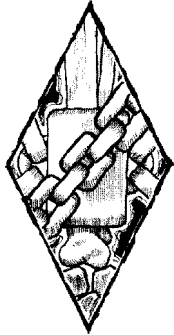
Fifth-Level Priest Spells

Age Object
Air Walk
Animal Growth
Animal Summoning II
Animate Flame
Antiplant Shell
Atonement
Barrier of Retention
Blessed Abundance
Champion's Strength
Chaotic Commands
Clear Path
Cloud of Purification
Cloudscape
Commune
Commune With Nature
Consequence
Control Winds
Cure Critical Wounds
Dimensional Translocation
Disguise
Dispel Evil
Easy March
Elemental Forbiddance
Extradimensional Manipulation
Extradimensional Pocket
Flame Strike
Grounding
Illusory Artillery
Impeding Permission
Impregnable Mind
Insect Plague
Magic Font
Meld*
Memory Wrack
Mindshatter
Moonbeam
Nature's Charm
Othertime
Pass Plant
Plane Shift
Produce Ice
Quest
Rainbow
Raise Dead
Repeat Action
Righteous Wrath of the Faithful
Scourge
Shrieking Walls
Spike Stones
Strengthen Stone
Thornwrack
Thoughtwave*
Time Pool
Transmute Rock to Mud
True Seeing
Unceasing Vigilance of the Holy Sentinel
Undead Regeneration
Undead Spell Focus
Undead Ward
Wall of Fire



Sixth-Level Priest Spells

Aerial Servant
Age Creature
Animal Summoning III
Animate Object
Antianimal Shell
Asphyxiate
Blade Barrier
Command Monster
Conjure Animals
Conjure Fire Elemental
Crushing Walls
Disbelief
Dragonbane
Earthwreck
Entropy Shield
Find the Path
Fire Seeds
Forbiddance
Gravity Variation
Group Mind
Heal
Heroes' Feast
Ivy Siege
Land of Stability
Legal Thoughts
Liveoak
Monster Mount
Part Water
Physical Mirror
Reverse Time
Seclusion
Skip Day
Sol's Searing Orb
Speak With Monsters
Spiritual Wrath*
Stone Tell
Summon Undead
The Great Circle*
Transmute Water to Dust
Transport Via Plants
Turn Wood
Wall of Thorns
Weather Summoning
Whirlwind
Word of Recall



Seventh-Level Priest Spells

Age Dragon
Animate Rock
Antimineral Shell
Astral Spell
Breath of Life
Changestaff
Chariot of Sustarre
Confusion
Conjure Air or Water Elemental
Conjure Earth Elemental
Control Weather
Creeping Doom
Death Pact
Divine Inspiration
Earthquake
Exaction
Fire Storm
Gate
Holy Word
Hovering Road
Illusory Fortifications
Impervious Sanctity of Mind
Mind Tracker
Regenerate
Reincarnate
Restoration
Resurrection
Shadow Engines
Spacewarp
Spirit of Power*
Succor
Sunray
Symbol
Tentacle Walls
Timelessness
Transmute Metal to Wood

Tree Spirit
Tsunami
Uncontrolled Weather
Unwilling Wood
Wind Walk



Quest Spells

Abundance
Animal Horde
Circle of Sunmotes
Conformance
Elemental Swarm
Etherwalk
Fear Contagion
Health Blessing
Highway
Imago Interrogation
Implosion/Inversion
Interdiction
Mindnet
Planar Quest
Preservation
Revelation
Reversion
Robe of Healing
Siege Wall
Shooting Stars
Sphere of Security
Spiral of Degeneration
Stalker
Storm of Vengeance
Transformation
Undead Plague
Warband Quest
Ward Matrix
Wolf Spirits