

PRIEST SPELLS

1st level	Bless	Curse	Protection from Evil
	Cause Light Wounds	Detect Evil	Remove Fear
	Command Word: Die	Entangle	Sanctuary
	Cure Light Wounds	Magical Stone	Shillelagh
			Suncorch
2nd level	Aid	Charm Person or Mammal	Hold Person
	Alicorn Lance	Cure Moderate Wounds	Know Alignment
	Barkskin	Draw Upon Holy Might	Resist Fire and Cold
	Beast Claw	Find Traps	Silence, 15' Radius
	Cause Moderate Wounds	Flame Blade	Slow Poison
	Chant	Goodberry	Spiritual Hammer
3rd level	Animate Dead	Hold Animal	Remove Curse
	Call Lightning	Holy Smite	Remove Paralysis
	Cause Disease	Invisibility Purge	Rigid Thinking
	Circle of Bones	Miscast Magic	Spike Growth
	Cloudburst	Mold Touch	Storm Shell
	Dispel Magic	Moonblade	Strength of One
	Exaltation	Prayer	Unholy Blight
	Glyph of Warding	Protection from Fire	
4th level	Animal Summoning I	Free Action	Protection from Lightning
	Blood Rage	Giant Insect	Recitation
	Cause Serious Wounds	Mental Domination	Smashing Wave
	Cloak of Fear	Neutralize Poison	Star Metal Cudgel
	Cloud of Pestilence	Poison	Static Charge
	Cure Serious Wounds	Produce Fire	Thorn Spray
	Defensive Harmony	Protection from Evil, 10' Radius	Unfailing Endurance
			Wall of Moonlight
5th level	Animal Rage	Flame Strike	Righteous Wrath of the Faithful
	Animal Summoning II	Greater Command	Shield of Lathander
	Cause Critical Wounds	Insect Plague	Slay Living
	Champion's Strength	Magic Resistance	Spike Stones
	Chaotic Commands	Raise Dead	Undead Ward
	Cure Critical Wounds		

6th level	Animal Summoning III	Entropy Shield	Sol's Searing Orb
	Blade Barrier	Fire Seeds	Spiritual Wrath
	Conjure Fire Elemental	Ham	Whirlwind
		Heal	
7th level	Confusion	Greater Shield of Lathander	Sunray
	Conjure Earth Elemental	Holy Word	Symbol of Hopelessness
	Creeping Doom	Impervious Sanctity of Mind	Symbol of Pain
	Destruction	Mist of Eldath	Unholy Word
	Earthquake	Resurrection	
	Fire Storm	Stalker	

MAGE SPELLS

1st level	Armor	Friends	Protection from Evil
	Burning Hands	Grease	Protection from Petrification
	Charm Person	Identify	Shield
	Chill Touch	Infravision	Shocking Grasp
	Chromatic Orb	Larloch's Minor Drain	Sleep
	Color Spray	Magic Missile	
2nd level	Agannazar's Scorchers	Ghoul Touch	Mirror Image
	Blindness	Horror	Resist Fear
	Blur	Invisibility	Snilloc's Snowball Swarm
	Cat's Grace	Knock	Stinking Cloud
	Decastave	Know Alignment	Strength
	Detect Evil	Luck	Vocalize
	Detect Invisibility	Melf's Acid Arrow	Web
3rd level	Dire Charm	Hold Person	Protection from Normal Missiles
	Dispel Magic	Icelandice	Skull Trap
	Fireball	Lance of Disruption	Slow
	Flame Arrow	Lightning Bolt	Vampiric Touch
	Ghost Armor	Monster Summoning I	
	Haste	Nondetection	

4th level	Beltyn's Burning Blood	Greater Malison	Remove Curse
	Confusion	Ice Storm	Shadow Monsters
	Dimension Door	Improved Invisibility	Shout
	Emotion: Courage	Minor Globe of Invulnerability	Spirit Armor
	Emotion: Fear	Monster Summoning II	Stoneskin
	Emotion: Hope	Mordenkainen's Force Missiles	Vitriolic Sphere
	Emotion: Hopelessness	Otiluke's Resilient Sphere	
5th level	Animate Dead	Conjure Water Elemental	Lower Resistance
	Chaos	Contact Other Plane	Monster Summoning III
	Cloudkill	Demi-Shadow Monsters	Shroud of Flame
	Cone of Cold	Domination	Summon Shadow
	Conjure Earth Elemental	Feeblemind	Sunfire
	Conjure Fire Elemental	Hold Monsters	
6th level	Antimagic Shell	Flesh to Stone	Power Word: Silence
	Chain Lightning	Globe of Invulnerability	Shades
	Darts of Bone	Invisible Stalker	Soul Eater
	Death Fog	Lich Touch	Stone to Flesh
	Death Spell	Monster Summoning IV	Tenser's Transformation
	Disintegrate	Otiluke's Freezing Sphere	Trollish Fortitude
7th level	Acid Storm	Monster Summoning V	Prismatic Spray
	Finger of Death	Mordenkainen's Sword	Seven Eyes
	Mass Invisibility	Power Word, Stun	Suffocate
8th level	Abi-Dalzim's Horrid Wilting	Iron Body	Power Word, Blind
	Great Shout	Mind Blank	
	Incendiary Cloud	Monster Summoning VI	
9th level	Monster Summoning VII	Power Word, Kill	

ICEWIND



ICEWIND HEART WINTER

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