

Cleric Spell Sheet

0-Level Cleric Spells

- **Create Water:** Creates 2 gallons/level of pure water.
- **Cure Minor Wounds*:** Cures 1 point of damage.
- **Detect Magic:** Detects spells and magic items within 60 ft.
- **Detect Poison:** Detects poison in one creature or object.
- **Guidance:** +1 on one attack roll, saving throw, or skill check.
- **Light*:** Object shines like a torch.
- **Mending:** Makes minor repairs on an object.
- **Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.
- **Read Magic:** Read scrolls and spellbooks.
- **Resistance*:** Subject gains +1 on saving throws.
- **Virtue:** Subject gains 1 temporary hp.

1st-Level Cleric Spells

- **Bless*:** Allies gain +1 on attack rolls and saves against fear.
- **Bless Water*:** Makes holy water.
- **Command:** One subject obeys selected command for 1 round.
- **Comprehend Languages*:** You understand all spoken and written languages.
- **Cure Light Wounds*:** Cures 1d8 damage +1/level (max +5).
- **Deathwatch:** Reveals how near death subjects within 30 ft. are.
- **Detect Evil*:** Reveals creatures, spells, or objects of selected alignment.
- **Detect Undead:** Reveals undead within 60 ft.
- **Divine Favor:** You gain +1 per three levels on attack and damage rolls.
- **Doom:** One subject takes -2 on attack rolls, damage rolls, saves, and checks.
- **Endure Elements:** Exist comfortably in hot or cold environments.
- **Entropic Shield:** Ranged attacks against you have 20% miss chance.
- **Hide from Undead:** Undead can't perceive one subject/level.
- **Magic Stone:** Three stones gain +1 on attack, deal 1d6 +1 damage.
- **Magic Weapon:** Weapon gains +1 bonus.
- **Obscuring Mist:** Fog surrounds you.
- **Protection from Evil*:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

- **Remove Fear*:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
- **Sanctuary:** Opponents can't attack you, and you can't attack.
- **Shield of Faith:** Aura grants +2 or higher deflection bonus.
- **Summon Monster I:** Calls creature to fight for you.

2nd-Level Cleric Spells

- **Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
- **Augury:** Learns whether an action will be good or bad.
- **Bull's Strength:** Subject gains +4 to Str for 1 min./level.
- **Calm Emotions:** Calms creatures, negating emotion effects.
- **Consecrate*:** Fills area with positive energy, making undead weaker.
- **Cure Moderate Wounds*:** Cures 2d8 damage +1/level (max +10).
- **Death Knell:** Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.
- **Delay Poison:** Stops poison from harming subject for 1 hour/level.
- **Enthrall:** Captivates all within 100 ft. + 10 ft./level.
- **Find Traps:** Notice traps as a rogue does.
- **Gentle Repose:** Preserves one corpse.
- **Hold Person:** Paralyzes one humanoid for 1 round/level.
- **Make Whole:** Repairs an object.
- **Remove Paralysis:** Frees one or more creatures from paralysis or *slow* effect.
- **Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.
- **Restoration, Lesser:** Dispels magical ability penalty or repairs 1d4 ability damage.
- **Shatter:** Sonic vibration damages objects or crystalline creatures.
- **Shield Other:** You take half of subject's damage.
- **Silence:** Negates sound in 20-ft. radius.
- **Sound Burst:** Deals 1d8 sonic damage to subjects; may stun them.
- **Spiritual Weapon:** Magic weapon attacks on its own.
- **Status:** Monitors condition, position of allies.
- **Summon Monster II:** Calls creature to fight for you.
- **Zone of Truth:** Subjects within

range can not lie.

3rd-Level Cleric Spells

- **Animate Dead:** Creates undead skeletons and zombies.
 - **Continual Light:** Makes a permanent, heatless torch.
 - **Create Food and Water:** Feeds three humans (or one horse)/level.
 - **Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).
 - **Daylight*:** 60-ft. radius of bright light. shadow in 60-ft. radius.
 - **Dispel Magic:** Cancels spells and magical effects.
 - **Glyph of Warding:** Inscription harms those who pass it.
 - **Helping Hand:** Ghostly hand leads subject to you.
 - **Invisibility Purge:** Dispels invisibility within 5 ft./level.
 - **Locate Object:** Senses direction toward object (specific or type).
 - **Magic Circle against Evil*:** As *protection* spells, but 10-ft. radius and 10 min./level.
 - **Magic Vestment:** Armor or shield gains +1 enhancement per four levels.
 - **Meld into Stone:** You and your gear merge with stone.
 - **Prayer:** Allies +1 bonus on most rolls, enemies -1 penalty.
 - **Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.
 - **Remove Blindness/Deafness*:** Cures normal or magical conditions.
 - **Remove Curse*:** Frees object or person from curse.
 - **Remove Disease*:** Cures all diseases affecting subject.
 - **Searing Light:** Ray deals 1d8/two levels damage, more against undead.
 - **Speak with Dead:** Corpse answers one question/two levels.
 - **Stone Shape:** Sculpts stone into any shape.
 - **Summon Monster III:** Calls creature to fight for you.
 - **Water Breathing:** Subjects can breathe underwater.
 - **Water Walk:** Subject treads on water as if solid.
 - **Wind Wall:** Deflects arrows, smaller creatures, and gases.
- ### 4th-Level Cleric Spells
- **Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).
 - **Control Water:** Raises or lowers bodies of water.
 - **Cure Critical Wounds*:** Cures

4d8 damage +1/level (max +20).

□□□ Death Ward: Grants immunity to death spells and negative energy effects.

□□□ Dimensional Anchor: Bars extra-dimensional movement.

□□□ Discern Lies: Reveals deliberate falsehoods.

□□□ Dismissal: Forces a creature to return to native plane.

□□□ Divination: Provides useful advice for specific proposed actions.

□□□ Divine Power: You gain attack bonus, +6 to Str, and 1 hp/level.

□□□ Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

□□□ Imbue with Spell Ability: Transfer spells to subject.

□□□ Magic Weapon, Greater: +1 bonus/four levels (max +5).

□□□ Neutralize Poison*: Immunizes subject against poison, detoxifies venom in or on subject.

□□□ Planar Ally, Lesser: Exchange services with a 6 HD extraplanar creature.

□□□ Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

□□□ Restoration: Restores level and ability score drains.

□□□ Sending: Delivers short message anywhere, instantly.

□□□ Spell Immunity: Subject is immune to one spell per four levels.

□□□ Summon Monster IV: Calls creature to fight for you.

□□□ Tongues: Speak any language.

5th-Level Cleric Spells

□□□ Atonement: Removes burden of misdeeds from subject.

□□□ Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

□□□ Command, Greater: As *command*, but affects one subject/level.

□□□ Commune: Deity answers one yes-or-no question/level.

□□□ Cure Light Wounds, Mass*: Cures 1d8 damage +1/level for many creatures.

□□□ Dispel Evil*: +4 bonus against attacks.

□□□ Disrupting Weapon: Melee weapon destroys undead.

□□□ Flame Strike: Smite foes with divine fire (1d6/level damage).

□□□ Hallow*: Designates location as holy.

□□□ Insect Plague: Locust swarms attack creatures.

□□□ Mark of Justice: Designates action that will trigger *curse* on subject.

□□□ Plane Shift: As many as eight subjects travel to another plane.

□□□ Raise Dead*: Restores life to subject who died as long as one day/level ago.

□□□ Righteous Might: Your size increases, and you gain combat bonuses.

□□□ Scrying: Spies on subject from a distance.

□□□ Spell Resistance: Subject gains SR 12 + level.

□□□ Summon Monster V: Calls creature to fight for you.

□□□ Symbol of Pain: Triggered rune wracks nearby creatures with pain.

□□□ Symbol of Sleep: Triggered rune puts nearby creatures into catatonic slumber.

□□□ True Seeing: Lets you see all things as they really are.

□□□ Wall of Stone: Creates a stone wall that can be shaped.

6th-Level Cleric Spells

□□□ Animate Objects: Objects attack your foes.

□□□ Antilife Shell: 10-ft. field hedges out living creatures.

□□□ Banishment: Banishes 2 HD/level of extraplanar creatures.

□□□ Blade Barrier: Wall of blades deals 1d6/level damage.

□□□ Bull's Strength, Mass: As *bull's strength*, affects one subject/level.

□□□ Create Undead: Create ghouls, ghosts, mummies, or mohrgs.

□□□ Cure Moderate Wounds, Mass*: Cures 2d8 damage +1/level for many creatures.

□□□ Dispel Magic, Greater: As *dispel magic*, but up to +20 on check.

□□□ Find the Path: Shows most direct way to a location.

□□□ Forbiddance: Blocks planar travel.

□□□ Geas/Quest: As *lesser geas*, plus it affects any creature.

□□□ Glyph of Warding, Greater: As *glyph of warding*, but up to 10d8 damage or 6th-level spell.

□□□ Heal*: Cures 10 points/level of damage, all diseases and mental conditions.

□□□ Heroes' Feast: Food for one creature/level cures and grants combat bonuses.

□□□ Planar Ally: As *lesser planar ally*, but up to 12 HD.

□□□ Summon Monster VI: Calls creature to fight for you.

□□□ Symbol of Fear: Triggered rune panics nearby creatures.

□□□ Symbol of Persuasion:

Triggered rune charms nearby creatures.

□□□ Undeath to Death: Destroys 1d4 HD/level undead (max 20d4).

□□□ Wind Walk: You and your allies turn vaporous and travel fast.

□□□ Word of Recall: Teleports you back to designated place.

7th-Level Cleric Spells

□□□ Control Weather: Changes weather in local area.

□□□ Cure Serious Wounds, Mass*: Cures 3d8 damage +1/level for many creatures.

□□□ Destruction: Kills subject and destroys remains.

□□□ Ethereal Jaunt: You become ethereal for 1 round/level.

□□□ Holy Word*: Kills, paralyzes, blinds, or deafens nongood subjects.

□□□ Refuge: Alters item to transport its possessor to you.

□□□ Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

□□□ Repulsion: Creatures can't approach you.

□□□ Restoration, Greater: As *restoration*, plus restores all levels and ability scores.

□□□ Resurrection: Fully restore dead subject.

□□□ Scrying, Greater: As *scrying*, but faster and longer.

□□□ Summon Monster VII: Calls creature to fight for you.

□□□ Symbol of Stunning: Triggered rune stuns nearby creatures.

□□□ Symbol of Weakness: Triggered rune weakens nearby creatures.

8th-Level Cleric Spells

□□□ Antimagic Field: Negates magic within 10 ft.

□□□ Create Greater Undead: Create shadows, wraiths, spectres, or devourers.

□□□ Cure Critical Wounds, Mass*: Cures 4d8 damage +1/level for many creatures.

□□□ Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.

□□□ Discern Location: Reveals exact location of creature or object.

□□□ Earthquake: Intense tremor shakes 80-ft.-radius.

□□□ Fire Storm: Deals 1d6/level fire damage.

□□□ Holy Aura*: +4 to AC, +4 resistance, against evil spells.

☐☐☐ **Planar Ally, Greater:** As *lesser planar ally*, but up to 18 HD.

☐☐☐ **Spell Immunity, Greater:** As *spell immunity*, but up to 8th-level spells.

☐☐☐ **Summon Monster VIII:** Calls creature to fight for you.

☐☐☐ **Symbol of Death:** Triggered rune slays nearby creatures.

☐☐☐ **Symbol of Insanity:** Triggered rune renders nearby creatures insane.

9th-Level Cleric Spells

☐☐☐ **Energy Drain:** Subject gains 2d4 negative levels.

☐☐☐ **Gate:** Connects two planes for travel or summoning.

☐☐☐ **Heal, Mass*:** As *heal*, but with several subjects.

☐☐☐ **Implosion:** Kills one creature/round.

☐☐☐ **Miracle:** Requests a deity's intercession.

☐☐☐ **Soul Bind:** Traps newly dead soul to prevent *resurrection*.

☐☐☐ **Storm of Vengeance:** Storm rains acid, lightning, and hail.

☐☐☐ **Summon Monster IX:** Calls creature to fight for you.

☐☐☐ **True Resurrection:** As *resurrection*, plus remains aren't needed.