

Cleric Level 0

							Spells/Day _____	Spells known _____		DC _____
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
<input type="checkbox"/> Bleed	Ne	VS	1 act	close	one living creature	instantaneous	Will neg	yes	Cause a stabilized creature to resume dying.	
<input type="checkbox"/> Create Water	Co	VS	1 act	close	up to 2 gallons of water/level	instantaneous	none	no	Creates 2 gallons/level of pure water.	
<input type="checkbox"/> Detect Magic	Di	VS	1 act	60 ft.	cone-shaped emanation	conc, min./lvl(D)	none	no	Detects spells and magic items within 60 ft.	
<input type="checkbox"/> Detect Poison	Di	VS	1 act	close	one creature, one object, or a 5-ft. cubeone creature, one object, or a 5-ft. cube	instantaneous	none	no	Detects poison in one creature or object.	
<input type="checkbox"/> Guidance	Di	VM	1 act	touch	creature touched	1 min or until discharged	Will neg	yes	+1 on one attack roll, saving throw, or skill check.	
<input type="checkbox"/> Light	Ev	VM/DF	1 act	touch	object touched	10 min./lvl	none	no	Object shines like a torch.	
<input type="checkbox"/> Mending	Tr	VS	10 mins	10 ft.	one object of up to 1 lb./level	instantaneous	Will neg	yes	Makes minor repairs on an object.	
<input type="checkbox"/> Purify Food and Drink	Tr	VS	1 act	10 ft.	1 cu. ft./level of contaminated food and water	instantaneous	Will neg	yes	Purifies 1 cu. ft./level of food or water.	
<input type="checkbox"/> Read Magic	Di	VSF	1 act	personal	you	10 min./lvl			Read scrolls and spellbooks.	
<input type="checkbox"/> Resistance	Ab	VSM/DF	1 act	touch	creature touched	1 min	Will neg	yes	Subject gains +1 on saving throws.	
<input type="checkbox"/> Stabilize	Co	VS	1 act	close	one living creature	instantaneous	Will neg	yes	Cause a dying creature to stabilize.	
<input type="checkbox"/> Virtue	Tr	VSDF	1 act	touch	creature touched	1 min.	none	yes	Subject gains 1 temporary hp.	

Cleric Level 1

							Spells/Day _____	Spells known _____		DC _____
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
<input type="checkbox"/> Bane	En	VSDF	1 act	50 ft.	50-ft.-radius burst, centered on you	1 min./lvl	Will neg	yes	Enemies take -1 on attack rolls and saves against fear.	
<input type="checkbox"/> Bless	En	VSDF	1 act	50 ft.	The caster and all allies within a 50-ft. burst, centered on the caster	1 min./lvl	none	yes	Allies gain +1 on attack rolls and saves against fear.	
<input type="checkbox"/> Bless Water	Tr	VSM*	1 min	touch	flask of water touched	instantaneous	Will neg	yes	Makes holy water.	
<input type="checkbox"/> Cause Fear	Ne	VS	1 act	close	one living creature with 5 or fewer HD	1d4 rnds or 1 rnd; see text	Will partial	yes	One creature of 5 HD or less flees for 1d4 rounds.	
<input type="checkbox"/> Command	En	V	1 act	close	one living creature	1 rnd	Will neg	yes	One subject obeys selected command for 1 round.	
<input type="checkbox"/> Comprehend Languages	Di	VSM/DF	1 act	personal	you	10 min./lvl			You understand all languages.	
<input type="checkbox"/> Cure Light Wounds	Co	VS	1 act	touch	creature touched	instantaneous	Will half*	yes*	Cures 1d8 damage + 1/level (max +5).	
<input type="checkbox"/> Curse Water	Ne	VSM*	1 min	touch	flask of water touched	instantaneous	Will neg	yes	Makes unholy water.	
<input type="checkbox"/> Deathwatch	Ne	VS	1 act	30 ft.	cone-shaped emanation	10 min./lvl	none	no	Reveals how near death subjects within 30 ft. are.	
<input type="checkbox"/> Detect Chaos	Di	VSDF	1 act	60 ft.	cone-shaped emanation	conc, 10 min./lvl(D)	none	no	Reveals creatures, spells, or objects of selected alignment.	
<input type="checkbox"/> Detect Evil	Di	VSDF	1 act	60 ft.	cone-shaped emanation	conc, 10 min./lvl(D)	none	no	Reveals creatures, spells, or objects of selected alignment.	
<input type="checkbox"/> Detect Good	Di	VSDF	1 act	60 ft.	cone-shaped emanation	conc, 10 min./lvl(D)	none	no	Reveals creatures, spells, or objects of selected alignment.	
<input type="checkbox"/> Detect Law	Di	VSDF	1 act	60 ft.	cone-shaped emanation	conc, 10 min./lvl(D)	none	no	Reveals creatures, spells, or objects of selected alignment.	
<input type="checkbox"/> Detect Undead	Di	VSM/DF	1 act	60 ft.	cone-shaped emanation	conc, 1 min./lvl(D)	none	no	Reveals undead within 60 ft.	
<input type="checkbox"/> Divine Favor	Ev	VSDF	1 act	personal	you	1 min			You gain +1 per three levels on attack and damage rolls.	
<input type="checkbox"/> Doom	Ne	VSDF	1 act	medium	one living creature	1 min./lvl	Will neg	yes	One subject takes -2 on attack rolls, damage rolls, saves, and checks.	
<input type="checkbox"/> Endure Elements	Ab	VS	1 act	touch	creature touched	24 hs	Will neg	yes	Exist comfortably in hot or cold regions.	
<input type="checkbox"/> Entropic Shield	Ab	VS	1 act	personal	you	1 min./lvl(D)			Ranged attacks against you have 20% miss chance.	
<input type="checkbox"/> Hide from Undead	Ab	VSDF	1 act	touch	one touched creature/level	10 min./lvl(D)	Will neg*	yes	Undead can't perceive one subject/level.	
<input type="checkbox"/> Inflict Light Wounds	Ne	VS	1 act	touch	creature touched	instantaneous	Will half	yes	Touch deals 1d8 damage +1/level (max +5).	
<input type="checkbox"/> Magic Stone	Tr	VSDF	1 act	touch	up to three pebbles touched	30 mins or until discharged	Will neg	yes	Three stones gain +1 on attack, deal 1d6 +1 damage.	
<input type="checkbox"/> Magic Weapon	Tr	VSDF	1 act	touch	weapon touched	1 min./lvl	Will neg	yes	Weapon gains +1 bonus.	
<input type="checkbox"/> Obscuring Mist	Co	VS	1 act	20 ft.	cloud spreads in 20-ft. radius from you, 20 ft. high	1 min./lvl(D)	none	no	Fog surrounds you.	
<input type="checkbox"/> Protection from Chaos	Ab	VSM/DF	1 act	touch	creature touched	1 min./lvl(D)	Will neg	no; see text	+2 to AC and saves, plus additional protection against selected alignment.	
<input type="checkbox"/> Protection from Evil	Ab	VSM/DF	1 act	touch	creature touched	1 min./lvl (D)	Will neg	no; see text	+2 to AC and saves, plus additional protection against selected alignment.	
<input type="checkbox"/> Protection from Good	Ab	VSM/DF	1 act	touch	creature touched	1 min./lvl(D)	Will neg	no; see text	+2 to AC and saves, plus additional protection against selected alignment.	
<input type="checkbox"/> Protection from Law	Ab	VSM/DF	1 act	touch	creature touched	1 min./lvl(D)	Will neg	no; see text	+2 to AC and saves, plus additional protection against selected alignment.	
<input type="checkbox"/> Remove Fear	Ab	VS	1 act	close	one creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart	10 mins; see text	Will neg	yes	Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.	
<input type="checkbox"/> Sanctuary	Ab	VSDF	1 act	touch	creature touched	1 rnd/lvl	Will neg	no	Opponents can't attack you, and you can't attack.	
<input type="checkbox"/> Shield of Faith	Ab	VSM	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Aura grants +2 or higher deflection bonus.	
<input type="checkbox"/> Summon Monster 1	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd/lvl(D)	none	no	Summons extraplanar creature to fight for you.	

Cleric Level 2

							Spells/Day _____	Spells known _____		DC _____
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
<input type="checkbox"/> Aid	En	VSDF	1 act	touch	living creature touched	1 min./lvl	none	yes	+1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).	
<input type="checkbox"/> Align Weapon	Tr	VSDF	1 act	touch	weapon touched or 50 projectiles (all of which must be together at the time of casting)	1 min./lvl	Will neg	yes	Weapon becomes good, evil, lawful, or chaotic.	
<input type="checkbox"/> Augury	Di	VSM*	1 min	personal	you	instantaneous			Learns whether an action will be good or bad.	
<input type="checkbox"/> Bear's Endurance	Tr	VSM/DF	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Con for 1 min./level.	
<input type="checkbox"/> Bull's Strength	Tr	VSM/DF	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Str for 1 min./level.	
<input type="checkbox"/> Calm Emotions	En	VSDF	1 act	medium	creatures in a 20-ft.-radius spread	conc, rnd/lvl(D)	Will neg	yes	Calms creatures, negating emotion effects.	
<input type="checkbox"/> Consecrate	Ev	VSM* DF*	1 act	close	20-ft.-radius emanation	2 hs/lvl	none	no	Fills area with positive energy, weakening undead.	
<input type="checkbox"/> Cure Wounds	Co	VS	1 act	touch	creature touched	instantaneous	Will half*	yes*	Cures 2d8 damage + 1/level (max +10).	
<input type="checkbox"/> Darkness	Ev	VM/DF	1 act	touch	object touched	1 min./lvl(D)	none	no	20-ft. radius of supernatural shadow.	
<input type="checkbox"/> Death Knell	Ne	VS	1 act	touch	living creature touched	instantaneous/10 mins per HD of subject; see text	Will neg	yes	Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 caster level.	
<input type="checkbox"/> Delay Poison	Co	VSDF	1 act	touch	creature touched	1 h/lvl	Fort neg	yes	Stops poison from harming target for 1 hour/level.	
<input type="checkbox"/> Desecrate	Ev	VSM* DF*	1 act	close	20-ft.-radius emanation	2 hs/lvl	none	yes	Fills area with negative energy, making undead stronger.	
<input type="checkbox"/> Eagle's Splendor	Tr	VSM/DF	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Cha for 1 min./level.	
<input type="checkbox"/> Enthrall	En	VS	1 rnd	medium	any number of creatures	1 h or less	Will neg; see text	yes	Captivates all within 100 ft. + 10 ft./level.	
<input type="checkbox"/> Find Traps	Di	VS	1 act	personal	you	1 min./lvl			Notice traps as a rogue does.	
<input type="checkbox"/> Gentle Repose	Ne	VSM/DF	1 act	touch	corpse touched	1 day/lvl	Will neg	yes	Preserves one corpse.	

Cleric Level 2

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Hold Person	En	VSF/DF	1 act	medium	one humanoid creature	1 rnd./lvl*(D)	Will neg; see text	yes	Paralyzes one humanoid for 1 round./level.	
_____ □ Inflict Wounds	Moderate Ne	VS	1 act	touch	creature touched	instantaneous	Will half	yes	Touch attack, 2d8 damage + 1/level (max +10).	
_____ □ Make Whole	Tr	VS	10 mins	close	one object of up to 10 cu. ft./level or one construct creature of any size creature touched	instantaneous	Will neg	yes	Repairs an object.	
_____ □ Owl's Wisdom	Tr	VSM/DF	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Wis for 1 min./level.	
_____ □ Remove Paralysis	Co	VS	1 act	close	up to four creatures, no two of which can be more than 30 ft. apart	instantaneous	Will neg	yes	Frees creatures from paralysis or slow effect.	
_____ □ Resist Energy	Ab	VSDF	1 act	touch	creature touched	10 min./lvl	Fort neg	yes	Ignores 10 (or more) points of damage/attack from specified energy type.	
_____ □ Restoration, Lesser	Co	VS	3 rnds	touch	creature touched	instantaneous	Will neg	yes	Dispels magical ability penalty or repairs 1d4 ability damage.	
_____ □ Shatter	Ev	VSM/DF	1 act	close	5-ft.-radius spread; or one solid object or one crystalline creature5-ft.-radius spread; or one solid object or one crystalline creature	instantaneous	Will neg or Fort half; see text	yes	Sonic vibration damages objects or crystalline creatures.	
_____ □ Shield Other	Ab	VSF*	1 act	close	one creature	1 h./lvl(D)	Will neg	yes; see text or no	You take half of subject's damage.	
_____ □ Silence	Il	VS	1 rnd	long	20-ft.-radius emanation centered on a creature, object, or point in space	1 rnd./lvl(D)	Will neg; see text or none	yes; see text or no	Negates sound in 20-ft. radius.	
_____ □ Sound Burst	Ev	VSF/DF	1 act	close	10-ft.-radius spread	instantaneous	Fort partial	yes	Deals 1d8 sonic damage and may stun subjects.	
_____ □ Spiritual Weapon	Ev	VSDF	1 act	medium	magic weapon of force	1 rnd./lvl(D)	none	yes	Magic weapon attacks on its own.	
_____ □ Status	Di	VS	1 act	touch	one living creature touched per three levels	1 h./lvl	Will neg	yes	Monitors condition, position of allies.	
_____ □ Summon Monster II	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd./lvl(D)	none	no	Summons extraplanar creature to fight for you.	
_____ □ Undetectable Alignment	Ab	VS	1 act	close	one creature or object	24 hs	Will neg	yes	Conceals alignment for 24 hours.	
_____ □ Zone of Truth	En	VSDF	1 act	close	20-ft.-radius emanation	1 min./lvl	Will neg	yes	Subjects within range cannot lie.	

Cleric Level 3

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Animate Dead	Ne	VSM*	1 act	touch	one or more corpses touched	instantaneous	none	no	Creates undead skeletons and zombies.	
_____ □ Bestow Curse	Ne	VS	1 act	touch	creature touched	permanent	Will neg	yes	-6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.	
_____ □ Blindness/Deafness	Ne	V	1 act	medium	one living creature	permanent (D)	Fort neg	yes	Makes subject blind or deaf.	
_____ □ Contagion	Ne	VS	1 act	touch	living creature touched	instantaneous	Fort neg	yes	Infects subject with chosen disease.	
_____ □ Continual Flame	Ev	VSM*	1 act	touch	object touched Effect magical, heatless flame	permanent	none	no	Makes a permanent, heatless light.	
_____ □ Create Food and Water	Co	VS	10 mins	close	food and water to sustain three humans or one horse/level for 24 hours	24 hs; see text	none	no	Feeds three humans (or one horse)/level.	
_____ □ Cure Serious Wounds	Co	VS	1 act	touch	creature touched	instantaneous	Will half*	yes*	Cures 3d8 damage + 1/level (max +15).	
_____ □ Daylight	Ev	VS	1 act	touch	object touched	10 min./lvl(D)	none	no	60-ft. radius of bright light.	
_____ □ Deeper Darkness	Ev	VM/DF	1 act	touch	object touched	10 min./lvl (D)	none	no	Object sheds supernatural shadow in 60-ft. radius.	
_____ □ Dispel Magic	Ab	VS	1 act	medium	one spellcaster, creature, or object	instantaneous	none	no	Cancels one magical spell or effect.	
_____ □ Glyph of Warding	Ab	VSM*	10 mins	touch	object touched or up to 5 sq. ft./levelobject touched or up to 5 sq. ft./level	permanent until discharged (D)	see text	yes; see text	Inscription harms those who pass it.	
_____ □ Helping Hand	Ev	VSDF	1 act	5 miles	ghostly hand	1 h./lvl	none	no	Ghostly hand leads subject to you.	
_____ □ Inflict Wounds	Serious Ne	VS	1 act	touch	creature touched	instantaneous	Will half	yes	Touch attack, 3d8 damage + 1/level (max +15).	
_____ □ Invisibility Purge	Ev	VS	1 act	personal	you	1 min./lvl(D)	none	no	Dispels invisibility within 5 ft./level.	
_____ □ Locate Object	Di	VSF/DF	1 act	long	you circle, centered on you, with a radius of 400 ft. + 40 ft./level	1 min./lvl	none	no	Senses direction toward object (specific or type).	
_____ □ Magic Circle against Chaos	Ab	VSM/DF	1 act	touch	10-ft.-radius emanation from touched creature	10 min./lvl	Will neg	no; see text	As protection spells, but 10-ft. radius and 10 min./level.	
_____ □ Magic Circle against Evil	Ab	VSM/DF	1 act	touch	10-ft.-radius emanation from touched creature	10 min./lvl	Will neg	no; see text	As protection spells, but 10-ft. radius and 10 min./level.	
_____ □ Magic Circle against Good	Ab	VSM/DF	1 act	touch	10-ft.-radius emanation from touched creature	10 min./lvl	Will neg	no; see text	As protection spells, but 10-ft. radius and 10 min./level.	
_____ □ Magic Circle against Law	Ab	VSM/DF	1 act	touch	10-ft.-radius emanation from touched creature	10 min./lvl	Will neg	no; see text	As protection spells, but 10-ft. radius and 10 min./level.	
_____ □ Magic Vestment	Tr	VSDF	1 act	touch	armor or shield touched	1 h./lvl	Will neg	yes	Armor or shield gains +1 enhancement per four levels.	
_____ □ Meld into Stone	Tr	VSDF	1 act	personal	you	10 min./lvl	none	no	You and your gear merge with stone.	
_____ □ Obscure Object	Ab	VSM/DF	1 act	touch	one object touched of up to 100 lbs./level	8 hs(D)	Will neg	yes	Masks object against scrying.	
_____ □ Prayer	En	VSDF	1 act	40 ft.	all allies and foes within a 40-ft.-radius burst centered on you	1 rnd./lvl	none	yes	Allies get +1 bonus on most rolls, enemies -1 penalty.	
_____ □ Protection from Energy	Ab	VSDF	1 act	touch	creature touched	10 min./lvl or until discharged	Fort neg	yes	Absorb 12 points/level of damage from one kind of energy.	
_____ □ Remove Blindness/Deafness	Co	VS	1 act	touch	creature touched	instantaneous	Fort neg	yes	Cures normal or magical blindness or deafness.	
_____ □ Remove Curse	Ab	VS	1 act	touch	creature or object touched	instantaneous	Will neg	yes	Frees object or person from curse.	
_____ □ Remove Disease	Co	VS	1 act	touch	creature touched	instantaneous	Fort neg	yes	Cures all diseases affecting subject.	
_____ □ Searing Light	Ev	VS	1 act	medium	ray	instantaneous	none	yes	Ray deals 1d8/two levels damage (more against undead).	
_____ □ Speak with Dead	Ne	VSDF	10 mins	10 ft.	one dead creature	1 min./lvl	Will neg; see text	no	Corpse answers one question/two levels.	
_____ □ Stone Shape	Tr	VSM/DF	1 act	touch	stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level	instantaneous	none	no	Sculpts stone into any shape.	
_____ □ Summon Monster III	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd./lvl(D)	none	no	Summons extraplanar creature to fight for you.	
_____ □ Water Breathing	Tr	VSM/DF	1 act	touch	living creatures touched	2 hs./lvl; see text	Will neg	yes	Subjects can breathe underwater.	
_____ □ Water Walk	Tr	VSDF	1 act	touch	one touched creature/level	10 min./lvl(D)	Will neg	yes	Subject treads on water as if solid.	
_____ □ Wind Wall	Ev	VSM/DF	1 act	medium	wall up to 10 ft./level long and 5 ft./level high (S)	1 rnd./lvl	none; see text	yes	Deflects arrows, smaller creatures, and gases.	

Cleric Level 4

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Air Walk	Tr	VSDF	1 act	touch	creature (Gargantuan or smaller) touched	10 min./lvl	none	yes	Subject treads on air as if solid (climb or descend at 45-degree angle).	
_____ □ Chaos Hammer	Ev	VS	1 act	medium	20-ft.-radius burst	instantaneous (1d6 rnds); see text	Will partial; see text	yes	Harms and slows lawful creatures (1d8 damage/2 levels).	
_____ □ Control Water	Tr	VSM/DF	1 act	long	water in a volume of 10 ft./level by 10 ft./level by 2 ft./level	10 min./lvl(D)	none; see text	no	Raises or lowers bodies of water.	

Cleric Level 4

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Cure Critical Wounds	Co	VS	1 act	touch	creature touched	instantaneous	Will half*	yes*	Cures 4d8 damage + 1/level (max +20).	
_____ □ Death Ward	Ne	VSDF	1 act	touch	living creature touched	1 min./lvl	Will neg	yes	Grants bonuses against death spells and negative energy.	
_____ □ Dimensional Anchor	Ab	VS	1 act	medium	ray	1 min./lvl	none	yes	Bars extradimensional movement.	
_____ □ Discern Lies	Di	VSDF	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	conc, 1 rnd/lvl	Will neg	no	Reveals deliberate falsehoods.	
_____ □ Dismissal	Ab	VSDF	1 act	close	one extraplanar creature	instantaneous	Will neg; see text	yes	Forces a creature to return to native plane.	
_____ □ Divination	Di	VSM*	10 mins	personal	you	instantaneous			Provides useful advice for specific proposed actions.	
_____ □ Divine Power	Ev	VSDF	1 act	personal	you	1 rnd/lvl			You gain attack bonuses and 1 hp/level.	
_____ □ Freedom of Movement	Ab	VSM, DF	1 act	personal or touch	you or creature touched	10 min./lvl	Will neg	yes	Subject moves normally despite impediments to restrict movement.	
_____ □ Giant Vermin	Tr	VSDF	1 act	close	1 or more vermin, no two of which can be more than 30 ft. apart	1 min./lvl	none	yes	Turns centipedes, scorpions, or spiders into giant vermin.	
_____ □ Holy Smite	Ev	VS	1 act	medium	20-ft.-radius burst	instantaneous (1 rnd); see text	Will partial; see text	yes	Harms and possibly blinds evil creatures (1d8 damage/2 levels).	
_____ □ Imbue with Spell Ability	Ev	VSDF	10 mins	touch	creature touched; see text	instantaneous until discharged(D)	Will neg	yes	Transfer spells to subject.	
_____ □ Inflict Critical Wounds	Ne	VS	1 act	touch	creature touched	instantaneous	Will half	yes	Touch attack, 4d8 damage + 1/level (max +20).	
_____ □ Magic Weapon, Greater	Tr	VSM/DF	1 act	close	one weapon or 50 projectiles (all of which must be together at the time of casting)	1 h/lvl	Will neg	yes	Weapon gains +1 bonus/four levels (max +5).	
_____ □ Neutralize Poison	Co	VSM/DF	1 act	touch	creature or object of up to 1 cu. ft./level touched	instantaneous or 10 min./lvl; see text	Will neg	yes	Immunizes subject against poison, detoxifies venom in or on subject.	
_____ □ Order's Wrath	Ev	VS	1 act	medium	nonlawful creatures within a burst that fills a 30-ft. cube	instantaneous (1 rnd); see text	Will partial; see text	yes	Harms and dazes chaotic creatures (1d8 damage/2 levels).	
_____ □ Planar Ally, Lesser	Co	VSM* DF*	10 mins	close	one called outsider of 6 HD or less	instantaneous	none	no	Exchange services with a 6 HD extraplanar creature.	
_____ □ Poison	Ne	VSDF	1 act	touch	living creature touched	instantaneous; see text	Fort neg; see text	yes	Touch deals 1d3 Con damage 1/round for 6 rounds.	
_____ □ Repel Vermin	Ab	VSDF	1 act	10 ft.	10-ft.-radius emanation centered on you	10 min./lvl(D)	none or Will neg; see text	yes	Insects, spiders, and other vermin stay 10 ft. away.	
_____ □ Restoration	Co	VSM*	3 rnds	touch	creature touched	instantaneous	Will neg	yes	Restores level and ability score drains.	
_____ □ Sending	Ev	VSM/DF	10 mins	see text	one creature	1 rnd; see text	none	no	Delivers short message anywhere, instantly.	
_____ □ Spell Immunity	Ab	VSDF	1 act	touch	creature touched	10 min./lvl	Will neg	yes	Subject is immune to one spell per 4 levels.	
_____ □ Summon Monster IV	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd/lvl(D)	none	no	Summons extraplanar creature to fight for you.	
_____ □ Tongues	Di	VM/DF	1 act	touch	creature touched	10 min./lvl	Will neg	no	Speak and understand any language.	
_____ □ Unholy Blight	Ev	VS	1 act	medium	20-ft.-radius spread	instantaneous (1d4 rnds); see text	Will partial	yes	Harms and sickens good creatures (1d8 damage/2 levels).	

Cleric Level 5

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Atonement	Ab	VSM* DF*	1 h	touch	living creature touched	instantaneous	none	yes	Removes burden of misdeeds from subject.	
_____ □ Break Enchantment	Ab	VS	1 min	close	up to one creature per level, all within 30 ft. of each other	instantaneous	see text	no	Frees subjects from enchantments, transmutations, and curses.	
_____ □ Breath of Life	Co	VS	1 act	touch	creature touched	instantaneous	Will neg or Will half; see text	yes or yes; see text	Cures 5d8 damage + 1/level and restores life to recently slain creatures.	
_____ □ Command, Greater	En	V	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	1 rnd/lvl	Will neg	yes	As command, but affects one subject/level.	
_____ □ Commune	Di	VSM* DF*	10 mins	personal	you	1 rnd/lvl			Deity answers one yes-or-no question/level.	
_____ □ Cure Light Wounds, Mass	Co	VS	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	instantaneous	Will half or Will half; see text	yes or yes; see text	Cures 1d8 damage + 1/level, affects 1 subject/level.	
_____ □ Dispel Chaos	Ab	VSDF	1 act	touch	you and a touched chaotic creature from another plane, or you and an enchantment or chaotic spell on a touched creature or object	1 rnd/lvl or until discharged, whichever comes first	see text	see text	+4 bonus against attacks by chaotic creatures.	
_____ □ Dispel Evil	Ab	VSDF	1 act	touch	you and a touched evil creature from another plane, or you and an enchantment or evil spell on a touched creature or object	1 rnd/lvl or until discharged, whichever comes first	see text	see text	+4 bonus against attacks by evil creatures.	
_____ □ Dispel Good	Ab	VSDF	1 act	touch	you and a touched good creature from another plane, or you and an enchantment or good spell on a touched creature or object	1 rnd/lvl or until discharged, whichever comes first	see text	see text	+4 against attacks by good creatures.	
_____ □ Dispel Law	Ab	VSDF	1 act	touch	you and a touched lawful creature from another plane, or you and an enchantment or lawful spell on a touched creature or object	1 rnd/lvl or until discharged, whichever comes first	see text	see text	+4 against attacks by lawful creatures.	
_____ □ Disrupting Weapon	Tr	VS	1 act	touch	one melee weapon	1 rnd/lvl	Will neg*	yes	Melee weapon destroys undead.	
_____ □ Flame Strike	Ev	VSDF	1 act	medium	cylinder (10-ft. radius, 40-ft. high)	instantaneous	Ref half	yes	Smites foes with divine fire (1d6/level damage).	
_____ □ Hallow	Ev	VSM* DF*	24 hs	touch	40-ft. radius emanating from the touched point	instantaneous	see text	see text	Designates location as holy.	
_____ □ Inflict Light Wounds, Mass	Ne	VS	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	instantaneous	Will half	yes	Deals 1d8 damage + 1/level, affects 1 subject/level.	
_____ □ Insect Plague	Co	VSDF	1 rnd	long	one swarm of wasps per three levels, each of which must be adjacent to at least one other swarm	1 min./lvl	none	no	Wasp swarms attack creatures.	
_____ □ Mark of Justice	Ne	VSDF	10 mins	touch	creature touched	permanent; see text	none	yes	Designates action that triggers curse on subject.	
_____ □ Plane Shift	Co	VSF	1 act	touch	creature touched, or up to eight willing creatures joining hands	instantaneous	Will neg	yes	As many as 8 subjects travel to another plane.	
_____ □ Raise Dead	Co	VSM* DF*	1 min	touch	dead creature touched	instantaneous	none; see text	yes	Restores life to subject who died as long as one day/level ago.	
_____ □ Righteous Might	Tr	VSDF	1 act	personal	you	1 rnd/lvl(D)			Your size increases, and you gain bonuses in combat.	
_____ □ Scrying	Di	VSM*/DF*	1 h	see text	magical sensor	1 min./lvl	Will neg	yes	Spies on subject from a distance.	
_____ □ Slay Living	Ne	VS	1 act	touch	living creature touched	instantaneous	Fort partial	yes	Touch attack deals 12d6 + 1 per level.	
_____ □ Spell Resistance	Ab	VSDF	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains SR 12 + level.	
_____ □ Summon Monster V	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd/lvl(D)	none	no	Summons extraplanar creature to fight for you.	
_____ □ Symbol of Pain	Ne	VSM*	10 mins	0 ft.; see text	one symbol	see text	Fort neg	yes	Triggered rune wracks nearby creatures with pain.	
_____ □ Symbol of Sleep	En	VSM*	10 mins	0 ft.; see text	one symbol	see text	Will neg	yes	Triggered rune puts nearby creatures into catatonic slumber.	
_____ □ True Seeing	Di	VSM*	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Lets you see all things as they really are.	
_____ □ Unhallow	Ev	VSM*	24 hs	touch	40-ft. radius emanating from the touched point	instantaneous	see text	see text	Designates location as unholy.	
_____ □ Wall of Stone	Co	VSM/DF	1 act	medium	stone wall whose area is up to one 5-ft. square/level (S)	instantaneous	see text	no	Creates a stone wall that can be shaped.	

Cleric Level 6

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Animate Objects	Tr	VS	1 act	medium	one Small object per caster level; see text	1 rnd./lv1	none	no	Objects attack your foes.	
_____ □ Antilife Shell	Ab	VSDf	1 rnd	10 ft.	10-ft.-radius emanation, centered on you	1 min./lv1(D)	none	yes	10-ft.-radius field hedges out living creatures.	
_____ □ Banishment	Ab	VSF	1 act	close	one or more extraplanar creatures, no two of which can be more than 30 ft. apart	instantaneous	Will neg	yes	Banishes 2 HD/level of extraplanar creatures.	
_____ □ Bear's Mass	Endurance, Tr	VSM/DF	1 act	close	creature one creature/level, no two of which can be more than 30 ft. apart	1 min./lv1	Will neg	yes	As bear's endurance, affects 1 subject/level.	
_____ □ Blade Barrier	Ev	VS	1 act	medium	wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form is 20 ft. high	1 min./lv1(D)	Ref half or Ref neg; see text	yes	Wall of blades deals 1d6/level damage.	
_____ □ Bull's Strength, Mass	Tr	VSM/DF	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	1 min./lv1	Will neg	yes	As bull's strength, affects 1 subject/level.	
_____ □ Create Undead	Ne	VSM*	1 h	close	one corpse	instantaneous	none	no	Create ghosts, ghouls, mohrgs, or mummies.	
_____ □ Cure Moderate Wounds, Mass	Co	VS	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	instantaneous	Will half or Will neg; see text	yes	Cures 2d8 damage + 1/level, affects 1 subject/level.	
_____ □ Dispel Magic, Greater	Ab	VS	1 act	medium	one spellcaster, creature, or object/20-ft.-radius burst	instantaneous	none	no	Works as dispel magic, but can affect multiple targets.	
_____ □ Eagle's Splendor, Mass	Tr	VSM/DF	1 act	close	One creature/level, no two of which can be more than 30 ft. apart	1 min./lv1	Will neg	yes	As eagle's splendor, affects 1 subject/level.	
_____ □ Find the Path	Di	VSF	3 rnds	personal or touch	you or creature touched	10 min./lv1	none or Will neg	no or yes	Shows most direct way to a location.	
_____ □ Forbiddance	Ab	VSM* DF*	6 rnds	medium	60-ft. cube/level	permanent	see text	yes	Blocks planar travel, damages creatures of different alignment.	
_____ □ Geas/Quest	En	V	10 mins	close	one living creature	1 day/lv1 or until discharged(D)	none	yes	As lesser geas, but affects any creature.	
_____ □ Glyph of Greater Warding	Ab	VSM*	10 mins	touch	object touched or up to 5 sq. ft./level/object touched or up to 5 sq. ft./level	permanent until discharged (D)	see text	no and yes; see text	As glyph of warding, but up to 10d8 damage or 6th-level spell.	
_____ □ Harm	Ne	VS	1 act	touch	creature touched	instantaneous	Will half; see text	yes	Deals 10 points/level damage to target.	
_____ □ Heal	Co	VS	1 act	touch	creature touched	instantaneous	Will neg	yes	Cures 10 points/level damage, all diseases and mental conditions.	
_____ □ Heroes' Feast	Co	VSDf	10 mins	close	feast for one creature/level	1 h plus 12 hs; see text	none	no	Food for one creature/level cures and grants combat bonuses.	
_____ □ Inflict Moderate Wounds, Mass	Ne	VS	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	instantaneous	Will half	yes	Deals 2d8 damage + 1/level, affects 1 subject/level.	
_____ □ Owl's Wisdom, Mass	Tr	VSM/DF	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	1 min./lv1	Will neg	yes	As owl's wisdom, affects 1 subject/level.	
_____ □ Planar Ally	Co	VSM* DF*	10 mins	close	one or two called outsiders, totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear	instantaneous	none	no	As lesser planar ally, but up to 12 HD.	
_____ □ Summon Monster VI	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd./lv1(D)	none	no	Summons extraplanar creature to fight for you.	
_____ □ Symbol of Fear	Ne	VSM*	10 mins	0 ft.; see text	one symbol	see text	Will neg	yes	Triggered rune panics nearby creatures.	
_____ □ Symbol of Persuasion	En	VSM*	10 mins	0 ft.; see text	one symbol	see text	Will neg	yes	Triggered rune charms nearby creatures.	
_____ □ Undeath to Death	Ne	VSM*/DF*	1 act	medium	several undead creatures within a 40-ft.-radius burst	instantaneous	Will neg	yes	Destroys 1d4 HD/level undead (max. 20d4).	
_____ □ Wind Walk	Tr	VSDf	1 act	touch	you and one touched creature per three levels	1 h/lv1*(D)	none and Will neg	no and yes	You and your allies turn vaporous and travel fast.	
_____ □ Word of Recall	Co	V	1 act	unlimited	you and touched objects or other willing creatures	instantaneous	none or Will neg	no or yes	Teleports you back to designated place.	

Cleric Level 7

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Blasphemy	Ev	V	1 act	40 ft.	nonevil creatures in a 40-ft.-radius spread centered on you	instantaneous	Will partial	yes	Kills, paralyzes, weakens, or dazes nonevil subjects.	
_____ □ Control Weather	Tr	VS	10 mins; see text	2 miles	2-mile-radius circle, centered on you; see text	4d12 hs; see text	none	no	Changes weather in local area.	
_____ □ Cure Serious Wounds, Mass	Co	VS	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	instantaneous	Will half or Will neg; see text	yes or yes; see text	Cures 3d8 damage + 1/level, affects 1 subject/level.	
_____ □ Destruction	Ne	VSF*	1 act	close	one creature	instantaneous	Fort partial	yes	Kills subject and destroys remains.	
_____ □ Dictum	Ev	V	1 act	40 ft.	nonlawful creatures in a 40-ft.-radius spread centered on you	instantaneous	none or Will neg; see text	yes	Kills, paralyzes, staggers, or deafens nonlawful targets.	
_____ □ Ethereal Jaunt	Tr	VS	1 act	personal	you	1 rnd./lv1(D)	Will neg	yes	You become ethereal for 1 round/level.	
_____ □ Holy Word	Ev	V	1 act	40 ft.	nongood creatures in a 40-ft.-radius spread centered on you	instantaneous	Will partial	yes	Kills, paralyzes, blinds, or deafens nongood subjects.	
_____ □ Inflict Serious Wounds, Mass	Ne	VS	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	instantaneous	Will half	yes	Deals 3d8 damage + 1/level, affects 1 subject/level.	
_____ □ Refuge	Co	VSM*	1 act	touch	object touched	permanent until discharged	none	no	Alters item to transport its possessor to you.	
_____ □ Regenerate	Co	VSDf	3 full rnds	touch	living creature touched	instantaneous	Fort neg	yes	Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).	
_____ □ Repulsion	Ab	VSF*/DF*	1 act	up to 10 ft./lv1	up to 10-ft.-radius/level emanation centered on you	1 rnd./lv1(D)	Will neg	yes	Creatures can't approach you.	
_____ □ Restoration, Greater	Co	VSM*	1 min	touch	creature touched	instantaneous	Will neg	yes	As restoration, plus restores all levels and ability scores.	
_____ □ Resurrection	Co	VSM* DF*	1 min	touch	dead creature touched	instantaneous	none; see text	yes	Fully restore dead subject.	
_____ □ Scrying, Greater	Di	VS	1 act	see text	magical sensor	1 h/lv1	Will neg	yes	As scrying, but faster and longer.	
_____ □ Summon Monster VII	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd./lv1(D)	none	no	Summons extraplanar creature to fight for you.	
_____ □ Symbol of Stunning	En	VSM*	10 mins	0 ft.; see text	one symbol	see text	Will neg	yes	Triggered rune stuns nearby creatures.	
_____ □ Symbol of Weakness	Ne	VSM*	10 mins	0 ft.; see text	one symbol	see text	Fort neg	yes	Triggered rune weakens nearby creatures.	
_____ □ Word of Chaos	Ev	V	1 act	40 ft.	nonchaotic creatures in a 40-ft.-radius spread centered on you	instantaneous	none or Will neg; see text	yes	Kills, confuses, stuns, or deafens nonchaotic subjects.	

Cleric Level 8

							Spells/Day	Spells known		DC
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Antimagical Field	Ab	VSM/DF	1 act	10 ft.	10-ft.-radius emanation, centered on you	10 min./lv1 (D)	none	see text	Negates magic within 10 ft.	

Cleric Level 8

							Spells/Day _____	Spells known _____		DC _____
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Cloak of Chaos	Ab	VSF*	1 act	20 ft.	one creature/level in a 20-ft.-radius burst centered on you	1 rnd/lvl(D)	see text	yes	+4 to AC, +4 resistance, and SR 25 against lawful spells.	
_____ □ Create Greater Undead	Ne	VSM*	1 h	close	one corpse	instantaneous	none	no	Create shadows, wraiths, spectres, or devoursers.	
_____ □ Cure Critical Wounds, Mass	Co	VS	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	instantaneous	Will half; or see text	yes or yes; see text	Cures 4d8 damage + 1/level for many creatures.	
_____ □ Dimensional Lock	Ab	VS	1 act	medium	20-ft.-radius emanation centered on a point in space	1 day/lvl	none	yes	Teleportation and interplanar travel blocked for 1 day/level.	
_____ □ Discern Location	Di	VSDF	10 mins	unlimited	one creature or object	instantaneous	none	no	Reveals exact location of creature or object.	
_____ □ Earthquake	Ev	VSDF	1 act	long	80-ft.-radius spread	1 rnd	see text	no	Intense tremor shakes 80-ft. radius.	
_____ □ Fire Storm	Ev	VS	1 act	medium	two 10-ft. cubes per level	instantaneous	Ref half	yes	Deals 1d6/level fire damage.	
_____ □ Holy Aura	Ab	VSF*	1 act	20 ft.	one creature/level in a 20-ft.-radius burst centered on you	1 rnd/lvl(D)	see text	yes	+4 to AC, +4 resistance, and SR 25 against evil spells.	
_____ □ Inflict Critical Wounds, Mass	Ne	VS	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	instantaneous	Will half	yes	Deals 4d8 damage + 1/level, affects 1 subject/level.	
_____ □ Planar Ally, Greater	Co	VSM* DP*	10 mins	close	up to three called outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.	instantaneous	none	no	As lesser planar ally, but up to 18 HD.	
_____ □ Shield of Law	Ab	VSF*	1 act	20 ft.	one creature/level in a 20-ft.-radius burst centered on you	1 rnd/lvl(D)	see text	yes	+4 to AC, +4 resistance, and SR 25 against chaotic spells.	
_____ □ Spell Immunity, Greater	Ab	VSDF	1 act	touch	creature touched	10 min./lvl	Will neg	yes	As spell immunity, but up to 8th-level spells.	
_____ □ Summon Monster VIII	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd/lvl(D)	none	no	Summons extraplanar creature to fight for you.	
_____ □ Symbol of Death	Ne	VSM*	10 mins	0 ft.; see text	one symbol	see text	Fort neg	yes	Triggered rune kills nearby creatures.	
_____ □ Symbol of Insanity	En	VSM*	10 mins	0 ft.; see text	one symbol	see text	Will neg	yes	Triggered rune renders nearby creatures insane.	
_____ □ Unholy Aura	Ab	VSF*	1 act	20 ft.	one creature/level in a 20-ft.-radius burst centered on you	1 rnd/lvl(D)	see text	yes	+4 to AC, +4 resistance, and SR 25 against good spells.	

Cleric Level 9

							Spells/Day _____	Spells known _____		DC _____
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description	
_____ □ Astral Projection	Ne	VSM*	30 mins	touch	you plus one additional willing creature touched per two caster levels	see text	none	yes	Projects you and others onto Astral Plane.	
_____ □ Energy Drain	Ne	VS	1 act	close	ray of negative energy	instantaneous	Fort partial; see text for enervation	yes	Subject gains 2d4 negative levels.	
_____ □ Etherealness	Tr	VS	1 act	touch; see text	you and one other touched creature per three levels	1 min./lvl(D)		yes	Travel to Ethereal Plane with companions.	
_____ □ Gate	Co	VSM	1 act	medium	see text	instantaneous or concentration (up to 1 rnd/lvl); see text	none	no	Connects two planes for travel or summoning.	
_____ □ Heal, Mass	Co	VS	1 act	close	one or more creatures, no two of which can be more than 30 ft. apart	instantaneous	Will neg	yes	As heal, but affects 1 subject/level.	
_____ □ Implosion	Ev	VS	1 act	close	one corporeal creature/round	concentration (up to 1 rnd per 2 lvls)	Fort neg	yes	Inflict 10 damage/level to one creature/round.	
_____ □ Miracle	Ev	VS; see text	1 act	see text	see text	see text	see text	yes	Requests a deity's intercession.	
_____ □ Soul Bind	Ne	VSF*	1 act	close	corpse	permanent	Will neg	no	Traps newly dead soul to prevent resurrection.	
_____ □ Storm of Vengeance	Co	VS	1 rnd	long	360-ft.-radius storm cloud	concentration (maximum 10 rnds)(D)	see text	yes	Storm rains acid, lightning, and hail.	
_____ □ Summon Monster IX	Co	VSF/DF	1 rnd	close	one summoned creature	1 rnd/lvl(D)	none	no	Summons extraplanar creature to fight for you.	
_____ □ True Resurrection	Co	VSM* DP*	10 mins	touch	dead creature touched	instantaneous	none; see text	yes	As resurrection, plus remains aren't needed.	