

## CLERIC SPELLS

[illegible]

SPELLS KNOWN	SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

TURNING			
Turn/Rebuke:			
Turning Check (1d20 + Cha Mod = )			
Turn Attempts / Day (3 + Cha Mod = )			
Turning Damage (2d6 + Cha Mod + Level)			
TURN TABLE			
Up to 0	Level - 4	13-15	Level +1
1-3	Level - 3	16-18	Level +2
4-6	Level - 2	19-21	Level +3
7-9	Level - 1	22+	Level +4
10-12	Level		

MP?	0-LEVEL CLERIC SPELLS	SOURCE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Create Water	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Cure Minor Wounds	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Detect Magic	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Detect Poison	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Guidance	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Inflict Minor Wounds	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Light	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Mending	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Purify Food & Drink	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Read Magic	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Resistance	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Virtue	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
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M?	1st LEVEL CLERIC SPELLS	SOURCE
☐☐☐	Bane	PHB 203
☐☐☐	Bless	PHB 205
☐☐☐	Bless Water	PHB 205
☐☐☐	Cause Fear	PHB 208
☐☐☐	Command	PHB 211
☐☐☐	Comprehend Languages	PHB 212
☐☐☐	Cure Light Wounds	PHB 215
☐☐☐	Curse Water	PHB 216
☐☐☐	Deathwatch	PHB 217
☐☐☐	Detect Chaos	PHB 218
☐☐☐	Detect Evil	PHB 218
☐☐☐	Detect Good	PHB 218
☐☐☐	Detect Law	PHB 218
☐☐☐	Detect Undead	PHB 220
☐☐☐	Divine Favor	PHB 224
☐☐☐	Doom	PHB 225
☐☐☐	Endure Elements	PHB 226
☐☐☐	Entropic Shield	PHB 227
☐☐☐	Hide from Undead	PHB 241
☐☐☐	Inflict Light Wounds	PHB 244
☐☐☐	Magic Stone	PHB 251
☐☐☐	Magic Weapon	PHB 251
☐☐☐	Obscuring Mist	PHB 258
☐☐☐	Protection from Chaos	PHB 266
☐☐☐	Protection from Evil	PHB 266
☐☐☐	Protection from Good	PHB 266
☐☐☐	Protection from Law	PHB 266
☐☐☐	Remove Fear	PHB 271
☐☐☐	Sanctuary	PHB 274
☐☐☐	Shield of Faith	PHB 278
☐☐☐	Summon Monster I	PHB 285
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M?	2ND LEVEL CLERIC SPELLS	SOURCE
☐☐☐	Aid	PHB 196
☐☐☐	Align Weapon	PHB 197
☐☐☐	Augury	PHB 202
☐☐☐	Bear's Endurance	PHB 203
☐☐☐	Bull's Strength	PHB 207
☐☐☐	Calm Emotions	PHB 207
☐☐☐	Consecrate	PHB 212
☐☐☐	Cure Moderate Wounds	PHB 216
☐☐☐	Darkness	PHB 216
☐☐☐	Death Knell	PHB 217
☐☐☐	Delay Poison	PHB 217
☐☐☐	Desecrate M	PHB 218
☐☐☐	Eagle's Splendor	PHB 225
☐☐☐	Enthrall	PHB 227
☐☐☐	Find Traps	PHB 230
☐☐☐	Gentle Repose	PHB 235
☐☐☐	Hold Person	PHB 241
☐☐☐	Inflict Moderate Wounds	PHB 244
☐☐☐	Make Whole	PHB 252
☐☐☐	Owl's Wisdom	PHB 259
☐☐☐	Remove Paralysis	PHB 271
☐☐☐	Resist Energy	PHB 272
☐☐☐	Restoration, Lesser	PHB 272
☐☐☐	Shatter	PHB 278
☐☐☐	Shield Other F	PHB 278
☐☐☐	Silence	PHB 279
☐☐☐	Sound Burst	PHB 281
☐☐☐	Spiritual Weapon	PHB 283
☐☐☐	Status	PHB 284
☐☐☐	Summon Monster II	PHB 286
☐☐☐	Undetectable Alignment	PHB 297
☐☐☐	Zone of Truth	PHB 303
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M?	3RD LEVEL CLERIC SPELLS	SOURCE
☐☐☐	Animate Dead M	PHB 198
☐☐☐	Bestow Curse	PHB 205
☐☐☐	Blindness/Deafness	PHB 206
☐☐☐	Contagion	PHB 213
☐☐☐	Continual Flame M	PHB 213
☐☐☐	Create Food and Water	PHB 215
☐☐☐	Cure Serious Wounds	PHB 216
☐☐☐	Daylight	PHB 216
☐☐☐	Deeper Darkness	PHB 217
☐☐☐	Dispel Magic	PHB 223
☐☐☐	Glyph of Warding M	PHB 236
☐☐☐	Helping Hand	PHB 239
☐☐☐	Inflict Serious Wounds	PHB 244
☐☐☐	Invisibility Purge	PHB 245

□□□	Locate Object	PHB 249
□□□	Magic Circle Against Chaos	PHB 249
□□□	Magic Circle Against Evil	PHB 249
□□□	Magic Circle Against Good	PHB 250
□□□	Magic Circle Against Law	PHB 250
□□□	Magic Vestment	PHB 251
□□□	Meld Into Stone	PHB 252
□□□	Obscure Object	PHB 258
□□□	Prayer	PHB 264
□□□	Protection from Energy	PHB 266
□□□	Remove Blindness/Deafness	PHB 270
□□□	Remove Curse	PHB 270
□□□	Remove Disease	PHB 271
□□□	Searing Light	PHB 275
□□□	Speak With Dead	PHB 281
□□□	Stone Shape	PHB 284
□□□	Summon Monster III	PHB 286
□□□	Water Breathing	PHB 300
□□□	Water Walk	PHB 300
□□□	Wind Wall	PHB 302
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MP?	4TH LEVEL CLERIC SPELLS	SOURCE
☐☐☐	Air Walk	PHB 196
☐☐☐	Control Water	PHB 214
☐☐☐	Cure Critical Wounds	PHB 215
☐☐☐	Death Ward	PHB 217
☐☐☐	Dimensional Anchor	PHB 221
☐☐☐	Discern Lies	PHB 221
☐☐☐	Dismissal	PHB 222
☐☐☐	Divination M	PHB 224
☐☐☐	Divine Power	PHB 224
☐☐☐	Freedom of Movement	PHB 233
☐☐☐	Giant Vermin	PHB 235
☐☐☐	Imbue With Spell Ability	PHB 243
☐☐☐	Inflict Critical Wounds	PHB 244
☐☐☐	Magic Weapon, Greater	PHB 251
☐☐☐	Neutralize Poison	PHB 257
☐☐☐	Planar Ally, Lesser X	PHB 261
☐☐☐	Poison	PHB 262
☐☐☐	Repel Vermin	PHB 271
☐☐☐	Restoration M	PHB 272
☐☐☐	Sending	PHB 275
☐☐☐	Spell Immunity	PHB 282
☐☐☐	Summon Monster IV	PHB 286
☐☐☐	Tongues	PHB 294
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MF	5TH LEVEL CLERIC SPELLS	SOURCE
☐☐☐	Atonement F X	PHB 201
☐☐☐	Break Enchantment	PHB 207
☐☐☐	Command, Greater	PHB 211
☐☐☐	Commune F X	PHB 211
☐☐☐	Cure Light Wounds, Mass	PHB 216
☐☐☐	Dispel Chaos	PHB 222
☐☐☐	Dispel Evil	PHB 222
☐☐☐	Dispel Good	PHB 222
☐☐☐	Dispel Law	PHB 223
☐☐☐	Disrupting Weapon	PHB 223
☐☐☐	Flame Strike	PHB 231
☐☐☐	Hallow M	PHB 238
☐☐☐	Inflict Light Wounds, Mass	PHB 244
☐☐☐	Insect Plague	PHB 244
☐☐☐	Mark of Justice	PHB 252
☐☐☐	Plane Shift F	PHB 262
☐☐☐	Raise Dead M	PHB 268
☐☐☐	Righteous Might M	PHB 268
☐☐☐	Scrying F	PHB 274
☐☐☐	Slay Living	PHB 280
☐☐☐	Spell Resistance	PHB 282
☐☐☐	Summon Monster V	PHB 286
☐☐☐	Symbol of Pain M	PHB 290
☐☐☐	Symbol of Sleep M	PHB 291
☐☐☐	True Seeing M	PHB 296
☐☐☐	Unhallow M	PHB 297
☐☐☐	Wall of Stone	PHB 299
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MF	6TH LEVEL CLERIC SPELLS	SOURCE
☐☐☐	Animate Objects	
☐☐☐	Antilife Shell	
☐☐☐	Banishment	
☐☐☐	Bear's Endurance, Mass	
☐☐☐	Blade Barrier	
☐☐☐	Bull's Strength, Mass	
☐☐☐	Create Undead	
☐☐☐	Cure Moderate Wounds, Mass	
☐☐☐	Dispel Magic, Greater	
☐☐☐	Eagle's Splendor, Mass	
☐☐☐	Find the Path	
☐☐☐	Forbiddance	
☐☐☐	Geas/Quest	
☐☐☐	Glyph of Warding, Greater	
☐☐☐	Harm	
☐☐☐	Heal	
☐☐☐	Heroes' Feast	
☐☐☐	Inflict Moderate Wounds, Mass	
☐☐☐	Owl's Wisdom, Mass	
☐☐☐	Planar Ally X	
☐☐☐	Summon Monster VI	
☐☐☐	Symbol of Fear M	
☐☐☐	Symbol of Persuasion M	
☐☐☐	Undeath to Death M	
☐☐☐	Wind Walk	
☐☐☐	Word of Recall	
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MF	7TH LEVEL CLERIC SPELLS	SOURCE
☐☐☐	Blasphemy	
☐☐☐	Control Weather	
☐☐☐	Cure Serious Wounds, Mass	
☐☐☐	Destruction F	
☐☐☐	Dictum	

☐☐☐	Ethereal Jaunt	
☐☐☐	Holy Word	
☐☐☐	Inflict Serious Wounds, Mass	
☐☐☐	Refuge M	
☐☐☐	Regenerate	
☐☐☐	Repulsion	
☐☐☐	Restoration, Greater X	
☐☐☐	Resurrection M	
☐☐☐	Scrying, Greater	
☐☐☐	Summon Monster VII	
☐☐☐	Symbol of Stunning M	
☐☐☐	Symbol of Weakness M	
☐☐☐	Word of Chaos	
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MF	8TH LEVEL CLERIC SPELLS	SOURCE
☐☐☐	Antimagic Field	
☐☐☐	Cloak of Chaos F	
☐☐☐	Create Greater Undead M	
☐☐☐	Cure Critical Wounds, Mass	
☐☐☐	Dimensional Lock	
☐☐☐	Discern Location	
☐☐☐	Earthquake	
☐☐☐	Fire Storm	
☐☐☐	Holy Aura F	
☐☐☐	Planar Ally, Greater X	
☐☐☐	Inflict Critical Wounds, Mass	
☐☐☐	Shield of Law F	
☐☐☐	Spell Immunity, Greater	
☐☐☐	Summon Monster VIII	
☐☐☐	Symbol of Death M	
☐☐☐	Symbol of Insanity M	
☐☐☐	Unholy Aura F	
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MF	9TH LEVEL CLERIC SPELLS	SOURCE
☐☐☐	Astral Projection M	
☐☐☐	Energy Drain	
☐☐☐	Etherealness	
☐☐☐	Gate X	
☐☐☐	Heal, Mass	
☐☐☐	Implosion	
☐☐☐	Miracle X	
☐☐☐	Soul Bind F	
☐☐☐	Storm of Vengeance	
☐☐☐	Summon Monster IX	
☐☐☐	True Resurrection M	
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**Aura (Ex):** A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Clerics who don't worship a specific deity but choose the Chaos, Evil, Good, or Law domain have a similarly powerful aura of the corresponding alignment.

**Spontaneous Casting:** A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can "lose" any prepared spell that is not a domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity) can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or commands undead.

**Chaotic, Evil, Good, and Lawful Spells:** A cleric can't cast spells of an alignment opposed to his own or his deity's (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

**Turn or Rebuke Undead (Su):** Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead).

A good cleric (or a neutral cleric who worships a good deity) can turn or destroy undead creatures. An evil cleric (or a neutral cleric who worships an evil deity) instead rebukes or commands such creatures. A neutral cleric of a neutral deity must choose whether his turning ability functions as that of a good cleric or an evil cleric. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells.

A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

**☐ Ex-Clerics:** A cleric who grossly violates the code of conduct required by his god loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. He cannot thereafter gain levels as a cleric of that god until he atones (see the atonement spell description).