



MP?	5TH LEVEL CLERIC SPELLS	SOURCE
<input type="checkbox"/>	Atonement F X	PHB 201
<input type="checkbox"/>	Break Enchantment	PHB 207
<input type="checkbox"/>	Command, Greater	PHB 211
<input type="checkbox"/>	Commune F X	PHB 211
<input type="checkbox"/>	Cure Light Wounds, Mass	PHB 216
<input type="checkbox"/>	Dispel Chaos	PHB 222
<input type="checkbox"/>	Dispel Evil	PHB 222
<input type="checkbox"/>	Dispel Good	PHB 222
<input type="checkbox"/>	Dispel Law	PHB 223
<input type="checkbox"/>	Disrupting Weapon	PHB 223
<input type="checkbox"/>	Flame Strike	PHB 231
<input type="checkbox"/>	Hallow M	PHB 238
<input type="checkbox"/>	Inflict Light Wounds, Mass	PHB 244
<input type="checkbox"/>	Insect Plague	PHB 244
<input type="checkbox"/>	Mark of Justice	PHB 252
<input type="checkbox"/>	Plane Shift F	PHB 262
<input type="checkbox"/>	Raise Dead M	PHB 268
<input type="checkbox"/>	Righteous Might M	PHB 268
<input type="checkbox"/>	Scrying F	PHB 274
<input type="checkbox"/>	Slay Living	PHB 280
<input type="checkbox"/>	Spell Resistance	PHB 282
<input type="checkbox"/>	Summon Monster V	PHB 286
<input type="checkbox"/>	Symbol of Pain M	PHB 290
<input type="checkbox"/>	Symbol of Sleep M	PHB 291
<input type="checkbox"/>	True Seeing M	PHB 296
<input type="checkbox"/>	Unhallow M	PHB 297
<input type="checkbox"/>	Wall of Stone	PHB 299
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

MP?	6TH LEVEL CLERIC SPELLS	SOURCE
<input type="checkbox"/>	Animate Objects	
<input type="checkbox"/>	Antilife Shell	
<input type="checkbox"/>	Banishment	
<input type="checkbox"/>	Bear's Endurance, Mass	
<input type="checkbox"/>	Blade Barrier	
<input type="checkbox"/>	Bull's Strength, Mass	
<input type="checkbox"/>	Create Undead	
<input type="checkbox"/>	Cure Moderate Wounds, Mass	
<input type="checkbox"/>	Dispel Magic, Greater	
<input type="checkbox"/>	Eagle's Splendor, Mass	
<input type="checkbox"/>	Find the Path	
<input type="checkbox"/>	Forbiddance	
<input type="checkbox"/>	Geas/Quest	
<input type="checkbox"/>	Glyph of Warding, Greater	
<input type="checkbox"/>	Harm	
<input type="checkbox"/>	Heal	
<input type="checkbox"/>	Heroes' Feast	
<input type="checkbox"/>	Inflict Moderate Wounds, Mass	
<input type="checkbox"/>	Owl's Wisdom, Mass	
<input type="checkbox"/>	Planar Ally X	
<input type="checkbox"/>	Summon Monster VI	
<input type="checkbox"/>	Symbol of Fear M	
<input type="checkbox"/>	Symbol of Persuasion M	
<input type="checkbox"/>	Undeath to Death M	
<input type="checkbox"/>	Wind Walk	
<input type="checkbox"/>	Word of Recall	
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

MP?	7TH LEVEL CLERIC SPELLS	SOURCE
<input type="checkbox"/>	Blasphemy	
<input type="checkbox"/>	Control Weather	
<input type="checkbox"/>	Cure Serious Wounds, Mass	
<input type="checkbox"/>	Destruction F	
<input type="checkbox"/>	Dictum	

<input type="checkbox"/>	Ethereal Jaunt	
<input type="checkbox"/>	Holy Word	
<input type="checkbox"/>	Inflict Serious Wounds, Mass	
<input type="checkbox"/>	Refuge M	
<input type="checkbox"/>	Regenerate	
<input type="checkbox"/>	Repulsion	
<input type="checkbox"/>	Restoration, Greater X	
<input type="checkbox"/>	Resurrection M	
<input type="checkbox"/>	Scrying, Greater	
<input type="checkbox"/>	Summon Monster VII	
<input type="checkbox"/>	Symbol of Stunning M	
<input type="checkbox"/>	Symbol of Weakness M	
<input type="checkbox"/>	Word of Chaos	
<input type="checkbox"/>		
<input type="checkbox"/>		

MP?	8TH LEVEL CLERIC SPELLS	SOURCE
<input type="checkbox"/>	Antimagic Field	
<input type="checkbox"/>	Cloak of Chaos F	
<input type="checkbox"/>	Create Greater Undead M	
<input type="checkbox"/>	Cure Critical Wounds, Mass	
<input type="checkbox"/>	Dimensional Lock	
<input type="checkbox"/>	Discern Location	
<input type="checkbox"/>	Earthquake	
<input type="checkbox"/>	Fire Storm	
<input type="checkbox"/>	Holy Aura F	
<input type="checkbox"/>	Planar Ally, Greater X	
<input type="checkbox"/>	Inflict Critical Wounds, Mass	
<input type="checkbox"/>	Shield of Law F	
<input type="checkbox"/>	Spell Immunity, Greater	
<input type="checkbox"/>	Summon Monster VIII	
<input type="checkbox"/>	Symbol of Death M	
<input type="checkbox"/>	Symbol of Insanity M	
<input type="checkbox"/>	Unholy Aura F	
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

MP?	9TH LEVEL CLERIC SPELLS	SOURCE
<input type="checkbox"/>	Astral Projection M	
<input type="checkbox"/>	Energy Drain	
<input type="checkbox"/>	Etherealness	
<input type="checkbox"/>	Gate X	
<input type="checkbox"/>	Heal, Mass	
<input type="checkbox"/>	Implosion	
<input type="checkbox"/>	Miracle X	
<input type="checkbox"/>	Soul Bind F	
<input type="checkbox"/>	Storm of Vengeance	
<input type="checkbox"/>	Summon Monster IX	
<input type="checkbox"/>	True Resurrection M	
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

**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).