

Memorize d	Scrol l	Spell
0-LEVEL CLERIC SPELLS (ORISONS)		
		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.
		Inflict Minor Wounds: Touch attack, 1 point of damage.
		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		
		Bane: Enemies take –1 on attack rolls and saves against fear.
		Bless: Allies gain +1 on attack rolls and saves against fear.
		Bless Water m: Makes holy water.
		Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
		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).
		Curse Water m: Makes unholy water.
		Deathwatch: Reveals how near death subjects within 30 ft. are.
		Detect Chaos/Evil/Good/Law: 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.
		Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).
		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 Chaos/Evil/Good/Law: +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 extraplanar 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).
		Align Weapon: Weapon becomes good, evil, lawful, or chaotic.
		Augury mf: Learns whether an action will be good or bad.
		Bear's Endurance: Subject gains +4 to Con for 1 min./level.
		Bull's Strength: Subject gains +4 to Str for 1 min./level.
		Calm Emotions: Calms creatures, negating emotion effects.
		Consecrate m: Fills area with positive energy, making undead weaker.
		Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
		Darkness: 20-ft. radius of supernatural shadow.

	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.
	Desecrate M: Fills area with negative energy, making undead stronger.
	Eagle's Splendor: Subject gains +4 to Cha for 1 min./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.
	Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).
	Make Whole: Repairs an object.
	Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
	Remove Paralysis: Frees one or more creatures from paralysis or <i>slow</i> 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 F: You take half of subject's damage.
	Silence: Negates sound in 15-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 extraplanar creature to fight for you.
	Undetectable Alignment: Conceals alignment for 24 hours.
	Zone of Truth: Subjects within range cannot lie.
3RD-LEVEL CLERIC SPELLS	
	Animate Dead M: Creates undead skeletons and zombies.
	Bestow Curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
	Blindness/Deafness: Makes subject blinded or deafened.
	Contagion: Infects subject with chosen disease.
	Continual Flame M: 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.
	Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.
	Dispel Magic: Cancels spells and magical effects.
	Glyph of Warding M: Inscription harms those who pass it.
	Helping Hand: Ghostly hand leads subject to you.
	Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).
	Invisibility Purge: Dispels invisibility within 5 ft./level.
	Locate Object: Senses direction toward object (specific or type).
	Magic Circle against Chaos/Evil/Good/Law: As <i>protection</i> 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.
	Obscure Object: Masks object against scrying.
	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 extraplanar 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 extradimensional movement.
		Discern Lies: Reveals deliberate falsehoods.
		Dismissal: Forces a creature to return to native plane.
		Divination m: Provides useful advice for specific proposed actions.
		Divine Power: You gain attack bonus, +6 to Str, and 1 hp/level.
		Freedom of Movement: Subject moves normally despite impediments.
		Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.
		Imbue with Spell Ability: Transfer spells to subject.
		Inflict Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).
		Magic Weapon, Greater: +1 bonus/four levels (max +5).
		Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
		Planar Ally, Lesser x: Exchange services with a 6 HD extraplanar creature.
		Poison: Touch deals 1d10 Con damage, repeats in 1 min.
		Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
		Restoration m: 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 extraplanar creature to fight for you.
		Tongues: Speak any language.
5TH-LEVEL CLERIC SPELLS		
		Atonement fx: Removes burden of misdeeds from subject.
		Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
		Command, Greater: As <i>command</i> , but affects one subject/level.
		Commune x: Deity answers one yes-or-no question/level.
		Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
		Dispel Chaos/Evil/Good/Law: +4 bonus against attacks.
		Disrupting Weapon: Melee weapon destroys undead.
		Flame Strike: Smite foes with divine fire (1d6/level damage).
		Hallow m: Designates location as holy.
		Inflict Light Wounds, Mass: Deals 1d8 damage +1/level to many creatures.
		Insect Plague: Locust swarms attack creatures.
		Mark of Justice: Designates action that will trigger <i>curse</i> on subject.
		Plane Shift f: As many as eight subjects travel to another plane.
		Raise Dead m: Restores life to subject who died as long as one day/level ago.
		Righteous Might: Your size increases, and you gain combat bonuses.
		Scrying f: Spies on subject from a distance.
		Slay Living: Touch attack kills subject.
		Spell Resistance: Subject gains SR 12 + level.
		Summon Monster V: Calls extraplanar creature to fight for you.
		Symbol of Pain m: Triggered rune wracks nearby creatures with pain.
		Symbol of Sleep m: Triggered rune puts nearby creatures into catatonic slumber.
		True Seeing m: Lets you see all things as they really are.
		Unhallow m: Designates location as unholy.
		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.
		Bear's Endurance, Mass: As <i>bear's endurance</i> , affects one subject/ level.
		Blade Barrier: Wall of blades deals 1d6/level damage.
		Bull's Strength, Mass: As <i>bull's strength</i> , 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 <i>dispel magic</i> , but up to +20 on check.
		Eagle's Splendor, Mass: As <i>eagle's splendor</i> , affects one subject/level.
		Find the Path: Shows most direct way to a location.
		Forbiddance m: Blocks planar travel, damages creatures of different alignment.
		Geas/Quest: As <i>lesser geas</i> , plus it affects any creature.
		Glyph of Warding, Greater: As <i>glyph of warding</i> , but up to 10d8 damage or 6th-level spell.
		Harm: Deals 10 points/level damage to target.
		Heal: Cures 10 points/level of damage, all diseases and mental conditions.
		Heroes' Feast: Food for one creature/level cures and grants combat bonuses.
		Inflict Moderate Wounds, Mass: Deals 2d8 damage +1/level to many creatures.
		Owl's Wisdom, Mass: As <i>owl's wisdom</i> , affects one subject/level.
		Planar Ally x: As <i>lesser planar ally</i> , but up to 12 HD.
		Summon Monster VI: Calls extraplanar creature to fight for you.
		Symbol of Fear m: Triggered rune panics nearby creatures.
		Symbol of Persuasion m: Triggered rune charms nearby creatures.
		Undeath to Death m: 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		
		Blasphemy: Kills, paralyzes, weakens, or dazes nonevil subjects.
		Control Weather: Changes weather in local area.
		Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.
		Destruction F: Kills subject and destroys remains.
		Dictum: Kills, paralyzes, slows, or deafens nonlawful subjects.
		Ethereal Jaunt: You become ethereal for 1 round/level.
		Holy Word: Kills, paralyzes, blinds, or deafens nongood subjects.
		Inflict Serious Wounds, Mass: Deals 3d8 damage +1/level to many creatures.
		Refuge m: 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 x: As <i>restoration</i> , plus restores all levels and ability scores.
		Resurrection m: Fully restore dead subject.
		Scrying, Greater: As <i>scrying</i> , but faster and longer.
		Summon Monster VII: Calls extraplanar creature to fight for you.
		Symbol of Stunning m: Triggered rune stuns nearby creatures.
		Symbol of Weakness m: Triggered rune weakens nearby creatures.
		Word of Chaos: Kills, <i>confuses</i> , stuns, or deafens nonchaotic subjects.
8TH-LEVEL CLERIC SPELLS		
		Antimagic Field: Negates magic within 10 ft.
		Cloak of Chaos F: +4 to AC, +4 resistance, and SR 25 against lawful spells.
		Create Greater Undead m: 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 5-ft./level radius.
		Fire Storm: Deals 1d6/level fire damage.
		Holy Aura F: +4 to AC, +4 resistance, and SR 25 against evil spells.
		Planar Ally, Greater x: As <i>lesser planar ally</i> , but up to 18 HD.
		Inflict Critical Wounds, Mass: Deals 4d8 damage +1/level to many creatures.
		Shield of Law F: +4 to AC, +4 resistance, and SR 25 against chaotic spells.
		Spell Immunity, Greater: As <i>spell immunity</i> , but up to 8th-level spells.
		Summon Monster VIII: Calls extraplanar creature to fight for you.
		Symbol of Death M: Triggered rune slays nearby creatures.
		Symbol of Insanity M: Triggered rune renders nearby creatures insane.
		Unholy Aura F: +4 to AC, +4 resistance, and SR 25 against good spells.
9TH-LEVEL CLERIC SPELLS		
		Astral Projection M: Projects you and companions onto Astral Plane.
		Energy Drain: Subject gains 2d4 negative levels.
		Etherealness: Travel to Ethereal Plane with companions.
		Gate x: Connects two planes for travel or summoning.
		Heal, Mass: As <i>heal</i> , but with several subjects.
		Implosion: Kills one creature/round.
		Miracle x: Requests a deity's intercession.
		Soul Bind F: Traps newly dead soul to prevent <i>resurrection</i> .
		Storm of Vengeance: Storm rains acid, lightning, and hail.
		Summon Monster IX: Calls extraplanar creature to fight for you.
		True Resurrection M: As <i>resurrection</i> , plus remains aren't needed.

Domain #1

Name: _____

Granted Power: _____

Memorized	Scroll	Spell

Domain #2

Name: _____

Granted Power: _____

Memorized	Scroll	Spell
