

## 7<sup>th</sup>-Level Cleric Spells

- × **Blasphemy:** SR; None or Will (see text); [Evil] [Sonic].
- ×  **Control Weather:** None.
- × **Cure Serious Wounds, Mass:** SR or SR<sup>H</sup>; Will ½ or Will<sup>H</sup> (see text).
- † **Destruction<sup>F</sup>:** SR; Fort part; [Death].
- × **Dictum:** SR; None or Will (see text); [Lawful] [Sonic].
- Ethereal Jaunt:** Personal.
- × **Holy Word:** SR; None or Will (see text); [Good] [Sonic].
- × **Inflct Serious Wounds, Mass:** SR; Will ½.
- † **Refuge<sup>M</sup>:** None.
- Regenerate:** SR<sup>H</sup>; Fort<sup>H</sup>.
- × **Repulsion:** SR; Will.
- †  **Restoration, Greater<sup>X</sup>:** SR<sup>H</sup>; Will<sup>H</sup>.
- †  **Resurrection<sup>M</sup>:** SR<sup>H</sup>; None (see text).
- × **Srying, Greater:** SR, Will.
- Summon Monster VII:** None; [See text].
- †  **Symbol of Stunning<sup>M</sup>:** SR; Will; [Mind-Affecting].
- †  **Symbol of Weakness<sup>M</sup>:** SR; Fort.
- × **Word of Chaos:** SR; None or Will (see text); [Chaotic] [Sonic].

#
Readied
Slots Available
DC

## 8<sup>th</sup>-Level Cleric Spells

- × **Antimagic Field:** See text; None.
- † **Cloak of Chaos<sup>F</sup>:** SR<sup>H</sup>; See text; [Chaotic].
- †  **Create Greater Undead<sup>M</sup>:** None; [Evil].
- × **Cure Critical Wounds, Mass:** SR or SR<sup>H</sup>; Will ½ or Will<sup>H</sup> (see text).
- × **Dimensional Lock:** SR; None.
- Discern Location:** None.
- × **Earthquake:** Ref (see text); [Earth].
- ×  **Fire Storm:** SR; Ref ½; [Fire].
- † **Holy Aura<sup>F</sup>:** SR<sup>H</sup>; See text; [Good].
- †  **Planar Ally, Greater<sup>X</sup>:** None; [See text].
- × **Inflct Critical Wounds, Mass:** SR; Will ½.
- † **Shield of Law<sup>F</sup>:** SR<sup>H</sup>; See text; [Lawful].
- Spell Immunity, Greater:** SR<sup>H</sup>; Will<sup>H</sup>.
- Summon Monster VIII:** None; [See text].
- †  **Symbol of Death<sup>M</sup>:** SR; Fort; [Death].
- †  **Symbol of Insanity<sup>M</sup>:** SR; Will; [Mind-Affecting].
- † **Unholy Aura<sup>F</sup>:** SR<sup>H</sup>; See text; [Evil].

#
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Slots Available
DC

## 9<sup>th</sup>-Level Cleric Spells

- †  **Astral Projection<sup>M</sup>:** SR; None.
- Energy Drain:** SR; Fort part.
- Etherealness:** SR.
- † **Gate<sup>X</sup>:** None.
- × **Heal, Mass:** SR<sup>H</sup>; Will<sup>H</sup> (see text).
- × **Implosion:** SR; Fort.
- † **Miracle<sup>X</sup>:** SR; See text.
- † **Soul Bind<sup>F</sup>:** Will.
- Storm of Vengeance:** SR; See text.
- Summon Monster IX:** None; [See text].
- †  **True Resurrection<sup>M</sup>:** SR<sup>H</sup>; None (see text).

#
Readied
Slots Available
DC

: Readied  
 \*: read spell  
 empty: **Rote**, 1 std action  
 ×: **Restricted**  
 †: **Ritual**  
: Longer than 1 std action

# CLERIC SPELLS

## 0-Level Cleric and Paladin Spells

- Create Water:** None; [Water].
- Cure Minor Wounds:** SR<sup>H</sup>; Will<sup>H</sup>.
- Detect Magic:** None.
- Detect Poison:** None.
- Guidance:** SR; Will<sup>H</sup>.
- Inflct Minor Wounds:** SR; Will ½.
- Light:** None, [Light].
- Mending:** SR<sup>H</sup>; Will<sup>H</sup>.
- Purify Food and Drink:** SR<sup>O</sup>; Will<sup>O</sup>.
- Read Magic:** Personal.
- Resistance:** SR<sup>H</sup>; Will<sup>H</sup>.
- Virtue:** SR<sup>H</sup>; Fort<sup>H</sup>.

#
Readied
Slots Available
DC

## 1<sup>st</sup>-Level Cleric and Paladin Spells

- × **Bane:** SR; Will; [Fear] [Mind-Affecting].
- × **Bless:** SR<sup>H</sup>; None; [Mind-Affecting].
- †  **Bless Water<sup>M</sup>:** SR<sup>O</sup>; Will<sup>O</sup>; [Good].
- Cause Fear:** SR; Will part; [Fear] [Mind-Affecting].
- Command:** SR; Will; [Language-Dependent] [Mind-Affecting].
- × **Comprehend Languages:** Personal.
- Cure Light Wounds:** SR<sup>H</sup>; Will<sup>H</sup> (see text).
- †  **Curse Water<sup>M</sup>:** SR<sup>O</sup>; Will<sup>O</sup>; [Evil].
- × **Deathwatch:** None; [Evil].
- × **Detect Chaos/Evil/Good/Law:** None.
- × **Detect Undead:** None.
- Divine Favor:** Personal.
- Doom:** SR; Will; [Fear] [Mind-Affecting].
- Endure Elements:** SR<sup>H</sup>; Will<sup>H</sup>.
- Entropic Shield:** Personal.
- × **Hide from Undead:** SR; Will<sup>H</sup> (see text).
- Inflct Light Wounds:** SR; Will ½.
- × **Magic Stone:** SR<sup>H</sup>; Will<sup>H</sup>.
- Magic Weapon:** SR<sup>H</sup>; Will<sup>H</sup>.
- Obscuring Mist:** None.
- Protection from Chaos/Evil/Good/Law:** See text; Will<sup>H</sup>; [Chaotic or Evil or Good or Lawful].
- Remove Fear:** SR<sup>H</sup>; Will<sup>H</sup>.
- Sanctuary:** Will.
- Shield of Faith:** SR<sup>H</sup>; Will<sup>H</sup>.
- Summon Monster I:** None; [See text].

#
Readied
Slots Available
DC

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## 2<sup>nd</sup>-Level Cleric and Paladin Spells

- Aid:** SR<sup>H</sup>; None; [Mind-Affecting].
- Align Weapon:** SR<sup>H</sup>; Will<sup>H</sup>; [Chaos or Evil or Good or Law].
- †  **Augury<sup>M</sup>:** Personal.
- Bear's Endurance:** SR<sup>H</sup>; Will<sup>H</sup>.
- Bull's Strength:** SR<sup>H</sup>; Will<sup>H</sup>.
- × **Calm Emotions:** SR; Will; [Mind-Affecting].
- † **Consecrate<sup>M</sup>:** None; [Good].
- Cure Moderate Wounds:** SR<sup>H</sup>; Will<sup>H</sup> (see text).
- × **Darkness:** None; [Darkness].
- Death Knell:** SR; Will; [Death] [Evil].
- × **Delay Poison:** SR<sup>H</sup>; Fort<sup>H</sup>.
- † **Desecrate<sup>M</sup>:** SR; None; [Evil].
- Eagle's Splendor:** SR<sup>H</sup>; Will<sup>H</sup>.
- ×  **Enthral:** SR; Will; [Language Dependent] [Mind-Affecting] [Sonic].
- Find Traps:** Personal.
- × **Gentle Repose:** SR<sup>O</sup>; Will<sup>O</sup>.
- Hold Person:** SR; Will (see text); [Mind-Affecting].
- Inflct Moderate Wounds:** SR; Will ½.
- Make Whole:** SR<sup>H</sup>; Will<sup>H</sup>.
- Owl's Wisdom:** SR<sup>H</sup>; Will<sup>H</sup>.
- × **Remove Paralysis:** SR<sup>H</sup>; Will<sup>H</sup>.
- × **Resist Energy:** SR<sup>H</sup>; Fort<sup>H</sup>.
- Restoration, Lesser:** SR<sup>H</sup>; Will<sup>H</sup>.
- \* **Shatter:** SR<sup>O</sup>; Fort ½ or Will<sup>O</sup> (see text); [Sonic].
- † **Shield Other<sup>F</sup>:** SR<sup>H</sup>; Will<sup>H</sup>.
- × **Silence:** See text.
- × **Sound Burst:** SR; Fort part; [Sonic].
- Spiritual Weapon:** SR; None; [Force].
- × **Status:** SR<sup>H</sup>; Will<sup>H</sup>.
- Summon Monster II:** None; [See text].
- × **Undetectable Alignment:** SR<sup>O</sup>; Will<sup>O</sup>.
- × **Zone of Truth:** SR; Will; [Mind-Affecting].

#
Readied
Slots Available
DC

: Readied  
 \*: read spell  
 empty: **Rote**, 1 std action  
 ×: **Restricted**  
 †: **Ritual**  
: Longer than 1 std action

3 <sup>rd</sup> -Level Cleric and Paladin Spells		# Readied
<input type="checkbox"/> †	<b>Animate Dead</b> <sup>M</sup> : None; [Evil].	Slots Available
<input type="checkbox"/> ×	<b>Bestow Curse</b> : SR; Will.	DC
<input type="checkbox"/> ×	<b>Blindness/Deafness</b> : SR; Fort.	
<input type="checkbox"/>	<b>Contagion</b> : SR; Fort; [Evil].	
<input type="checkbox"/> †	<b>Continual Flame</b> <sup>M</sup> : None; [Light].	
<input type="checkbox"/> ×	<b>Create Food and Water</b> : None.	
<input type="checkbox"/>	<b>Cure Serious Wounds</b> : SR <sup>H</sup> ; Will <sup>H</sup> (see text).	
<input type="checkbox"/> ×	<b>Daylight</b> : None; [Light].	
<input type="checkbox"/> ×	<b>Deeper Darkness</b> : None; [Darkness].	
<input type="checkbox"/> *	<b>Dispel Magic</b> : None.	
<input type="checkbox"/> †	<b>Glyph of Warding</b> <sup>M</sup> : See text; See text.	
<input type="checkbox"/> ×	<b>Helping Hand</b> : None.	
<input type="checkbox"/>	<b>Inflct Serious Wounds</b> : SR; Will <sup>1/2</sup> .	
<input type="checkbox"/>	<b>Invisibility Purge</b> : Personal.	
<input type="checkbox"/> ×	<b>Locate Object</b> : None.	
<input type="checkbox"/> ×	<b>Magic Circle against Chaos/Evil/Good/Law</b> : See text; Will <sup>H</sup> ; [Chaotic or Evil or Good or Lawful].	
<input type="checkbox"/> ×	<b>Magic Vestment</b> : SR <sup>H</sup> <sup>O</sup> ; Will <sup>H</sup> <sup>O</sup> .	
<input type="checkbox"/> ×	<b>Meld into Stone</b> : [Earth].	
<input type="checkbox"/> ×	<b>Obscure Object</b> : SR <sup>O</sup> ; Will <sup>O</sup> .	
<input type="checkbox"/> ×	<b>Prayer</b> : SR; None; [Mind-Affecting].	
<input type="checkbox"/> ×	<b>Protection from Energy</b> : SR <sup>H</sup> ; Fort <sup>H</sup> .	
<input type="checkbox"/>	<b>Remove Blindness/Deafness</b> : SR <sup>H</sup> ; Fort <sup>H</sup> .	
<input type="checkbox"/>	<b>Remove Curse</b> : SR <sup>H</sup> ; Will <sup>H</sup> .	
<input type="checkbox"/>	<b>Remove Disease</b> : SR <sup>H</sup> ; Fort <sup>H</sup> .	
<input type="checkbox"/>	<b>Searing Light</b> : SR; None.	
<input type="checkbox"/>	<b>Speak with Dead</b> : Will (see text); [Language-Dependent].	
<input type="checkbox"/>	<b>Stone Shape</b> : None; [Earth].	
<input type="checkbox"/>	<b>Summon Monster III</b> : None; [See text].	
<input type="checkbox"/> ×	<b>Water Breathing</b> : SR <sup>H</sup> ; Will <sup>H</sup> .	
<input type="checkbox"/> ×	<b>Water Walk</b> : SR <sup>H</sup> ; Will <sup>H</sup> ; [Water].	
<input type="checkbox"/>	<b>Wind Wall</b> : SR; None (see text); [Air].	

4 <sup>th</sup> -Level Cleric and Paladin Spells		# Readied
<input type="checkbox"/> ×	<b>Air Walk</b> : SR <sup>H</sup> ; None; [Air].	Slots Available
<input type="checkbox"/> ×	<b>Control Water</b> : None (see text); [Water].	DC
<input type="checkbox"/>	<b>Cure Critical Wounds</b> : SR <sup>H</sup> ; Will <sup>H</sup> (see text).	
<input type="checkbox"/>	<b>Death Ward</b> : SR <sup>H</sup> ; None <sup>H</sup> .	
<input type="checkbox"/>	<b>Dimensional Anchor</b> : SR <sup>O</sup> ; None.	
<input type="checkbox"/>	<b>Discern Lies</b> : None.	
<input type="checkbox"/>	<b>Dismissal</b> : SR; Will (see text).	
<input type="checkbox"/> †	<b>Divination</b> <sup>M</sup> : Personal.	
<input type="checkbox"/>	<b>Divine Power</b> : Personal.	
<input type="checkbox"/> ×	<b>Freedom of Movement</b> : SR <sup>H</sup> ; Will <sup>H</sup> .	
<input type="checkbox"/>	<b>Giant Vermin</b> : SR; None.	
<input type="checkbox"/> ×	<b>Imbue with Spell Ability</b> : SR <sup>H</sup> ; Will <sup>H</sup> .	
<input type="checkbox"/>	<b>Inflct Critical Wounds</b> : SR; Will <sup>1/2</sup> .	
<input type="checkbox"/> ×	<b>Magic Weapon, Greater</b> : SR <sup>H</sup> <sup>O</sup> ; Will <sup>H</sup> <sup>O</sup> .	
<input type="checkbox"/> ×	<b>Neutralize Poison</b> : SR <sup>H</sup> <sup>O</sup> ; Will <sup>H</sup> <sup>O</sup> .	
<input type="checkbox"/> †	<b>Planar Ally, Lesser</b> <sup>X</sup> : None; [See text].	
<input type="checkbox"/>	<b>Poison</b> : SR; Fort (see text).	
<input type="checkbox"/> ×	<b>Repel Vermin</b> : SR; None (see text).	
<input type="checkbox"/> †	<b>Restoration</b> <sup>M</sup> : SR <sup>H</sup> ; Will <sup>H</sup> .	
<input type="checkbox"/>	<b>Sending</b> : None.	
<input type="checkbox"/>	<b>Spell Immunity</b> : SR <sup>H</sup> ; Will <sup>H</sup> .	
<input type="checkbox"/>	<b>Summon Monster IV</b> : None; [See text].	
<input type="checkbox"/> ×	<b>Tongues</b> : Will <sup>H</sup> .	

5 <sup>th</sup> -Level Cleric and Paladin Spells		# Readied
<input type="checkbox"/> †	<b>Atonement</b> <sup>F</sup> <sup>X</sup> : SR; None.	Slots Available
<input type="checkbox"/> ×	<b>Break Enchantment</b> : See text.	DC
<input type="checkbox"/> ×	<b>Command, Greater</b> : SR; Will, [Language-Dependent] [Mind-Affecting].	
<input type="checkbox"/> †	<b>Commune</b> <sup>X</sup> : Personal.	
<input type="checkbox"/> ×	<b>Cure Light Wounds, Mass</b> : SR or SR <sup>H</sup> ; Will <sup>1/2</sup> or Will <sup>H</sup> (see text).	
<input type="checkbox"/>	<b>Dispel Chaos/Evil/Good/Law</b> : See text; Will (see text); [Chaotic or Evil or Good or Lawful].	
<input type="checkbox"/>	<b>Disrupting Weapon</b> : SR <sup>H</sup> <sup>O</sup> ; Will <sup>H</sup> <sup>O</sup> (see text).	
<input type="checkbox"/> ×	<b>Flame Strike</b> : SR; Ref <sup>1/2</sup> ; [Fire].	
<input type="checkbox"/> †	<b>Hallow</b> <sup>M</sup> : See text; See text; [Good].	
<input type="checkbox"/> ×	<b>Inflct Light Wounds, Mass</b> : .	
<input type="checkbox"/> ×	<b>Insect Plague</b> : None.	
<input type="checkbox"/> ×	<b>Mark of Justice</b> : SR; None.	
<input type="checkbox"/> †	<b>Plane Shift</b> <sup>F</sup> : SR; Will.	
<input type="checkbox"/> †	<b>Raise Dead</b> <sup>M</sup> : SR <sup>H</sup> ; None (see text).	
<input type="checkbox"/>	<b>Righteous Might</b> : Personal.	
<input type="checkbox"/> †	<b>Screyng</b> <sup>F</sup> : SR; Will.	
<input type="checkbox"/>	<b>Slay Living</b> : SR; Fort part; [Death].	
<input type="checkbox"/>	<b>Spell Resistance</b> : SR <sup>H</sup> ; Will <sup>H</sup> .	
<input type="checkbox"/>	<b>Summon Monster V</b> : None; [See text].	
<input type="checkbox"/> †	<b>Symbol of Pain</b> <sup>M</sup> : SR; Fort; [Evil].	
<input type="checkbox"/> †	<b>Symbol of Sleep</b> <sup>M</sup> : SR; Will; [Mind-Affecting].	
<input type="checkbox"/> †	<b>True Seeing</b> <sup>M</sup> : SR <sup>H</sup> ; Will <sup>H</sup> .	
<input type="checkbox"/> †	<b>Unhallow</b> <sup>M</sup> : See text; See text; [Evil].	
<input type="checkbox"/>	<b>Wall of Stone</b> : See text; [Earth].	

6 <sup>th</sup> -Level Cleric Spells		# Readied
<input type="checkbox"/> ×	<b>Animate Objects</b> : None.	Slots Available
<input type="checkbox"/> ×	<b>Antilife Shell</b> : SR; None.	DC
<input type="checkbox"/> ×	<b>Banishment</b> : SR; Will.	
<input type="checkbox"/> ×	<b>Bear's Endurance, Mass</b> : SR; Will <sup>H</sup> .	
<input type="checkbox"/> ×	<b>Blade Barrier</b> : SR; Ref or Ref <sup>1/2</sup> (see text); [Force]	
<input type="checkbox"/> ×	<b>Bull's Strength, Mass</b> : SR; Will <sup>H</sup> .	
<input type="checkbox"/> †	<b>Create Undead</b> <sup>M</sup> : None; [Evil].	
<input type="checkbox"/> ×	<b>Cure Moderate Wounds, Mass</b> : SR or SR <sup>H</sup> ; Will <sup>1/2</sup> or Will <sup>H</sup> (see text).	
<input type="checkbox"/> *	<b>Dispel Magic, Greater</b> : None.	
<input type="checkbox"/> ×	<b>Eagle's Splendor, Mass</b> : SR; Will <sup>H</sup> .	
<input type="checkbox"/> ×	<b>Find the Path</b> : As personal: None. On others: SR <sup>H</sup> ; Will <sup>H</sup> .	
<input type="checkbox"/> †	<b>Forbiddance</b> <sup>M</sup> : SR; See text.	
<input type="checkbox"/> ×	<b>Geas/Quest</b> : SR; Will; [Language Dependent] [Mind-Affecting].	
<input type="checkbox"/> †	<b>Glyph of Warding, Greater</b> : See text; See text.	
<input type="checkbox"/>	<b>Harm</b> : SR; Will <sup>1/2</sup> (see text).	
<input type="checkbox"/>	<b>Heal</b> : SR <sup>H</sup> ; Will <sup>H</sup> (see text).	
<input type="checkbox"/> ×	<b>Heroes' Feast</b> : None, [Creation].	
<input type="checkbox"/> ×	<b>Inflct Moderate Wounds, Mass</b> : SR; Will <sup>1/2</sup> .	
<input type="checkbox"/> ×	<b>Owl's Wisdom, Mass</b> : SR; Will <sup>H</sup> .	
<input type="checkbox"/> †	<b>Planar Ally</b> <sup>X</sup> : None; [See text].	
<input type="checkbox"/>	<b>Summon Monster VI</b> : None; [See text].	
<input type="checkbox"/> †	<b>Symbol of Fear</b> <sup>M</sup> : SR; Will; [Fear] [Mind-Affecting].	
<input type="checkbox"/> †	<b>Symbol of Persuasion</b> <sup>M</sup> : SR; Will; [Mind-Affecting].	
<input type="checkbox"/> †	<b>Undeath to Death</b> <sup>M</sup> : SR; Will.	
<input type="checkbox"/> ×	<b>Wind Walk</b> : As personal: None. On others: SR <sup>H</sup> ; Will <sup>H</sup> ; [Air].	
<input type="checkbox"/> ×	<b>Word of Recall</b> : As personal: None. On others: SR <sup>H</sup> <sup>O</sup> ; Will <sup>H</sup> <sup>O</sup> .	

: Readied    empty: **Rote**, 1 std action    : Longer than 1  
 \*: read spell    ×: **Restricted**    †: **Ritual**

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