

7 th –Level Cleric Spells		# Readied
<input type="checkbox"/> ×	Blasphemy: SR; None or Will (see text); [Evil] [Sonic].	Slots Available
<input type="checkbox"/> ×	<input checked="" type="checkbox"/> Control Weather: None.	DC
<input type="checkbox"/> ×	Cure Serious Wounds, Mass: SR or SR ^H ; Will ½ or Will ^H (see text).	
<input type="checkbox"/> †	Destruction ^F: SR; Fort part; [Death].	
<input type="checkbox"/> ×	Dictum: SR; None or Will (see text); [Lawful] [Sonic].	
<input type="checkbox"/>	Ethereal Jaunt: Personal.	
<input type="checkbox"/> ×	Holy Word: SR; None or Will (see text); [Good] [Sonic].	
<input type="checkbox"/> ×	Inflit Serious Wounds, Mass: SR; Will ½.	
<input type="checkbox"/> †	Refuge ^M: None.	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Regenerate: SR ^H ; Fort ^H .	
<input type="checkbox"/> ×	Repulsion: SR; Will.	
<input type="checkbox"/> †	<input checked="" type="checkbox"/> Restoration, Greater ^X: SR ^H ; Will ^H .	
<input type="checkbox"/> †	<input checked="" type="checkbox"/> Resurrection ^M: SR ^H ; None (see text).	
<input type="checkbox"/> ×	Srying, Greater: SR; Will.	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Summon Monster VII: None; [See text].	
<input type="checkbox"/> †	<input checked="" type="checkbox"/> Symbol of Stunning ^M: SR; Will; [Mind-Affecting].	
<input type="checkbox"/> †	<input checked="" type="checkbox"/> Symbol of Weakness ^M: SR; Fort.	
<input type="checkbox"/> ×	Word of Chaos: SR; None or Will (see text); [Chaotic] [Sonic].	

8 th –Level Cleric Spells		# Readied
<input type="checkbox"/> ×	Antimagic Field: See text; None.	Slots Available
<input type="checkbox"/> †	Cloak of Chaos ^F: SR ^H ; See text; [Chaotic].	DC
<input type="checkbox"/> †	<input checked="" type="checkbox"/> Create Greater Undead ^M: None; [Evil].	
<input type="checkbox"/> ×	Cure Critical Wounds, Mass: SR or SR ^H ; Will ½ or Will ^H (see text).	
<input type="checkbox"/> ×	Dimensional Lock: SR; None.	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Discern Location: None.	
<input type="checkbox"/> ×	Earthquake: Ref (see text); [Earth].	
<input type="checkbox"/> ×	<input checked="" type="checkbox"/> Fire Storm: SR; Ref ½; [Fire].	
<input type="checkbox"/> †	Holy Aura ^F: SR ^H ; See text; [Good].	
<input type="checkbox"/> †	<input checked="" type="checkbox"/> Planar Ally, Greater ^X: None; [See text].	
<input type="checkbox"/> ×	Inflit Critical Wounds, Mass: SR; Will ½.	
<input type="checkbox"/> †	Shield of Law ^F: SR ^H ; See text; [Lawful].	
<input type="checkbox"/>	Spell Immunity, Greater: SR ^H ; Will ^H .	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Summon Monster VIII: None; [See text].	
<input type="checkbox"/> †	<input checked="" type="checkbox"/> Symbol of Death ^M: SR; Fort; [Death].	
<input type="checkbox"/> †	<input checked="" type="checkbox"/> Symbol of Insanity ^M: SR; Will; [Mind-Affecting].	
<input type="checkbox"/> †	Unholy Aura ^F: SR ^H ; See text; [Evil].	

9 th –Level Cleric Spells		# Readied
<input type="checkbox"/> †	<input checked="" type="checkbox"/> Astral Projection ^M: SR; None.	Slots Available
<input type="checkbox"/>	Energy Drain: SR; Fort part.	DC
<input type="checkbox"/>	Etherealness: SR.	
<input type="checkbox"/> †	Gate ^X: None.	
<input type="checkbox"/> ×	Heal, Mass: SR ^H ; Will ^H (see text).	
<input type="checkbox"/> ×	Implosion: SR; Fort.	
<input type="checkbox"/> †	Miracle ^X: SR; See text.	
<input type="checkbox"/> †	Soul Bind ^F: Will.	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Storm of Vengeance: SR; See text.	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Summon Monster IX: None; [See text].	
<input type="checkbox"/> †	<input checked="" type="checkbox"/> True Resurrection ^M: SR ^H ; None (see text).	

☐: Readied empty: **Rote**, 1 std action ☒: Longer than 1 std action
*: read spell ×: **Restricted**
‡: **Ritual**



CLERIC SPELLS

0–Level Cleric and Paladin Spells		# Readied
<input type="checkbox"/>	Create Water: None; [Water].	Slots Available
<input type="checkbox"/>	Cure Minor Wounds: SR ^H ; Will ^H .	DC
<input type="checkbox"/>	Detect Magic: None.	
<input type="checkbox"/>	Detect Poison: None.	
<input type="checkbox"/>	Guidance: SR; Will ^H .	
<input type="checkbox"/>	Inflit Minor Wounds: SR; Will ½.	
<input type="checkbox"/>	Light: None, [Light].	
<input type="checkbox"/>	Mending: SR ^H ○; Will ^H ○.	
<input type="checkbox"/>	Purify Food and Drink: SR ○; Will ○.	
<input type="checkbox"/>	Read Magic: Personal.	
<input type="checkbox"/>	Resistance: SR ^H ; Will ^H .	
<input type="checkbox"/>	Virtue: SR ^H ; Fort ^H .	

1 st –Level Cleric and Paladin Spells		# Readied
<input type="checkbox"/> ×	Bane: SR; Will; [Fear] [Mind-Affecting].	Slots Available
<input type="checkbox"/> ×	Bless: SR ^H ; None; [Mind-Affecting].	DC
<input type="checkbox"/> †	<input checked="" type="checkbox"/> Bless Water ^M: SR ○; Will ○; [Good].	
<input type="checkbox"/>	Cause Fear: SR; Will part; [Fear] [Mind-Affecting].	
<input type="checkbox"/>	Command: SR; Will; [Language-Dependent] [Mind-Affecting].	
<input type="checkbox"/> ×	Comprehend Languages: Personal.	
<input type="checkbox"/>	Cure Light Wounds: SR ^H ; Will ^H (see text).	
<input type="checkbox"/> †	<input checked="" type="checkbox"/> Curse Water ^M: SR ○; Will ○; [Evil].	
<input type="checkbox"/> ×	Deathwatch: None; [Evil].	
<input type="checkbox"/> ×	Detect Chaos/Evil/Good/Law: None.	
<input type="checkbox"/> ×	Detect Undead: None.	
<input type="checkbox"/>	Divine Favor: Personal.	
<input type="checkbox"/>	Doom: SR; Will; [Fear] [Mind-Affecting].	
<input type="checkbox"/>	Endure Elements: SR ^H ; Will ^H .	
<input type="checkbox"/>	Entropic Shield: Personal.	
<input type="checkbox"/> ×	Hide from Undead: SR; Will ^H (see text).	
<input type="checkbox"/>	Inflit Light Wounds: SR; Will ½.	
<input type="checkbox"/> ×	Magic Stone: SR ^H ○; Will ^H ○.	
<input type="checkbox"/>	Magic Weapon: SR ^H ○; Will ^H ○.	
<input type="checkbox"/>	Obscuring Mist: None.	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Protection from Chaos/Evil/Good/Law: See text; Will ^H ; [Chaotic or Evil or Good or Lawful].	
<input type="checkbox"/>	Remove Fear: SR ^H ; Will ^H .	
<input type="checkbox"/>	Sanctuary: Will.	
<input type="checkbox"/>	Shield of Faith: SR ^H ; Will ^H .	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Summon Monster I: None; [See text].	

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2 nd –Level Cleric and Paladin Spells		# Readied
<input type="checkbox"/>	Aid: SR ^H ; None; [Mind-Affecting] .	Slots Available
<input type="checkbox"/>	Align Weapon: SR ^H ○; Will ^H ○; [Chaos or Evil or Good or Law].	DC
<input type="checkbox"/> †	<input checked="" type="checkbox"/> Augury ^M ^F: Personal.	
<input type="checkbox"/>	Bear's Endurance: SR ^H ; Will ^H .	
<input type="checkbox"/>	Bull's Strength: SR ^H ; Will ^H .	
<input type="checkbox"/> ×	Calm Emotions: SR; Will; [Mind-Affecting].	
<input type="checkbox"/> †	Consecrate ^M: None; [Good].	
<input type="checkbox"/>	Cure Moderate Wounds: SR ^H ; Will ^H (see text).	
<input type="checkbox"/> ×	Darkness: None; [Darkness].	
<input type="checkbox"/>	Death Knell: SR; Will; [Death] [Evil].	
<input type="checkbox"/> ×	Delay Poison: SR ^H ; Fort ^H .	
<input type="checkbox"/> †	Desecrate ^M: SR; None; [Evil].	
<input type="checkbox"/>	Eagle's Splendor: SR ^H ; Will ^H .	
<input type="checkbox"/> ×	<input checked="" type="checkbox"/> Enthrall: SR; Will; [Language Dependent] [Mind-Affecting] [Sonic].	
<input type="checkbox"/>	Find Traps: Personal.	
<input type="checkbox"/> ×	Gentle Repose: SR ○; Will ○.	
<input type="checkbox"/>	Hold Person: SR; Will (see text); [Mind-Affecting].	
<input type="checkbox"/>	Inflit Moderate Wounds: SR; Will ½.	
<input type="checkbox"/>	Make Whole: SR ^H ○; Will ^H ○.	
<input type="checkbox"/>	Owl's Wisdom: SR ^H ; Will ^H .	
<input type="checkbox"/> ×	Remove Paralysis: SR ^H ; Will ^H .	
<input type="checkbox"/> ×	Resist Energy: SR ^H ; Fort ^H .	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Restoration, Lesser: SR ^H ; Will ^H .	
<input type="checkbox"/> *	Shatter: SR ○; Fort ½ or Will ○ (see text); [Sonic].	
<input type="checkbox"/> †	Shield Other ^F: SR ^H ; Will ^H .	
<input type="checkbox"/> ×	Silence: See text.	
<input type="checkbox"/> ×	Sound Burst: SR; Fort part; [Sonic].	
<input type="checkbox"/>	Spiritual Weapon: SR; None; [Force].	
<input type="checkbox"/> ×	Status: SR ^H ; Will ^H .	
<input type="checkbox"/>	<input checked="" type="checkbox"/> Summon Monster II: None; [See text].	
<input type="checkbox"/> ×	Undetectable Alignment: SR ○; Will ○.	
<input type="checkbox"/> ×	Zone of Truth: SR; Will; [Mind-Affecting].	

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*: read spell ×: **Restricted**
‡: **Ritual**

3 rd –Level Cleric and Paladin Spells		# Readied
<input type="checkbox"/> †	Animate Dead ^M: None; [Evil].	Slots Available
<input type="checkbox"/> ×	Bestow Curse: SR; Will.	DC
<input type="checkbox"/> ×	Blindness/Deafness: SR; Fort.	
<input type="checkbox"/>	Contagion: SR; Fort; [Evil].	
<input type="checkbox"/> †	Continual Flame ^M: None; [Light].	
<input type="checkbox"/> × ☒	Create Food and Water: None.	
<input type="checkbox"/>	Cure Serious Wounds: SR ^H ; Will ^H (see text).	
<input type="checkbox"/> ×	Daylight: None; [Light].	
<input type="checkbox"/> ×	Deeper Darkness: None; [Darkness].	
<input type="checkbox"/> *	Dispel Magic: None.	
<input type="checkbox"/> † ☒	Glyph of Warding ^M: See text; See text.	
<input type="checkbox"/> ×	Helping Hand: None.	
<input type="checkbox"/>	Inflit Serious Wounds: SR; Will ^½ .	
<input type="checkbox"/>	Invisibility Purge: Personal.	
<input type="checkbox"/> ×	Locate Object: None.	
<input type="checkbox"/> ×	Magic Circle against Chaos/Evil/Good/Law: See text; Will ^H ; [Chaotic or Evil or Good or Lawful].	
<input type="checkbox"/> ×	Magic Vestment: SR ^H [○] ; Will ^H [○] .	
<input type="checkbox"/> ×	Meld into Stone: [Earth].	
<input type="checkbox"/> ×	Obscure Object: SR [○] ; Will [○] .	
<input type="checkbox"/> ×	Prayer: SR; None; [Mind-Affecting].	
<input type="checkbox"/> ×	Protection from Energy: SR ^H ; Fort ^H .	
<input type="checkbox"/>	Remove Blindness/Deafness: SR ^H ; Fort ^H .	
<input type="checkbox"/>	Remove Curse: SR ^H ; Will ^H .	
<input type="checkbox"/>	Remove Disease: SR ^H ; Fort ^H .	
<input type="checkbox"/>	Searing Light: SR; None.	
<input type="checkbox"/> ☒	Speak with Dead: Will (see text); [Language-Dependent].	
<input type="checkbox"/>	Stone Shape: None; [Earth].	
<input type="checkbox"/> ☒	Summon Monster III: None; [See text].	
<input type="checkbox"/> ×	Water Breathing: SR ^H ; Will ^H .	
<input type="checkbox"/> ×	Water Walk: SR ^H ; Will ^H ; [Water].	
<input type="checkbox"/>	Wind Wall: SR; None (see text); [Air].	

4 th –Level Cleric and Paladin Spells		# Readied
<input type="checkbox"/> ×	Air Walk: SR ^H ; None; [Air].	Slots Available
<input type="checkbox"/> ×	Control Water: None (see text); [Water].	DC
<input type="checkbox"/>	Cure Critical Wounds: SR ^H ; Will ^H (see text).	
<input type="checkbox"/>	Death Ward: SR ^H ; None ^H .	
<input type="checkbox"/>	Dimensional Anchor: SR [○] ; None.	
<input type="checkbox"/>	Discern Lies: None.	
<input type="checkbox"/>	Dismissal: SR; Will (see text).	
<input type="checkbox"/> † ☒	Divination ^M: Personal.	
<input type="checkbox"/>	Divine Power: Personal.	
<input type="checkbox"/> ×	Freedom of Movement: SR ^H ; Will ^H .	
<input type="checkbox"/>	Giant Vermin: SR; None.	
<input type="checkbox"/> × ☒	Imbue with Spell Ability: SR ^H ; Will ^H .	
<input type="checkbox"/>	Inflit Critical Wounds: SR; Will ^½ .	
<input type="checkbox"/> ×	Magic Weapon, Greater: SR ^H [○] ; Will ^H [○] .	
<input type="checkbox"/> ×	Neutralize Poison: SR ^H [○] ; Will ^H [○] .	
<input type="checkbox"/> † ☒	Planar Ally, Lesser ^X: None; [See text].	
<input type="checkbox"/>	Poison: SR; Fort (see text).	
<input type="checkbox"/> ×	Repel Vermin: SR; None (see text).	
<input type="checkbox"/> † ☒	Restoration ^M: SR ^H ; Will ^H .	
<input type="checkbox"/>	☒ Sending: None.	
<input type="checkbox"/>	Spell Immunity: SR ^H ; Will ^H .	
<input type="checkbox"/>	☒ Summon Monster IV: None; [See text].	
<input type="checkbox"/> ×	Tongues: Will ^H .	

5 th –Level Cleric and Paladin Spells		# Readied
<input type="checkbox"/> † ☒	Atonement ^F ^X: SR; None.	Slots Available
<input type="checkbox"/> × ☒	Break Enchantment: See text.	DC
<input type="checkbox"/> ×	Command, Greater: SR; Will, [Language-Dependent] [Mind-Affecting].	
<input type="checkbox"/> †	Commune ^X: Personal.	
<input type="checkbox"/> ×	Cure Light Wounds, Mass: SR or SR ^H ; Will ^½ or Will ^H (see text).	
<input type="checkbox"/>	Dispel Chaos/Evil/Good/Law: See text; Will (see text); [Chaotic or Evil or Good or Lawful].	
<input type="checkbox"/>	Disrupting Weapon: SR ^H [○] ; Will ^H [○] (see text).	
<input type="checkbox"/> ×	Flame Strike: SR; Ref ^½ ; [Fire].	
<input type="checkbox"/> † ☒	Hallow ^M: See text; See text; [Good].	
<input type="checkbox"/> ×	Inflit Light Wounds, Mass: .	
<input type="checkbox"/> × ☒	Insect Plague: None.	
<input type="checkbox"/> × ☒	Mark of Justice: SR; None.	
<input type="checkbox"/> †	Plane Shift ^F: SR; Will.	
<input type="checkbox"/> †	Raise Dead ^M: SR ^H ; None (see text).	
<input type="checkbox"/>	Righteous Might: Personal.	
<input type="checkbox"/> † ☒	Screying ^F: SR; Will.	
<input type="checkbox"/>	Slay Living: SR; Fort part; [Death].	
<input type="checkbox"/>	Spell Resistance: SR ^H ; Will ^H .	
<input type="checkbox"/>	☒ Summon Monster V: None; [See text].	
<input type="checkbox"/> † ☒	Symbol of Pain ^M: SR; Fort; [Evil].	
<input type="checkbox"/> †	Symbol of Sleep ^M: SR; Will; [Mind-Affecting].	
<input type="checkbox"/> †	True Seeing ^M: SR ^H ; Will ^H .	
<input type="checkbox"/> † ☒	Unhallow ^M: See text; See text; [Evil].	
<input type="checkbox"/>	Wall of Stone: See text; [Earth].	

6 th –Level Cleric Spells		# Readied
<input type="checkbox"/> ×	Animate Objects: None.	Slots Available
<input type="checkbox"/> × ☒	Antilife Shell: SR; None.	DC
<input type="checkbox"/> ×	Banishment: SR; Will.	
<input type="checkbox"/> ×	Bear’s Endurance, Mass: SR; Will ^H .	
<input type="checkbox"/> ×	Blade Barrier: SR; Ref or Ref ^½ (see text); [Force]	
<input type="checkbox"/> ×	Bull’s Strength, Mass: SR; Will ^H .	
<input type="checkbox"/> † ☒	Create Undead ^M: None; [Evil].	
<input type="checkbox"/> ×	Cure Moderate Wounds, Mass: SR or SR ^H ; Will ^½ or Will ^H (see text).	
<input type="checkbox"/> *	Dispel Magic, Greater: None.	
<input type="checkbox"/> ×	Eagle’s Splendor, Mass: SR; Will ^H .	
<input type="checkbox"/> × ☒	Find the Path: As personal: None. On others: SR ^H ; Will ^H .	
<input type="checkbox"/> †	☒ Forbiddance ^M: SR; See text.	
<input type="checkbox"/> × ☒	Geas/Quest: SR; Will; [Language Dependent] [Mind-Affecting].	
<input type="checkbox"/> †	☒ Glyph of Warding, Greater: See text; See text.	
<input type="checkbox"/>	Harm: SR; Will ^½ (see text).	
<input type="checkbox"/>	Heal: SR ^H ; Will ^H (see text).	
<input type="checkbox"/> × ☒	Heroes’ Feast: None, [Creation].	
<input type="checkbox"/> ×	Inflit Moderate Wounds, Mass: SR; Will ^½ .	
<input type="checkbox"/> ×	Owl’s Wisdom, Mass: SR; Will ^H .	
<input type="checkbox"/> † ☒	Planar Ally ^X: None; [See text].	
<input type="checkbox"/>	☒ Summon Monster VI: None; [See text].	
<input type="checkbox"/> † ☒	Symbol of Fear ^M: SR; Will; [Fear] [Mind-Affecting].	
<input type="checkbox"/> † ☒	Symbol of Persuasion ^M: SR; Will; [Mind-Affecting].	
<input type="checkbox"/> †	Undeath to Death ^M: SR; Will.	
<input type="checkbox"/> ×	Wind Walk: As personal: None. On others: SR ^H ; Will ^H ; [Air].	
<input type="checkbox"/> ×	Word of Recall: As personal: None. On others: SR ^H [○] ; Will ^H [○] .	

☐: Readied
*: read spell

empty: **Rote**, 1 std action
×: **Restricted**
†: **Ritual**

☒: Longer than 1 std action

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