



CLERIC SPELL REFERENCE SHEET LEVELS 1-6



		Range Duration			
Level One		(feet)	(turns)	Magical Effect	Reverse
1	Cure Light Wounds	0'	-	Heals 1d6+1 hp in one person	Cause Light Wounds
2	Detect Evil	120'	6	Caster can detect evil in any person or object in range	Detect Good
3	Detect Magic	60'	2	Caster can detect magic in any person, place or object	
4	Light	120'	12	15' radius equal to torch for duration, caster can end early	Darkness
5	Protect. from Evil	0'	12	Caster: +1 Saves, -1 AC vs evil, immun. to enchanted monst.	Protect. from Good
6	Purify Food/Water	120'	6+lvl	Restores poisoned food & drink for up to 12 people	Contaminate F./W.
7	Remove Fear	0'	-	Target gets new Save vs Fear at +1 per caster level	Cause Fear
8	Resist Cold	30'	6	Target gains +2 Saves & -1 damage/die against cold	

Level Two

1	<i>Bless</i>	60'	6	Group gains +1 to hit, must be cast before combat	<i>Curse</i>
2	<i>Find Traps</i>	30'	2	Locates mechanical or magical traps in range	
3	<i>Hold Person</i>	120'	6+lvl	Save or Paralyzed, up to 4 targets, -2 Save if only 1 target	
4	<i>Know Alignment</i>	10'	2	Caster learns alignment of creatures in range	
5	<i>Resist Fire</i>	30'	6	Target gains +2 Saves & -1 damage/die against fire	
6	<i>Silence, 15' Radius</i>	180'	12	Prevents all noise in area of effect, including casting	
7	<i>Snake Charm</i>	60'	1d4+1	Charms 1 HD/level, only lasts 1d6+6 rounds in melee	
8	<i>Speak w. Animals</i>	30'	6	Talk to normal animals, keep from attacking, may aid caster	

Level Three

1	<i>Animate Dead</i>	10'	∞	Creates 1 skeleton or zombie per level, controlled by cleric	
2	<i>Continual Light</i>	120'	∞	Full daylight in 120' radius, lasts until dispelled	<i>Continual Darkness</i>
3	<i>Cure Disease</i>	0'	-	Removes disease from one person	<i>Cause Disease</i>
4	<i>Glyph of Warding</i>	0'	∞	Protects 5' square/level, 2 hp damage/level, Save for ½	<i>Level Corpse Age</i>
5	<i>Locate Object</i>	90'	2	Provides direction of well-known object, add 10 feet/level	1-7 1-4 days
6	<i>Prayer</i>	30'	1	All in 20' square Save at -1, plus -1 per 10 levels of caster	8-14 1-4 months
7	<i>Remove Curse</i>	0'	∞	Removes a curse on one person or object	15-20 1-4 years
8	<i>Speak with Dead</i>	0'	-	Ask three questions of a corpse, see table to right for limits:	21+ no limit

Level Four

1	<i>Create Water</i>	10'	-	Make water for 12 (32 gallons), ×2 amount per lvl over 8th	
2	<i>Cure Ser. Wnds.</i>	0'	-	Heals 2d6+2 hp in one person	<i>Cause Ser. Wounds</i>
3	<i>Divination</i>	0	-	Learn monsters & treasure in an area, 60% chance +1%/lvl	
4	<i>Exorcise</i>	10'	∞	Target freed from possession/control/curse/charm	
5	<i>Neutralize Poison</i>	10'	1	Counters poison in one person	
6	<i>Protect. fr. Evil 10'</i>	10'	12	As <i>Protect. from Evil</i> , but 10' radius and ×2 duration	<i>Protect. fr. Good 10'</i>
7	<i>Speak with Plants</i>	30'	6	Talk to plants in 20' × 10' area, will obey simple commands	
8	<i>Sticks to Snakes</i>	120'	6	Creates 2d8 snakes, 50% poisonous, controlled by caster	

Level Five

1	<i>Create Food</i>	0'	-	Makes food for 12, ×2 amount per lvl over 8th	
2	<i>Dispel Evil</i>	30'	1	Dispels all evil magic in 30' radius	<i>Dispel Good</i>
3	<i>Commune</i>	0'	-	Answers 3 questions, only usable once per week	
4	<i>Flame Strike</i>	60'	-	All in 10' diameter take 6d8 fire damage, Save for ½	
5	<i>Insect Plague</i>	480'	1 day	360' square cloud, blocks vision, 3 HD or less will flee	
6	<i>Quest</i>	30'	-	Target must perform a service or be cursed	
7	<i>Raise Dead</i>	120'	∞	Restore life to one body, 4 days dead per lvl over 7th	<i>Finger of Death</i>
8	<i>True Seeing</i>	120'	1/lvl	Caster can detect all invisible, hidden, illusions	<i>False Seeing</i>

Level Six

1	<i>Animate Objects</i>	60'	6	Control 2 man-size objects, 1 twice as large, or more smaller	<i>Man-Size Statue</i>
2	<i>Blade Barrier</i>	60'	12	Creates barrier up to 30' in diameter, does 7d10 damage	AC 1, HD 8, MV 30'
3	<i>Conjure Animals</i>	30'	10	1 large (elephant), 3 med. (lion/bear) or 6 small (wolf/lynx)	AT ½, D 2d8
4	<i>Find the Path</i>	0'	6+lvl	Shows the way out of maze/wilderness, lasts 1 day outdoors	
5	<i>Heal</i>	0'	-	Heals all but 1d4 hp & cures disease/blind. in one person	<i>Harm</i>
6	<i>Stone Tell</i>	0'	1	Talk to stone(s) to learn information/history of an area	
7	<i>Speak w. Monsters</i>	0'	-	Caster can ask 3-12 questions of a monster	
8	<i>Word of Recall</i>	0'	-	Caster teleports without error to pre-determined sanctuary	