

CLERIC SPELLS



Level	1	2	3	4	5
1	—	—	—	—	—
2	1	—	—	—	—
3	2	—	—	—	—
4	2	1	—	—	—
5	2	2	—	—	—
6	2	2	1	1	—
7	2	2	2	1	1
8	3	3	2	2	1
9	3	3	3	2	2
10	4	4	3	3	2
11	4	4	4	3	3
12	5	5	4	4	3
13	5	5	5	4	4
14	6	5	5	5	4

FIRST-LEVEL CLERIC SPELLS

Cure Light Wounds* (*Range=0'; Duration=permanent*)

Heals 1d6+1 damage (up to character's max. hp) or cures paralysis. May be used on self. Reversed version (*cause light wounds*) does 1d6+1 (on successful "to hit" roll).

Detect Evil (*Range=120'; Duration=6 turns*)

Detects evil motivations in creatures, or evil enchantments on objects, causing them to glow.

Detect Magic (*Range=60'; Duration=2 turns*)

Causes magically enchanted creatures, areas or objects within range to glow.

Light* (*Range=120'; Duration=12 turns*)

A 30' diameter globe of moderate light. Can be cast in space, or on object or creature. If cast against eyes, a failed save vs. spells results in blindness for duration. Reversed version (*darkness*) operates similarly, but does not block infravision. *Light* and *darkness* spells each dispel the other.

Protection from Evil (*Range=0'/caster only; Duration=12 turns*)

Provides +1 bonus to spellcaster's saves and -1 penalty on "to hit" rolls from opponents of a different alignment. Keeps out hand-to-hand attacks from summoned/created creatures (but not missile fire). This melee barrier is broken if cleric engages the monster in hand-to-hand combat, but "to hit" and saving throw adjustments remain in effect for duration.

Purify Food & Water (*Range=10'; Duration=indefinite*)

Purifies poisoned or spoiled food or water. Affects one ration of food, or enough normal food for a dozen people, or 6 skins of water.

Remove Fear* (*Range=0'; Duration=2 turns*)

Cleric's touch calms and removes non-magical fear from a single creature. A creature affected by magical fear may make a save vs. spells with bonus equal to the cleric's level. Reversed version (*cause fear; Range=120'; Duration=2 turns*) causes target to flee on failed save vs. spells.

Resist Cold (*Range=30'; Duration=6 turns*)

Affected creatures unharmed by freezing temperatures. All in range get +2 on saves vs. cold attacks and have cold damage reduced by 1 pt. per die of damage (to a minimum of 1 pt. of damage per die).

* Denotes a spell that is reversible. † Indicates a BECMI spell.

SECOND-LEVEL CLERIC SPELLS

Bless* (*Range*=60'; *Duration*=6 turns)

May only be cast on those not in melee. Affects all friendly creatures in 20'x20' area, giving +1 morale, +1 "to hit," and +1 on damage rolls. Reversed version (*blight*) modifies enemies' morale, "to hit," and damage rolls by -1 (on failed save vs. spells).

Find Traps (*Range*=30'; *Duration*=2 turns)

Reveals magically and mechanically trapped areas within range. Does not reveal type of trap or how to disarm it.

Hold Person (*Range*=180'; *Duration*=9 turns)

When cast at a group, paralyzes 1d4 humans, humanoids, or demi-humans on failed save vs. spells (each gets a save). When cast at a single target, target saves at -2. Does not affect undead or larger than ogre-sized.

Know Alignment (*Range*=10'; *Duration*=1 round)

Reveals alignment of one creature, or one enchanted area or item.

Resist Fire (*Range*=30'; *Duration*=2 turns)

Individual target unharmed by heat or normal fire. Provides +2 on saves vs. magical fire. Magical fire damage reduced by 1 pt. per die of damage (to a minimum of 1 pt. of damage per die).

Silence 15' Radius (*Range*=180'; *Duration*=12 turns)

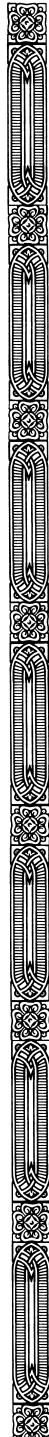
Creates 30' diameter area of total silence. If cast on creature, silence moves with target on failed save vs. spells, or stays in location on successful save.

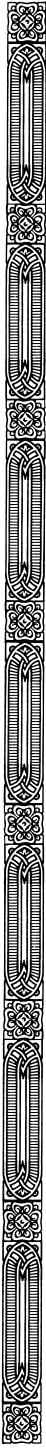
Snake Charm (*Range*=60'; *Duration*=special)

Affects 1HD of snakes per level of cleric. Snakes sway in mesmerized state. Torpid snakes will remain so for 1d4+1 turns. Angered/attacking snakes become torpid for 1d4+1 rounds.

Speak with Animals (*Range*=30'; *Duration*=6 turns)

Able to speak with any one type of standard animal of normal or giant form. Responds to requests based on reaction roll. Spell ineffective with intelligent/fantastic/magical creatures.





THIRD-LEVEL CLERIC SPELLS

Continual Light* (*Range=120'; Duration=special*)

A 60' diameter globe of bright light; daylight penalties apply. Can be cast in space, or on an object or creature. If cast on eyes, a failed save vs. spells results in permanent blindness (until dispelled). Reversed version (*continual darkness*) operates similarly, and overpowers infravision and *light* spells. *Continual light* and *continual darkness* spells each dispel the other.

Cure Blindness† (*Range=0'; Duration=permanent*)

Cures any form of blindness from one living creature, except blindness resulting from a curse.

Cure Disease* (*Range=30'; Duration=permanent*)

Cures in one round any disease (e.g., lycanthropy, mummy rot). Also kills green slime. Reversed version (*cause disease*) creates wasting disease (on failed save vs. spells): inflicts -2 "to hit" penalty, reduces natural healing to half normal, prevents magical healing, and kills in 2d12 days; victim cured by *cure disease* spell.

Growth of Animal (*Range=120'; Duration=12 turns*)

Doubles size, strength, damage, and encumbrance of any standard animal of normal or giant form. Does not change behavior. Does not affect intelligent/fantastic/magical creatures.

Locate Object (*Range=120'; Duration=6 turns*)

Gives direction (but not distance) to closest desired object within range. Does not locate creatures, and caster must know the specific object or general type of object sought.

Remove Curse* (*Range=0'; Duration=permanent*)

Removes one curse from one individual, or frees them from a cursed item. Reversed version (*curse*) causes penalty or misfortune to befall an individual creature, but overambitious curses may backfire on the caster (GM's discretion); victim must save vs. spells or suffer the effects of the curse designed by the caster. A victim may be subject to any number of (non-stacking) curses.

Speak with the Dead† (*Range=10'; Duration=1 rd./level*)

May ask up to three questions of a spirit, and receive brief answers in a tongue known to cleric. If alignments are compatible, spirit's answers will be clear; if not, answers may be in riddles. Spirits can only offer knowledge known to them at time of their death, and spirit's body must be within range. Clerics of level 1-7 may speak to those up to 4 days dead; level 8-14, up to 4 months; 15-20, up to 4 years; 21+, no limit.

Striking (*Range=30'; Duration=1 turn*)

For entire duration of spell, empowers one normal weapon with an additional 1d6 points of damage per attack, and allows the weapon to damage creatures that can only be hit by magical weapons. Does not alter "to hit" rolls.

FOURTH-LEVEL CLERIC SPELLS

Animate Dead[†] (*Range=60'; Duration=indefinite*)

Creates undead skeletons or zombies from bones and/or bodies within range. Undead obey cleric's commands until they are destroyed or dispelled. Spell animates 1 HD of undead per level of cleric. Skeletons have the same HD as the original creature type; zombies have 1 HD more than the original creature type; class levels are ignored—all human remains are considered 1 HD creatures.

Create Water (*Range=0'; Duration=permanent*)

Summons magic spring from the ground or a wall. Produces water for 12 men plus mounts for 1 day (50 gallons). Increases by an additional 50 gallons per spellcaster level above 8th.

Cure Serious Wounds* (*Range=0'; Duration=permanent*)

Heals 2d6+2 damage (up to character's max. hp). May be used on self. Reversed version (*cause serious wounds*) does 2d6+2 (on successful "to hit" roll).

Dispel Magic[†] (*Range=120'; Duration=permanent*)

Destroys spells in a 20' cube (but does not affect magic items). Spells created by an equal/lower-level caster are automatically dispelled; otherwise, chance of failure increases 5% per level-of-difference between cleric and original spellcaster.

Neutralize Poison (*Range=0'; Duration=permanent*)

If cast within 10 rounds, will cancel the effect of poison and revive a poisoned character. Will neutralize poison present on any item.

Protection from Evil, 10' Radius (*Range=0'; Duration=12 turns*)

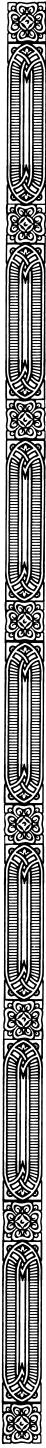
As *protection from evil*, but barrier moves with cleric. Benefits and restrictions are applied to all friendly creatures within the area of effect. Monster may melee with any target if barrier is broken.

Speak with Plants (*Range=30'; Duration=3 turns*)

Spellcaster may make simple requests of plants and plant-like monsters (e.g., treants). Favors may be granted if within plant's ability and understanding.

Sticks to Snakes (*Range=120'; Duration=6 turns*)

Turns 2d8 sticks into snakes [AC:6; HD:1; MV:90'(30'); #A:1; D:1d4; ST:F1; ML:7; AL:N; 50% chance=poisonous]. Snakes obey cleric's commands. Stay as snakes for spell duration or until "slain."



FIFTH-LEVEL CLERIC SPELLS

Commune (*Range=0'; Duration=3 turns*)

Permits three yes/no questions of the greater powers. May only be used once per week (or once per month, at GM's discretion). Once a year, cleric may ask up to six questions with a single use of the spell.

Create Food (*Range=0'; Duration=permanent*)

Creates food for 12 men plus mounts for 1 day. Increases by an additional 12 men/mounts per level above 8th.

Dispel Evil (*Range=30'; Duration=1 turn*)

On failed save vs. spells, any undead or enchanted monster coming into range will be destroyed or banished to their plane of origin. Successful save results in creature fleeing area (but requires cleric to remain stationary and concentrate for duration to sustain). May be used against a single target with -2 save penalty. Can also free a creature from a cursed item.

Insect Plague (*Range=480'; Duration=1 day*)

Creates 60' diameter swarm [MV:60'(20')] under control of cleric (when in range), which obscures vision and drives-off creatures of less than 3HD. Requires undisturbed stationary concentration to maintain, else the spell ends and the insects disperse. May be used above ground only.

Quest* (*Range=30'; Duration=special*)

Caster commands a character to perform a stated task. On a failed save, the character must perform the quest, or else be cursed until the quest is continued. Spell ends upon completion of task. Task cannot be suicidal. Reversed version (*remove quest*) can dispel *quest/quest-related curse*, but with a 5% chance of failure per level of spellcaster below that of cleric whose quest is being dispelled.

Raise Dead* (*Range=120'; Duration=permanent*)

Raises a human, dwarf, elf or halfling. Once raised, character has 1 hp and cannot fight, use abilities or cast spells, carry weight, or move faster than half speed. Two-weeks' of total bedrest is required to negate these effects; magical healing cannot accelerate this period. An 8th level cleric may raise bodies dead for up to four days, plus 4 days per level above 8th. *Raise dead* may be used to kill one undead creature (on failed save vs. spells). Reversed version (*finger of death*) kills any one creature (on failed save vs. death).



