

Common Clerical Spells

Note and Acknowledgements

Most of these spells are adapted from the AD&D game, in various of its forms, but I'm not entirely sure where they are all from – I didn't imagine putting all of this online until Lockdown happened. If you spot anyones work here that should be acknowledged then let me know.

Spell List

Level 1

Clear Sight
Cure light wounds*
Detect Evil
Detect Magic
Diagnose
Light*
Magical Stone
Protection From Evil
Purify Food and water
Remove Fear*
Resist Cold
Sanctuary

Level 2

Bless*
Cure Moderate Wounds
Dust Devil
Find Traps
Hold Person*
Know Alignment
Resist Fire
Silence 15' Radius
Snake Charm
Speak With Animal
Trip
Withdraw

Level 3

Continual Light*
Chardastes Breath*
Cure Blindness*
Cure Disease*
Cure Serious Wounds*
Growth of Animal*
Locate Object
Remove Curse*
Speak with the Dead
Striking
Stoneshape
Water Walk

Level 4

Abjure
Animate Dead
Create Water
Cure Critical Wounds*
Dispel Magic
Holy Crusader
Languages*
Neutralise Poison*
Protection from Evil 10' Radius
Speak With Plants
Sticks to Snakes
Water Breathing

Level 5

Commune

Create Food
Dispel Evil
Geyser
Insect Plague
Magic Font
Moonbeam
Quest*
Raise Dead*
Sacrifice*
Stone to Flesh*
Truesight

Level 6

Aerial Servant
Animate Objects
Barrier*
Blessed Sanctum
Create Normal Animals
Cureall
Find the Path
Flame Strike
Lore
Speak With Monsters*
Statue
Word of Recall

Level 7

Earthquake
Gate*
Holy Word
Mass Heal*
Raise Dead Fully*
Regenerate*
Restore*
Summon Elemental
Survival
Travel
Wish
Wizardry

Additional Common Spells for Clerics

Level 1

Clear Sight

Range: Touch
Duration: 2 rounds per level of caster
Effect: makes distant spot look close

When this spell is cast, any spot up to one mile distant can be viewed as if it were only 10' away. The person affected by the spell need only pick a spot and concentrate his attention on it and the image becomes larger. The area viewed is a circle up to 70 feet in diameter.

Diagnose

Range: 10'
Duration: Instant
Effect: Determine illness or injury in 1 individual

By casting this spell a cleric can instantly determine what ails someone, i.e. what kind of sickness, madness or injury. No detail is immediately gained with regard to appropriate cures or treatments.

Magical Stone

Range: 0
Duration: Special
Effect: Imbues 1 or more stones with magic

This spell allows the cleric to enchant up to 1 pebble per 5 level of experience. They can be thrown up to 30' or can be used as sling stones, and can hit creatures immune to attacks of up to +2 magical weapons, but attacks using it confer no bonus to attack or damage. Thrown or used in a sling unskilled, the stones inflict 1d4 damage, or 2d4 if the target is undead. Used with weapon mastery, the stones cause damage appropriate to the attackers skill, and inflict double damage to undead creatures. The stones will remain magical until used or until 3 turns have passed.

Sanctuary

Range: 0
Duration: 2 rounds per level of the caster
Effect: Cleric or target is ignored

This spell affects one creature. Anyone or anything attacking the caster or recipient must make a saving throw vs. spells to do so. If the save is failed, the creature will lose track of what they are doing and ignore the protected creature. Any offensive action taken by the spells recipient will break the spell.

Level 2

Cure Moderate Wounds*

Range: Touch
Duration: Instant
Effect: Cures 1 individual of 2d6+2 damage

Identical to the first level spell *Cure Light Wounds* but curing 2d6+2 damage instead of 1d6+1

Dust Devil

Range: 30'
Duration: 2 rounds per level of the caster
Effect: Conjures a small air elemental

This spell summons a single, weak air elemental, a dust devil (AC4, HD2, Mv 180'(60'), att 1, dmg 1d4, can be hit my normal weapons). The elemental is 1' in diameter at the base, 5' tall and 3'-4' wide at the top. It moves as directed by the cleric, but dissipates if moved more than 30' away. Any torches, camp fires, candles etc. are blown out by the elemental, and it picks up small sticks, dust etc. within 10', obscuring normal vision, and any creatures leaving this cloud will be blinded for 1 round after it has moved on. A single blow from any air elemental or air based creature will instantly dissipate the dust devil.

Trip

Range: Touch

Duration: 1 turn per level of the caster
Effect: 1 object, up to 10' long

Any corporeal creature walking or running over the object this spell is cast on (a normal object such as a stick, pole, rope, *etc.*) who is not extremely small (leprechaun sized or smaller) or large (elephant size or larger) must make a save versus spells or be tripped, falling prone to the ground. If the creature was running, then they must also make a save vs. death ray or be stunned. Once a creature is aware of the *trip* hazard, they will no longer fall – the same creature will not *trip* on the same object twice in the spells duration.

Withdraw

Range: Caster only

Duration: Special

Effect: Caster withdraws for thinking time.

By means of this spell the caster steps outside of normal time for one round, during which time they can think and consider for two minutes. The cleric can cast healing or divination spells during that time, but only on themselves. The cleric cannot move during this time, and loses any dexterity bonuses due to shield or dexterity.

Level 3

Chardastes Breath*

Range: 0

Duration: Instant

Effect: Cures multiple targets within 15'

This spell allows the caster to simultaneously *cure light wounds* multiple targets within 15' range. One target per 3 levels of experience of the cleric can be affected, although only one cure can be directed to each target. When used in reverse, no hit roll is needed (unlike other *cause wounds* spells) but the targets may make a saving throw against spells to avoid taking damage.

Cure Serious Wounds*

Range: Touch

Duration: Instant

Effect: Cures 1 individual of 3d6+3 damage

Identical to the first level spell *Cure light Wounds* but curing 3d6+3 damage instead of 1d6+1

Stoneshape

Range: Touch

Duration: Permanent

Are of Effect: 1' cube per level of experience

The caster of this spell can crudely shape any normal, unworked stone (crafting idols, making a crude doorway, *etc.*). Without any skill in sculpture or engineering the work may be crude, but simple figures, openings and constructions are possible. Any objects

made with moving parts will probably (60% chance) not work.

Water Walk

Range: Touch

Duration: 1 turn per level of the caster

Effect: Recipient can walk on water

For the duration of this spell, the recipient can walk on any liquid (water, mud, snow, lava, *etc.*), and cannot be forced under the surface. Footprints, around 2" deep, are left, and no immunity to the liquid if it is damaging (e.g. acid or lava) is imbued. An unwilling recipient (for example being pushed out of a flying ship into the sea) can make a saving throw vs. spells to avoid the effect.

Level 4

Abjure

Range: 10'

Duration: Instant

Effect: 1 target is banished

This spell is used to send a creature back to its own plane, provided that creature is mortal (this spell has no effect on exalted or immortal creatures). Note that this spell only works on creatures from different planes, having no effect on extradimensional (e.g. nightmare dimension) or dimensional vortex creatures, unless they are also extraplanar in origin.

The base chance of success is 50% +5% per level of the caster, -5% per level or HD of the target. If the spell is successful the creature is immediately sent to a proximal location on their home plane. If the spell fails, the cleric must gain at least 1 level of experience (or 100,000 xp) before trying to *abjure* the same creature again.

Cure Critical Wounds

Range: Touch

Duration: Instant

Effect: Cures 1 individual of 4d6+4 damage

Identical to the first level spell *Cure Light Wounds* but curing 4d6+4 damage instead of 1d6+1

Holy Crusader

Range: Caster Only

Duration: 1 round per level of the caster

Effect: Caster is more effective in combat

The caster of this spell temporarily gains an extra 6d6hp, and gains a +2 to all hit and damage rolls and a +1 bonus on all saving throws for the spells duration. Any wounds taken come from the extra hit point pool first. If the cleric is fighting undead creatures then the bonus to hit and damage is increased to +4. A glowing symbol of the cleric's order (a burning wheel behind them, bat like wings, *etc.*) become visible on or around the cleric during the duration of the spell.

Languages

Range: Caster Only

Duration: 1 turn per 3 levels of the caster

Effect: Allows the caster to speak and understand 1 additional language per 5 levels of experience

Upon casting this spell the caster will immediately understand the next spoken language they hear, and can freely converse therein. One extra language can be thus gained per 5 levels of experience of the caster.

The reverse of this spell, *gabble*, makes a single victim unable to speak coherently or even comprehend any language for the duration of the spell. The target must be touched, and can save vs. spells to avoid the effect. Victims of this spell are still able to cast spells normally.

Level 5

Geyser

Range: 120'

Duration: 1 round

Effect: 4' wide geyser falling in a 20' radius

This spell instantly summons a geyser to erupt from the ground, instantly shooting hot steam and water out in an area 4' wide, effectively underneath up to two small targets or one man-sized or larger target. The geyser will, if unimpeded, rise to 50' in the air, and fall in a 20' wide area. A creature caught in the direct stream of the geyser will suffer 3d8 damage, while all others exposed to the falling hot water suffer 2d8 damage. Targets hit by the direct stream from the geyser get no saving throw, whereas those in the wider 20' diameter area may save vs. dragon breath for half damage. Note that this spell can only be cast on or under the ground, it cannot be cast on the upper floors of a building or a ship, for example. If the target for the direct stream of the geyser is on the ground, that target will be automatically hit by the spell. Hitting a target above ground (flying or levitating for example) requires that the cleric make a ranged hit roll, modified using the cleric's wisdom bonus rather than dexterity.

If used indoors the geyser will cause significant damage to wooden structures, and at least scald and strip paint and plaster in a stone building. The water created by this spell, 400 gallons of clean, fresh but warm water remains after the spell is cast.

Magic Font

Range: Touch

Duration: Special

Effect: Use a font in a temple of the immortal's patron to scry

Thus spell takes an hour to cast. After casting, the cleric can use a font in a temple of his immortal patron for the rest of the day, and may make up to 1 attempt to scry (as per a *crystal ball*) per 5 vils of holy water creating capacity thereof.

Moonbeam

Range: 60' + 10' per level of the caster
Duration: 1 round per level of the caster
Effect: A 5' wide beam of moonlight

Upon casting this spell, the caster causes an area of moonlight 5' wide to come from above anywhere within range. The caster can move it by concentration by up to 30' per round. The moonlight is visible even in zones effected by *darkness* or *continual darkness* and all shadows are dismissed by within the 5' zone.

Sacrifice*

Range: Touch
Duration: Instantaneous
Effect: Transfers wounds to the cleric or other recipient

A creature touched while casting this spell can receive any number of hit points, transferred directly from the caster or from another donor touching the caster, to cure any wounds or injuries suffered. The caster can transfer any number of their own hit points possessed above 1 (a cleric can't kill himself or become unconscious casting this spell) or any number of hit points from a willing donor until they are dead. In addition the spell can be used to transfer the loss of one or more senses (blindness, deafness etc.) or disability (loss of a limb, etc.). An unwilling donor may make a saving throw vs. spells to avoid being forced to sacrifice hit points, senses, etc. And only creatures of 1hd or more may be donors – an insect or rodent, for example, cannot be used to restore lost limbs. Nor can a creature without identifiably similar anatomy be a donor – a beholder could not, for example, be used to donate a lost leg.

The reverse of this spell will transfer any wounds or disabilities the cleric possesses to a target. For example, a cleric who has been wounded for 20 points of damage may cast this spell to transfer that damage to a target, or a cleric who has been blinded might regain eyesight at the expense of a foe. An unwilling victim may make a saving throw vs. spells to avoid the effect.

When this spell is cast upon an undead foe, the spell causes damage to the target, and cleric gains (or transfers) hit points equivalent to the damage caused. Conversely if cast in reverse on an undead target, the target gains hit points and the cleric (or donor) loses hit points.

Level 6

Blessed Sanctum

Range: Touch
Duration: 3 turns per level of the caster
Effect: Protects an area 20' in diameter

Upon casting this spell the cleric must touch the ground or an immovable object,

around which a softly glowing 20' diameter sphere is created.

To enter the area, any creature not invited by the cleric must make a saving throw versus. spells, otherwise they will subconsciously avoid the space and walk around it. It is impossible to enter the area by any form of teleportation (dimension door, teleport, etc.) or planar travel, and it is also impossible to use any kind of scrying or divination magic from or into the area, and no charm, possession or mind effecting spells or effects can be used in the area. Any injured creature bleeding to death in the area will immediately stabilise, and the zone also acts in the same way as a *protection from evil 10' radius* spell. If the cleric or any creature invited into the area takes any offensive action against any other, either inside or outside the zone, then the *protection from evil* effect is changed in the same way as per that spell, and creatures passing by no longer need to make a saving throw before entering.

Flame Strike

Range: 180'
Duration: Instant
Effect: A 5' radius, 30' high column of flame

The cleric casting this spell calls down a 30' high, 5' wide column of flame from above. All creatures within the area must take 6d8 of fire damage, although a saving throw vs. spells is allowed to reduce damage to half.

Level 7

Mass Heal*

Range: 60'
Duration: Instantaneous
Effect: Heals a group of people

This spell can be used to cure a large number of damaged creatures and simultaneously creates a number of healing effects. 2d6+2 of healing per level of the cleric can be divided among as many creatures as desired, in whatever way is chosen. For example a 20th level cleric can divide 40d6+40 between 40 different targets, each receiving 1d6+1 healing, or two targets receiving 20d6+20, three targets, one receiving 20d6+20 and two being recipient of 10d6+10 each, etc. No target can receive less than 1d6+1 healing. If cast at undead targets, the targets must make a save vs. spells or take the same amount of damage. If cast in reverse, as *mass harm*, any target can make a saving throw to avoid damage.

Regenerate*

Range: Touch
Duration: Permanent
Effect: 1 creature

This spell allows a cleric to restore lost limbs organs, although not instantly. If the severed limb (or eye, organ, etc.) is present and held in place, then the spell works in a single round. If the severed material is not present, they will regrow within 2d4 turns. This spell will only work on living creatures, on body parts lost within 1 day per level of the caster.

The reverse of this spell, *Wither*, causes the touched body part to wither and become useless. The body part must be touched and the target can save vs. spells to avoid the effect. However when *Wither* is used on a willing undead target it can restore lost parts, and if the correct materials are used (costing 5,000gp per HD + 5,000gp per asterisk of the undead creature) can be used to graft extra parts to physical undead creatures. For example a 9HD** vampire could have wings removed from a red dragon grafted on, the materials necessary costing 55,000gp per wing. The wings would subsequently be functional and useable. Likewise a skeleton (1HD) could have an extra arm attached for 5000gp. While the attached body parts are functional, they can however be dispelled.

Modifying undead creatures in such a way is considered an evil, entropic act. It is not impossible that *Regenerate* may work to modify living creatures in the same way as *wither* can with undead, but there are no records of any clerics of positive sphere immortals having tried.