Basic Fantasy
Role-Playing Game

Character Name _____ Campaign _____

Spells:	1st	2nd	3rd	4th	5th	6th

First Level Clerical Spells

Cure Light Wounds*						
Detect Evil						
Detect Magic						
Light*						
Protection from Evil						
Purify Food and Water						
Remove Fear*						
Resist Cold						

Second Level Clerical Spells

Bless*						
Charm Animal						
Find Traps						
Hold Person*						
Resist Fire						
Silence 15' radius						
Speak with Animals						
Spiritual Hammer						

Third Level Clerical Spells

Continual Light*						
Cure Blindness						
Cure Disease*						
Growth of Animals						
Locate Object						
Remove Curse*						
Speak with Dead						
Striking						

Fourth Level Clerical Spells

Animate Dead						
Create Water						
Cure Serious Wounds*						
Dispel Magic						
Neutralize Poison*						
Protection from Evil 10' radius						
Speak with Plants						
Sticks to Snakes						

Fifth Level Clerical Spells

Commune						
Create Food						
Dispel Evil						
Insect Plague						
Quest*						
Raise Dead*						
True Seeing						
Wall of Fire						

Sixth Level Clerical Spells

Animate Objects						
Blade Barrier						
Find the Path						
Heal*						
Regenerate						
Restoration						
Speak with Monsters						
Word of Recall						