

## Cleric Spell Reference

PC

Class

Level

# OLD-SCHOOL ESSENTIALS

## CHARACTER RECORD SHEET

Tick spells memorized. Normal / reversed version chosen at time of casting.

## 1ST LEVEL SPELLS

Per day: 2nd level: 1, 3rd–7th level: 2, 8th–9th level: 3, 10th–11th level: 4, 12th–13th level: 5, 14th level: 6

- Cure light wounds** (D Instant, R Touch, 1d6+1hp / cure paralysis)
- Detect evil** (D 6 turns, R 120', Evil objects / evil intentions glow)
- Detect magic** (D 2 turns, R 60', Magic glows)
- Light** (D 12 turns, R 120', 15' radius light / blind / dispel dark)
- Protection from evil** (D 12 turns, R Caster, +1 save/AC)
- Purify food and water** (D Perm., R 10', 6 qts / 1 ration / food for 12)
- Remove fear** (D 2 turns, R Touch, Magical: save vs spells +1 / level)
- Resist cold** (D 6 turns, R 30', All in range: save +2, -1 damage per die)

## 2ND LEVEL SPELLS

Per day: 4th level: 1, 5th–7th level: 2, 8th–9th level: 3, 10th–11th level: 4, 12th–14th level: 5

- Bless** (D 6 turns, R 60', Allies in 20' sq: +1 attack, damage, morale)
- Find traps** (D 2 turns, R 30', Trapped objects / areas glow blue)
- Hold person** (D 9 turns, R 180', Single (SV -2) or 1d4, SV Neg.)
- Know alignment** (D 1 round, R 10', 1 creature / object / location)
- Resist fire** (D 2 turns, R 30', 1 target: save +2, -1 damage per die)
- Silence 15' radius** (D 12 turns, R 180', Cast on creature: SV Neg.)
- Snake charm** (D 1d4+1 rounds/turns, R 60', HD: level, Hostile: rds)
- Speak with animals** (D 6 turns, R 30', 1 type, Reaction unaffected)

## 3RD LEVEL SPELLS

Per day: 6th level: 1, 7th–8th level: 2, 9th–10th level: 3, 11th–12th level: 4, 13th–14th level: 5

- Continual light** (D Perm., R 120', 30' rad. light / blind / dispel dark)
- Cure disease** (D Instant, R 30', Cure disease / kill green slime)
- Growth of animal** (D 12 turns, R 120', Size/damage/max load × 2)
- Locate object** (D 6 turns, R 120', Sense dir. not distance)
- Remove curse** (D Instant, R Touch)
- Striking** (D 1 turn, R 30', 1 weapon: +1d6 damage, treated as magic)

## 4TH LEVEL SPELLS

Per day: 6th–7th level: 1, 8th–9th level: 2, 10th–11th level: 3, 12th–13th level: 4, 14th level: 5

- Create water** (D Permanent, R Touch, 50 gallons + 50/level above 8)
- Cure serious wounds** (D Instant, R Touch, 2d6+2hp)
- Neutralize poison** (D Instant, R Touch, Revive within 10 rounds)
- Protection from evil 10' rad.** (D 12 turns, R 10' around caster)
- Speak with plants** (D 3 turns, R 30', Choose normal or monstrous)
- Sticks to snakes** (D 6 turns, R 120', 2d8 sticks, 50% poisonous)

## 5TH LEVEL SPELLS

Per day: 7th–8th level: 1, 9th–10th level: 2, 11th–12th level: 3, 13th–14th level: 4

- Commune** (D 3 turns, R Caster, 3 yes/no questions, 6 once a year)
- Create food** (D Perm., R Caster's pres., 12+ humans and mounts)
- Dispel evil** (D Conc. (max 1 turn), R 30', SV Destroy or flee)
- Insect plague** (D Conc. (max 1 day), R 480', 60' diam., 20'/round)
- Quest** (D Until completed, R 30', SV Neg., Curse if quest refused)
- Raise dead** (D Instant, R 120', Max 4 days/level above 7th, Weakness)

## Magic-User Spell Reference

PC

Class

Level

Tick spells in spell book / spells memorized. Note if the reversed version of a spell is memorized.

## 1ST LEVEL SPELLS

Per day/in spell book: 1st level: 1,  
2nd–6th level: 2, 7th–10th level: 3,  
11th–14th level: 4

- Charm person (D 1+ days, R 120', See caster as friend, SV Negates)
- Detect magic (D 2 turns, R 60', Magic glows)
- Floating disc (D 6 turns, R 6', Disc 3' wide, holds up to 5,000cn)
- Hold portal (D 2d6 turns, R 10', Holds door/gate/portal shut)
- Light (D 6 turns +1/level, R 120', 15' radius light / blind / dispel dark)
- Magic missile (D 1 turn, R 150', 1d6+1 damage, 6th level+: extra)
- Protection from evil (D 6 turns, R Caster, +1 save/AC)
- Read languages (D 2 turns, R Caster, Languages/codes/maps)
- Read magic (D 1 turn, R Caster, Decipher scrolls, spell books, etc.)
- Shield (D 2 turns, R Caster, AC 2 [17] vs missiles, 4 [15] vs other)
- Sleep (D 4d4 turns, R 240', Single 4+1HD or 2d8 HD of lesser)
- Ventriloquism (D 2 turns, R 60', Voice from any source in range)

## 2ND LEVEL SPELLS

Per day/in spell book: 3rd level: 1,  
4th–7th level: 2, 8th–11th level: 3,  
12th–14th level: 4

- Continual light (D Perm., R 120', 30' rad. light / blind / dispel dark)
- Detect evil (D 2 turns, R 60', Evil objects / evil intentions glow)
- Detect invisible (D 6 turns, R 10'/level, Revealed to caster)
- ESP (D 12 turns, R 60', Understand thoughts, Focus direction 1 turn)
- Invisibility (D Perm. until broken, R 240', Attack/cast spell ends)
- Knock (D 1 round, R 60', Opens stuck/barred/locked portals)
- Levitate (D 6 turns +1/ level, R Caster, Move 20' vertical per round)
- Locate object (D 2 turns, R 60'+10'/level, Sense dir. not distance)
- Mirror image (D 6 turns, R Caster, 1d4 dups., Attacks cancel one)
- Phantasmal force (D Concentration, R 240', Concentrate, 20' cube)
- Web (D 48 turns, R 10', 10' cube, Escape: 2d4 turns / burn: 1d6 dmg.)
- Wizard lock (D Permanent, R 10', Any portal, Caster can bypass)

## 3RD LEVEL SPELLS

Per day/in spell book: 5th level: 1,  
6th–8th level: 2, 9th–12th level: 3,  
13th–14th level: 4

- Clairvoyance (D 12 turns, R 60', See thru other's eyes, Focus 1 turn)
- Dispel magic (D Instant, R 120', End non-instant spells in 20' cube)
- Fire ball (D Instant, R 240', 20' radius sphere, 1d6 dmg./level, SV ½)
- Fly (D 1d6 t. +1/level, R Touch, Movement rate 360' (120'))
- Haste (D 3 turns, R 240', 30' rad., 24 creatures, 2x speed and attacks)
- Hold person (D 1 turn/level, R 120', Single (SV -2) or 1d4, SV Neg.)
- Infravision (D 1 day, R Touch, 60' infravision)
- Invisibility 10' radius (D Perm. until broken, R 120', Att./spell ends)
- Lightning bolt (D Instant, R 180', 60'x5', 1d6 dmg./level, SV ½)
- Protection from evil 10' rad. (D 12 turns, R 10' around caster)
- Protection f. normal missiles (D 12 turns, R 30', Complete imm.)
- Water breathing (D 1 day, R 30', Single subject)

# OLD-SCHOOL ESSENTIALS

## CHARACTER RECORD SHEET

## 4TH LEVEL SPELLS

Per day/in spell book: 7th level: 1,  
8th–9th level: 2, 10th–13th level: 3,  
14th level: 4

- Charm monster (D 1+ days, R 120', 1x>3HD / 3d6<, SV Negates)
- Confusion (D 12 rounds, R 120', 3d6 subj. within 60', SV Negates)
- Dimension door (D 1 round, R 10', Location within 360')
- Growth of plants (D Permanent, R 120', Up to 3,000 sq ft)
- Hallucinatory terrain (D Until touched, R 240', Fit in range)
- Massmorph (D Permanent, R 240', All within area)
- Polymorph others (D Permanent, R 60', Max 2xHD, SV Negates)
- Polymorph self (D 6 turns +1/level, R Caster, Max HD = level)
- Remove curse (D Instant, R Touch)
- Wall of fire (D Concentration, R 60', Up to 1,200 sq ft)
- Wall of ice (D 12 turns, R 120', Up to 1,200 sq ft)
- Wizard eye (D 6 turns, R 240', Mv. 120' / turn, Normal + infravision)

## 5TH LEVEL SPELLS

Per day/in spell book: 9th level: 1,  
10th–11th level: 2, 12th–14th level: 3

- Animate dead (D Permanent, R 60', Max HD = level)
- Cloudkill (D 6 turns, R 30', Per rd.: 1 dmg. + <5HD SV or die)
- Conjure elemental (D Perm. until broken, R 240', 16HD)
- Contact higher plane (D 1 conversation, R Caster, 3–12 questions)
- Feeblemind (D Permanent, R 240', Arcane spell caster)
- Hold monster (D 6 turns +1/lvl., R 120', Single / 1d4, SV Negates)
- Magic jar (D Special, R Caster, Jar within 30', Victim 120')
- Pass-wall (D 3 turns, R 30', Hole 5' diameter, 10' deep)
- Telekinesis (D Conc. (max 6 rds), R 120', 200cn/level, 20'/rd.)
- Teleport (D Instant, R 10')
- Transmute rock to mud (D 3d6 days, R 120', Up to 3,000 sq ft)
- Wall of stone (D Permanent, R 60', 1,000 cu ft)

## 6TH LEVEL SPELLS

Per day/in spell book: 11th level: 1,  
12th level: 2, 13th–14th level: 3

- Anti-magic shell (D 12 turns, R Caster, Blocks magic in both dir.)
- Control weather (D Concentration, R 240 yards, One weather type)
- Death spell (D Instant, R 240', 4d8 HD in 60' cube, SV Negates)
- Disintegrate (D Instant, R 60', SV Negates)
- Geas (D Permanent, R 30', SV Neg., Penalties if geas not followed)
- Invisible stalker (D 1 mission, R Caster's pres., Follows to the letter)
- Lower water (D 10 turns, R 240', Half depth, Up to 10,000 sq ft)
- Move earth (D 6 turns, R 240', 60'/turn)
- Part water (D 6 turns, R 120', 10' wide, 120' long path)
- Projected image (D 6 turns, R 240', Touch reveals)
- Reincarnation (D Permanent, R Caster's pres.)
- Stone to flesh (D Permanent, R 120')