

Cleric Spells

Level 1

Cure Light Wounds

Range: Touch Duration: Immediate

Cures 1d6+1 hit points of damage. An evil reversal of this spell allows an evil Cleric to cause light wounds.

Detect Evil

Range: 120 ft Duration: 1 hour

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil, and cannot be detected by means of this spell.

Detect Magic

Range: 60 ft Duration: 20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

Light

Range: 60 ft Duration: 2 hours

The target person or object (at a range of up to 120 ft) produces light about as bright as a torch, to a radius of 20 ft.

Protection from Evil

Range: Caster Duration: 2 hours

Creates a magical field of protection around the caster, blocking out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against such attacks. If the caster already has any magical bonuses to his saving throws or armor class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

Purify Food and Drink

Range: Close Duration: Immediate

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

Level 2

Bless

Range: Only upon a character not in combat.
Duration: 1 hour

This spell grants its recipient a +1 to attack rolls (and improves morale, if the recipient is not a player character). The recipient cannot already be in combat when the spell is cast.

Find Traps

Range: 30 ft Duration: 20 minutes

The caster can perceive both magical and non-magical traps at a distance of 30 ft.

Hold Person

Range: 180 ft Duration: ~1 hour

The caster targets 1d4 persons who are completely immobilized (saving throw applies). The caster may also target a single person, in which case the saving throw is made with a penalty of -2.

Silence, 15 ft Radius

Range: 180 ft Duration: ~1 ½ hours

Magical silence falls in an area 15 ft around the targeted creature or object, and moves with it. Nothing from this area can be heard outside, no matter how loud.

Snake Charm

Range: 60 ft Duration: ½ to 1 hour

One hit die (1 HD) of snakes can be charmed per level of the caster. The snakes obey the caster's commands.

Speak with Animals

Range: Caster Duration: 1 hour

The caster can speak with normal animals.