

BASIC FANTASY

ROLE-PLAYING GAME

Character's Name

Player's Name

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

First Level Clerical Spells

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

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

Second Level Clerical Spells

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

Fifth Level Clerical Spells

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

Third Level Clerical Spells

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

Sixth Level Clerical Spells

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

* These spells can be reversed, e.g., Light / Darkness.