

CLERIC SPELLS

CASTER LVL

2

SPELL SAVE

+12

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

12	13	14	15	16	17	18	19	20	21
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
4	3								

Character: Merla

Page: 1/2

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	30 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	120 ft.
LONG RANGE (400 ft. + 40 ft. / level)	480 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	----- Knowledge Domain -----									
	Comprehend Languages - 1/day	div	vsm/df	1a	Personal	10 min. / lvl			You understand all spoken and written languages.	pfb211
	----- Water Domain -----									
	Obscuring Mass - 1/day	abj	vsm/df	1a	Touch	8 hrs (D)	Will neg(o)	Yes(o)	Masks object against scrying.	pfb253
	----- Level 0 -----									
	Bleed	nec	vs	1a	Close	Instantaneous	Will neg	Yes	Unstabilize a stabilized creature below 0 hp.	pfb204
	Create Water	con(creation)[water]	vs	1a	Close	Instantaneous	None	No	Creates 2 gallons/level of pure water.	pfb213
	Detect Magic	div	vs	1a	60 ft.	Conc. max. 1 min. / None		No	Detects spells and magic items within 60 ft.	pfb218
	Detect Poison	div	vs	1a	Close	Instantaneous	None	No	Detects poison in one creature or object.	pfb218
	Guidance	div	vs	1a	Touch	1 min. or until disch	Will neg(h)	Yes	+1 on one attack roll, saving throw, or skill check.	pfb236
	Light	evo[light]	vm/df	1a	Touch	10 min. / lvl	None	No	20 ft. radius bright light, plus 20 feet of shadowy illumination.	pfb245
	Mending	tra	vs	1a	10 ft.	Instantaneous	Will neg(h,o)	Yes(h,o)	Repair 1d4 damage to objects.	pfb249
	Purify Food and Drink	tra	vs	1a	10 ft.	Instantaneous	Will neg(o)	Yes(o)	Purifies 1 cu. ft./level of food or water.	pfb259
	Read Magic	div	vsf	1a	Personal	10 min. / lvl			Read scrolls and spellbooks.	pfb261
	Resistance	abj	vsm/df	1a	Touch	1 min.	Will neg(h)	Yes(h)	Subject gains +1 on saving throws.	pfb264
	Stabilize	con(healing)	vs	1a	Close	Instantaneous	Will neg(h)	Yes(h)	Stabilizes creature at negative hit points.	pfb275
	Virtue	tra	vsdf	1a	Touch	1 min.	Fort neg(h)	Yes(h)	Subject gains 1 temporary hp.	pfb285
	----- Level 1 -----									
	Bane	en(comp)[fear,mind]	vsdf	1a	50 ft.	1 min. / lvl	Will neg	Yes	Enemies take -1 on attack rolls and saves against fear.	pfb202
	Bless	en(comp)[mind]	vsdf	1a	50 ft.	1 min. / lvl	None	Yes(h)	Allies gain +1 morale bonus on attack rolls and saves against fear.	pfb204
	Bless Water	tra[good]	vsm	1 min	Touch	Instantaneous	Will neg(o)	Yes(o)	Makes holy water.	pfb204
	Cause Fear	nec[fear,mind]	vs	1a	Close	See text	Will prt	Yes	One creature of 5 HD or less flees for 1d4 rounds.	pfb207
	Command	en(comp)[lang,mind]	v	1a	Close	1 rnd	Will neg	Yes	One subject obeys selected command for 1 round.	pfb210
	Comprehend Languages	div	vsm/df	1a	Personal	10 min. / lvl			You understand all spoken and written languages.	pfb211
	Cure Light Wounds	con(healing)	vs	1a	Touch	Instantaneous	Will half(h)*	Yes(h)*	Cures 1d8 damage +1/level (max +5).	pfb214
	Detect Chaos	div	vsdf	1a	60 ft.	Conc. max. 10 min. None		No	Reveals creatures, spells, or objects of selected alignment.	pfb217
	Detect Evil	div	vsdf	1a	60 ft.	Conc. max. 10 min. None		No	Reveals creatures, spells, or objects of selected alignment.	pfb217
	Detect Good	div	vsdf	1a	60 ft.	Conc. max. 10 min. None		No	Reveals creatures, spells, or objects of selected alignment.	pfb217
	Detect Law	div	vsdf	1a	60 ft.	Conc. max. 10 min. None		No	Reveals creatures, spells, or objects of selected alignment.	pfb217
	Detect Undead	div	vsm/df	1a	60 ft.	Conc. max. 1 min. / None		No	Reveals undead within 60 ft.	pfb219
	Divine Favor	evo	vsdf	1a	Personal	1 min.			You gain +1 per three levels on attack and damage rolls.	pfb223
	Doom	nec[fear,mind]	vsdf	1a	Med	1 min. / lvl	Will neg	Yes	One subject takes -2 on attack rolls, damage rolls, saves, and checks.	pfb224
	Endure Elements	abj	vs	1a	Touch	24 hrs	Will neg(h)	Yes(h)	Exist comfortably in hot or cold environments.	pfb225
	Entropic Shield	abj	vs	1a	Personal	1 min. / lvl (D)			Ranged attacks against you have 20% miss chance.	pfb226
	Hide from Undead	abj	vsdf	1a	Touch	10 min. / lvl (D)	Will neg(h)*	Yes	Undead can't perceive one subject/level.	pfb238
	Inflict Light Wounds	nec	vs	1a	Touch	Instantaneous	Will half	Yes	Touch deals 1d8 damage +1/level (max +5).	pfb242
	Magic Stone	tra	vsdf	1a	Touch	30 min.s or until dis	Will neg(h,o)	Yes(h,o)	Three stones gain +1 on attack, deal 1d6 +1 damage.	pfb248
	Magic Weapon	tra	vsdf	1a	Touch	1 min. / lvl	Will neg(h,o)	Yes(h,o)	Weapon gains +1 bonus.	pfb248
	Obscuring Mist	con(creation)	vs	1a	20 ft.	1 min. / lvl	None	No	Fog surrounds you.	pfb253
	Protection from Chaos	abj[lawful]	vsm/df	1a	Touch	1 min. / lvl (D)	Will neg(h)	No*	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	pfb259
	Protection from Evil	abj[good]	vsm/df	1a	Touch	1 min. / lvl (D)	Will neg(h)	No*	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	pfb259
	Protection from Law	abj[chaotic]	vsm/df	1a	Touch	1 min. / lvl (D)	Will neg(h)	No*	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	pfb259
	Remove Fear	abj	vs	1a	Close	See text	Will neg(h)	Yes(h)	Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.	pfb263
	Sanctuary	abj	vsdf	1a	Touch	1 rnd / lvl	Will neg	No	Opponents can't attack you, and you can't attack.	pfb266

