Basic Fantasy Role-Playing Game

Character Name

Campaign

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

First Level Clerical Spells

Cure Light Wounds*			Animate Dead
Detect Evil			Create Water
Detect Magic			Cure Serious Wounds*
Light*			Dispel Magic
Protection from Evil			Neutralize Poison*
Purify Food and Water			Protection from Evil 10
Remove Fear*			Speak with Plants
Resist Cold			Sticks to Snakes

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

radius

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

