

## Pathfinder Cleric Spells

### 0 Level (Orisons)

Amanuensis (S. Comp.)  
Bleed  
Create Water  
Detect Magic  
Detect Poison  
Guidance  
Light  
Mending  
No Light (V. Dark.)  
Preserve Organ (V. Dark.)  
Purify Food and Drink  
Read Magic  
Resistance  
Slash Tongue (V. Dark.)  
Spark (Adv. Player's Guide)  
Stabilize  
Summon Holy Symbol (C. Champ.)  
Virtue

### 1st Level

Abundant Ammunition (Ul. Combat)  
Air Bubble (Ul. Combat)  
Anarchic Water (Planar & S. Comp.)  
Angry Ache (V. Dark.)  
Ant Haul (Adv. Player's Guide)  
Axiomatic Water (Planar & S. Comp.)  
Bane  
Blade of Blood (PHB2)  
Bless  
Bless Water  
Blessed Aim (S. Comp.)  
Blood Wind (S. Comp.)  
Cause Fear  
Clarioun Call (Knights of the Inner Sea)  
Cold Fire (S. Comp.)  
Command  
Compel Hostility (Ul. Combat)  
Comprehend Languages  
Conjure Ice Beast (Frost)  
Conviction (S. Comp.)  
Cure Light Wounds  
Curse Water  
Dancing Lantern (Adv. Player's Guide)  
Deadeye's Lore (Ul. Combat)  
Deathwatch  
Decompose Corpse (Ul. Magic)  
Delay Disease (S. Comp.)  
Detect Animal or Plants  
Detect Chaos/Evil/Good/Law

Detect Fire (Frost)  
Detect Taint (H. Horror)  
Detect Undead  
Detect Weaponry (City)  
Diagnose Disease (Ul. Magic)  
Dispel Ward (S. Comp.)  
Divine Favor  
Doom  
Drug Resistance (V. Dark.)  
Ease of Breath (Frost)  
Ebon Eyes (S. Comp.)  
Endure Elements  
Entropic Shield  
Extract Drug (V. Dark.)  
Eyes of Avoral (Ex. D.)  
Faith Healing (S. Comp.)  
Firebelly (Inner Sea Gods)  
Forbid Action (Ul. Magic)  
Fortify Cold Creatures (Frost)  
Foundation of Stone (S. Comp.)  
Ghost Touch Armor (S. Comp.)  
Grave Strike (C. Adv. & S. Comp.)  
Guiding Light (S. Comp.)  
Haze of Dreams (Inner Sea Gods)  
Healer's Vision (C. Scoundrel)  
Heartache (V. Dark.)  
Healthful Rest (S. Comp.)  
Hide from Undead  
Ice Gauntlet (S. Comp.)  
Ice Slick (Frost)  
Impede (C. Champ.)  
Incite (S. Comp.)  
Inflict Light Wounds  
Inhibit (S. Comp.)  
Invest Light Protection (PHB2)  
Ironbeard (Race-Dwarf)  
Ironguts (S. Comp.)  
Karmic Blessing (Race-Samsarans)  
Know the Enemy (Ul. Magic)  
Lantern Light (Ex. D.)  
Liberating Command (Ul. Combat)  
Light of Lunia (Planar & S. Comp.)  
Magic Stone  
Magic Weapon  
Marid's Mastery (Race-Undine)  
Mighty Fist of the Earth (Race-Oread)  
Moment of Greatness (Ul. Combat)  
Moon Lust (S. Comp.)  
Murderous Command (Ul. Magic)  
Nightshield (S. Comp.)

Nimbus of Light (C. Divine & S. Comp.)  
Obscuring Mist  
Omen of Peril (C. Divine & S. Comp.)  
Peacebond (City)  
Poisoned Egg (Inner Sea Guide)  
Portal Beacon (S. Comp.)  
Protection from Chaos/Evil/Good/Law  
Ray of Hope (Ex. D.)  
Ray of Sickening (Ul. Magic)  
Reaving Aura (C. Scoundrel)  
Recharge Innate Magic (Race-Gnome)  
Regenerate Light Wounds (M. Wild)  
Reinforce Armaments (Ul. Combat)  
Remove Fear  
Remove Sickness (Ul. Magic)  
Resist Planar Alignments (Pl. & S. Comp.)  
Restore Corpse (Ul. Magic)  
Resurgence (C. Divine & S. Comp.)  
Sacrificial Skill (V. Dark.)  
Sanctify Corpse (Ul. Magic)  
Sanctuary  
Shield of Faith  
Shivering Touch, Lesser (Frost)  
Sign (S. Comp.)  
Slow Consumption (V. Dark.)  
Sorrow (V. Dark.)  
Snowshoes (S. Comp.)  
Spell Flower (S. Comp.)  
Spider Hand (V. Dark.)  
Stone Shield (Race-Oread)  
Stupor (V. Dark.)  
Summon Minor Monster (Ul. Magic)  
Summon Monster I  
Summon Undead (S. Comp.)  
Sun Metal (Ul. Combat)  
Surmount Affliction (Ul. Magic)  
Suspend Disease (V. Dark.)  
Theft Ward (Race-Tengu)  
Tongue of Baalzebul (V. Dark.)  
Touch of Bloodletting (Inner Sea Gods)  
Unbreakable Heart (Inner Sea World Guide)  
Updraft (S. Comp.)  
Vigor, Lesser (C. Divine & S. Comp.)  
Vision of Glory (S. Comp.)  
Vision of Heaven (Ex. Deeds)  
Weaonwand (Inner Sea Magic)  
Wings of the Sea (S. Comp.)  
Winter Feathers (Race-Tengu)

## 2nd Level

Aboleth's Lung (Race-Gillmen)  
Addiction (V. Dark.)

Aid  
Air Step (Adv. Class Guide)  
Alchemical Tinkering (Race-Ratfolk)  
Align Weapon  
Amplify Stench (Monster Codex)  
Ancestral Regression (Race-Drow)  
Angelic Aspect, Lesser (Champ. of Purity)  
Animalistic Power (PHB2)  
Animate Dead, Lesser (Ul. Magic)  
Ant Haul, Communal (Ul. Combat)  
Arrow of Law (Ul. Magic)  
Augury  
Aura Against Flame (S. Comp.)  
Avoid Planar Effects (S. Comp.)  
Auaille's Radiant Burst (Ex. Deeds)  
Balor Nimbus (S. Comp.)  
Bear's Endurance  
Benediction (C. Champ.)  
Bestow Weapon Proficiency (Ul. Combat)  
Bewildering Substitution (C. Champ.)  
Black Karma Curse (PHB2)  
Blade Brothers (PHB2)  
Blade of Pain and Fear (L. M.)  
Bless. of Courage & Life (Adv. Play Guide)  
Blessing of Luck & Resolve (Race-Hafling)  
Blinding Ray (Race-Drow)  
Blood Blaze (Race-Orc)  
Blood Snow (Frost)  
Blood Wind (S. Species)  
Body Blades (S. Comp.)  
Body Ward (C. Champ.)  
Boiling Blood (Ul. Magic)  
Boneblast (V. Dark.)  
Brambles (C. Divine & S. Comp.)  
Brumal Stiffening (Frost)  
Bull's Strength  
Calm Emotions  
Cat's Grace  
Close Wounds (S. Comp.)  
Cloud of Knives (PHB2)  
Compassionate Ally (Ul. Magic)  
Conduit of Life (C. Champ.)  
Conjure Ice Beast II (Frost)  
Conjure Ice Object (Frost)  
Consecrate  
Cure Moderate Wounds  
Curse of Ill Fortune (C. Divine & S. Comp.)  
Dance of Ruin (V. Dark.)  
Dark Way (S. Comp.)  
Darkbolt (V. Dark.)  
Darkness  
Death Candle (Race-Ifrit)

Death Knell  
 Deathwine (Rise of the Runelords)  
 Defending Bone (Inner Sea Gods)  
 Deific Vengeance (C. Divine & S. Comp.)  
 Delay Disease (Race-Ratfolk)  
 Delay Pain (Ul. Magic)  
 Delay Poison  
 Desecrate  
 Disfiguring Touch (Ul. Magic)  
 Divine Insight (C. Adv. & S. Comp.)  
 Divine Interdiction (S. Comp.)  
 Divine Presence (C. Champ.)  
 Divine Protection (S. Comp.)  
 Dread Bolt (Ul. Magic)  
 Eagle's Splendor  
 Effortless Armor (Ul. Combat)  
 Endure Elements, Communal (Ul. Combat)  
 Enemy's Heart (Race-Orc)  
 Energized Shield, Lesser (S. Comp.)  
 Enthral  
 Estanna's Stew (Ex. Deeds)  
 Execration (C. Champ.)  
 Extend Tentacles (S. Comp.)  
 Filter (Tome and Blood)  
 Find Traps  
 Fins to Feet (S. Species)  
 Fox's Cunning (S. Species)  
 Frost Breath (S. Comp.)  
 Frost Weapon (Frost)  
 Frostburn, Lesser (Frost)  
 Fuse Arms (S. Comp.)  
 Gentle Repose  
 Ghost Touch Armor (S. Comp.)  
 Ghostbane Dirge (Adv. Player's Guide)  
 Grace (Adv. Player's Guide)  
 Groundswell (Trans.) (Race-Dwarf)<sup>2</sup>  
 Hand of Divinity (S. Comp.)  
 Healing Lorecall (C. Adv. & S. Comp.)  
 Hold Person  
 Imbue with Aura (Ul. Magic)  
 Imbue with Element. Might (Race-Sulis)  
 Infernal Wounds (S. Comp.)  
 Inflict Moderate Wounds  
 Inky Cloud (S. Comp.)  
 Instant Armor (Adv. Player's Guide)  
 Instrument of Agony (Ul. Combat)  
 Interfaith Blessing (C. Camp.)  
 Insight of Good Fortune (PHB2)  
 Instant Armor (Adv. Player's Guide)  
 Iron Silence (C. Adv.)  
 Ironskin (Monster Codex)  
 Laogezd's Breath (S. Species)  
 Lastai's Caress (Ex. Deeds)  
 Life Bubble (Adv. Player's Guide)  
 Life Channel (Race-Dhampir)  
 Life Pact (Adv. Class Guide)  
 Light of Faith (C. Champ.)  
 Light of Lunia (Planar)  
 Light of Mercuris (S. Comp.)  
 Living Undeath (S. Comp.)  
 Local Tremor (R. of Dragon)  
 Locate Touchstone (Planar)  
 Lore of the Gods (C. Champ.)  
 Magic Siege Engine (Ul. Combat)  
 Major Resistance (S. Species)  
 Make Whole  
 Manifestation of the Deity (C. Scoundrel)  
 Mark of Judgment (PHB2)  
 Mark of the Outcast (S. Comp.)  
 Master Cavalier (C. Champ.)  
 Master's Touch (PHB2)  
 Masterwork Transformation (Ul. Magic)  
 Necrotic Scrying (L. M.)  
 Obscuring Snow (Frost)  
 Oracle's Burden (Adv. Player's Guide)  
 Owl's Wisdom  
 Peaceful Serenity of Io (R. of Dragon)  
 Pilfering Hand (Ul. Combat)  
 Protect. from Chaos, Comm. (Ul. Combat)  
 Protect. from Evil, Comm. (Ul. Combat)  
 Protect from Good, Comm. (Ul. Combat)  
 Protect from Law Comm. (Ul. Combat)  
 Protection from Negative Energy (S. Comp.)  
 Protection from Positive Energy (S. Comp.)  
 Protection Penumbra (Ul. Magic)  
 Quick March (S. Comp.)  
 Rapid Burrowing (S. Species)  
 Regenerate Moderate Wounds (M. Wild)  
 Reinforce Armaments, Comm. (Ul. Combat)  
 Remove Addiction (Ex. Deeds)  
 Remove Paralysis  
 Resist Energy  
 Restoration, Lesser  
 Returning Weapon (Ul. Combat)  
 Rigor Mortis (H. Horror)  
 Sacred Space (Race-Aasimar)  
 Sap Strength (V. Dark.)  
 Savage Maw (Race-Half-Orc)  
 Secret Speech (Inner Sea Gods)  
 Sentry Skull (Race-Orc)  
 Shard of Chaos (Ul. Magic)  
 Share Language (Adv. Player's Guide)  
 Share Talents (PHB2)  
 Shared Sacrifice (Inner Sea Gods)

Shatter  
Shield Other  
Shroud of Undeath (S. Comp.)  
Silence  
Snow Shape (Humans of Golarion)  
Soothing Word (Condition Cards)  
Sonorous Hum (S. Species)  
Soul Ward (C. Champ.)  
Sound Burst  
Spawn Screen (S. Comp.)  
Spear of Purity (Ul. Magic)  
Spell Immunity, Lesser (S. Comp.)  
Spider Legs (V. Dark.)  
Spiritual Weapon  
Spores of the Vrock (V. Dark.)  
Stabilize (S. Comp.)  
Staggering Fall (Rival Guide)  
Status  
Stay the Hand (PHB2)  
Stretch Weapon (PHB2)  
Stabilize (S. Comp.)  
Stone Bones (S. Comp.)  
Substitute Domain (C. Champ.)  
Summon Elysian Thrush (Plan. & S. Comp.)  
Summon Monster II  
Summon Undead II (S. Comp.)  
Surmount Affliction (Ul. Magic)  
Stone Bones (S. Comp.)  
Thin Air (Frost)  
Tremor Blast (Inner Sea Gods)  
Turn Anathema (C. Champ.)  
Undetectable Alignment  
Veil of Shadow (S. Comp.)  
Wave of Grief (S. Comp.)  
Weapon of Awe (Adv. Player's Guide)  
Web Shelter (Ul. Magic)  
Whispering Lore (Race-Elf)  
Wings of the Sea (S. Species)  
Wither Limb (V. Dark.)  
Zone of Truth

### 3rd Level

Accept Affliction (Champ. of Purity)  
Affliction (Ex. D.)  
Agonize (Ul. Magic)  
Agonizing Rebuke (Race-Hobgoblin)  
Aggravate Affliction (Secrets of the Spinx)  
Aid, Mass (S. Comp.)  
Air Breathing (S. Comp.)  
Air Breathing (Monster Codex)  
Align Weapon, Mass (S. Comp.)  
Alter Fortune (PHB2)

Anarchic Storm (Planar & S. Comp.)  
Animate Dead  
Anitdragon Aura (S. Comp.)  
Archon's Aura (Ul. Magic)  
Attune Form (Planar & S. Comp.)  
Aua of Cannibalism (Monster Codex)  
Aura of Cold, Lesser (Frost)  
Awaken Sin (S. Comp.)  
Axiomatic Storm (Planar & S. Comp.)  
Badger's Ferocity (Ul. Magic)  
Battle Trance (Race-Half Orc)  
Bestow Curse  
Bestow Insight (Race-Human)  
Binding Snow (Frost)  
Blade of Pain and Fear (S. Comp.)  
Blessed Aim (C. Divine)  
Blessed Sight (Ex. D.)  
Blessing of the Mole (Ul. Magic)  
Binding Snow (Frost)  
Blindness/Deafness  
Blindsight (S. Comp.)  
Blood Biography (Adv. Player's Guide)  
Blood Scent (Race-Orc)  
Bolster Aura (C. Champ.)  
Boneblade (V. Dark.)  
Borrow Fortune (Adv. Player's Guide)  
Briar Web (C. Divine)  
Bridge of Sound (S. Species)  
Chain of Eyes (C. Divine & S. Comp.)  
Chain of Perdition (Ul. Combat)  
Channeled Divine Shield (PHB2)  
Checkmate's Light (S. Comp.)  
Circle Dance (S. Comp.)  
Circle of Nausea (V. Dark.)  
Cloak of Bravery (C. Warrior & S. Comp.)  
Clutch of Orcus (V. Dark.)  
Clutch of Orcus (S. Comp.)  
Conduit of Life (C. Champ.)  
Conjure Ice Beast III (Frost)  
Contagion  
Continual Flame  
Control Snow and Ice (Frost)  
Control Vermin (Monster Codex)  
Create Food and Water  
Consumptive Field (L. M.)  
Conviction, Mass (S. Comp.)  
Corona of Cold (S. Comp.)  
Crown of the Grave (PHB2)  
Crown of Might (PHB2)  
Crown of Protection (PHB2)  
Crown of Smiting (PHB2)  
Cure Serious Wounds

Curse of Arrow Attraction (PHB2)  
 Darkfire (S. Comp.)  
 Daybreak Arrow (Ul. Combat)  
 Daylight  
 Deadly Juggernaut (Ul. Combat)  
 Death Candle (Adv. Class Guide)  
 Deeper Darkness  
 Defile Snow and Ice (Frost)  
 Deific Bastion (C. Champ.)  
 Delay Poison, Communal (Ul. Combat)  
 Demon Dirge (S. Comp.)  
 Devil Blight (Planar & S. Comp.)  
 Devil's Eye (V. Dark.)  
 Discovery Torch (Ul. Combat)  
 Dispel Magic  
 Divine Retaliation (PHB2)  
 Downdraft (S. Comp.)  
 Elemental Speech (Adv. Player's Guide)  
 Energized Potion (Ex. D.)  
 Energized Shield (S. Comp.)  
 Energy Aegis (PHB2)  
 Energy Vortex (S. Comp.)  
 Energy Vulnerability (PHB2)  
 Enter Image (Adv. Player's Guide)  
 Eyes of the Zombie (V. Dark.)  
 Favorable Sacrifice (S. Comp.)  
 Fell of the Greatest Foe (S. Comp.)  
 Flame of Faith (C. Divine & S. Comp.)  
 Flesh Ripper (V. Dark.)  
 Footsteps of the Divine (C. Champ.)  
 Fractions of Heal & Harm (Inner Sea Gods)  
 Ghost Touch Weapon (S. Comp.)  
 Girallon's Blessing (S. Comp.)  
 Glyph of Warding  
 Grace (S. Comp.)  
 Guiding Star (Adv. Player's Guide)  
 Hamatula Barbs (Planar & S. Comp.)  
 Heart's Ease (Ex. D.)  
 Helping Hand  
 Hesitate (PHB2)  
 Holy Smite  
 Holy Storm (Planar & S. Comp.)  
 Ice Axe (S. Comp.)  
 Ice Shape (Frost)  
 Infallible Servant (Ex. of E.)  
 Inflict Serious Wounds  
 Inspired Aim (Ex. D.)  
 Interplanar Message (S. Comp.)  
 Invest Moderate Protection (PHB2)  
 Invisibility Purge  
 Ki Leech (Ul. Magic)  
 Knight's Move (S. Comp.)  
 Know Opponent (S. Comp.)  
 Know Vulnerabilities (S. Comp.)  
 Light of Mercuria (Planar)  
 Light of Venya (Planar & S. Comp.)  
 Light of Wisdom (C. Champ.)  
 Locate Object  
 Locate Touchstone (Planar)  
 Magic Circle against Chaos/Evil/Good/Law  
 Mantle of Chaos/Evil/Gd/Law (Pl. & S. C.)  
 Magic Vestment  
 Mark of Doom (PHB2)  
 Masochism (V. Dark.)  
 Meld into Ice (Frost)  
 Meld into Stone  
 Nap Stack (Adv. Player's Guide)  
 Nauseating Breath (S. Comp.)  
 Necrotic Bloat (L. M.)  
 Obscure Object  
 Paragon Surge (Race-Half-Elf)  
 Pillar of Life (Adv. Player's Guide)  
 Prayer  
 Protection from Energy  
 Protection from Negative Energy (Planar)  
 Protection from Positive Energy (Planar)  
 Raging Rubble (Race-Oread)  
 Refreshment (Ex. D.)  
 Regenerate Moderate Wounds (M. Wild)  
 Rejuvenate Corpse (S. Comp.)  
 Remove Blindness/Deafness  
 Remove Curse  
 Remove Disease  
 Remove Nausea (Ex. D.)  
 Resist Energy (C. Arcana)  
 Resists Energy, Communal (Ul. Combat)  
 Resist Energy, Mass (S. Comp.)  
 Resist Taint (H. Horror)  
 Resurgence, Mass (S. Comp.)  
 Returning Weapon, Comm. (Ul. Combat)  
 Ring of Blades (C. Arcana & S. Comp.)  
 Sacred Bond (Adv. Player's Guide)  
 Sadism (V. Dark.)  
 Sodomachism (Inner Sea Gods)  
 Safety (S. Comp.)  
 Sands of Time (Ul. Magic)  
 Searing Light  
 Share Language, Communal (Ul. Combat)  
 Sheltered Vitality (L. M.)  
 Shield of Warding (S. Comp.)  
 Shivering Touch (Frost)  
 Shriveling (V. Dark.)  
 Sink (S. Comp.)  
 Skeleton Crew (Pirates of Inner Sea)

Skull Watch (S. Comp.)  
Slashing Darkness (S. Comp.)  
Snowshoes, Mass (S. Comp.)  
Sonorous Hum (S. Comp.)  
Spark of Life (S. Comp.)  
Speak with Dead  
Spikes (C. Divine & S. Comp.)  
Stiffen (Ex. of E.)  
Stone Shape  
Subdue Aura (C. Champ.)  
Summon Monster III  
Summon Undead III (S. Comp.)  
Suppress Glyph (S. Comp.)  
Symbol of Healing (Ul. Magic)  
Telepathic Bond, Lesser (Psionic and C. D.)  
Tremor (S. Comp.)  
Trial of Fire and Acid (Monster Codex)  
Unholy Storm (Planar & S. Comp.)  
Unliving Weapon (V. Dark.)  
Vigor (C. Divine & S. Comp.)  
Vigor, Mass Lesser (C. Divine & S. Comp.)  
Visage of Deity, Lesser (C. Divine & S. C.)  
Vision of Hell (Ul. Magic)  
Wall of Light (S. Comp.)  
Water Breathing  
Water of Maddening (Inner Sea World G.)  
Water Walk  
Weapon of Energy (S. Comp.)  
Weapon of Impact (S. Comp.)  
Weapon of the Deity (S. Comp.)  
Willing Sacrifice (Ex. of E.)  
Wind Wall  
Wrack (C. Divine)  
Wrack II (V. Dark.)  
Wrathful Mantle (Adv. Player's Guide)

#### **4th Level**

Abyssal Might (V. Dark.)  
Air Walk  
Aligned Aura (C. Champ.)  
Alliance Undone (Ex. of E.)  
Assay Resistance (C. Arcana)  
Assay Spell Resistance (S. Comp.)  
Astral Hospice (Planar & S. Comp.)  
Attune Form (Planar)  
Aura of Doom (Ul. Magic)  
Balor Nimbus (Planar)  
Beast Claws (C. Divine)  
Black Spot (Pirates of the Inner Sea)  
Bleakness (PHB2)  
Blessing of Fervor (Adv. Player's Guide)  
Blessing of the Righteous (PHB2)

Blindsight, Greater (S. Comp.)  
Bloatbomb (Adv. Class Guide)  
Blood Crow Strike (Ul. Magic)  
Blood of Martyr (Ex. D.)  
Castigate (C. Divine & S. Comp.)  
Caustic Blood (Inner Sea Gods)  
Celestial Brilliance (Ex. Deeds)  
Channeled Divine Health (PHB2)  
Chaos Hammer  
Claws of the Savage (V. Dark.)  
Confound (C. Champ.)  
Conjure Ice Beast IV (Frost)  
Consumptive Field (L. M.)  
Contingent Energy Resistance (S. Comp.)  
Control Summoned Creature (Ul. Magic)  
Control Water  
Crusader's Edge (Inner Sea Magic)  
Cure Critical Wounds  
Damning Darkness (V. Dark.)  
Dampen Magic (C. Champ.)  
Death Ward  
Debilitating Portent (Ul. Combat)  
Delay Death (S. Comp.)  
Demon Dirge (Planar)  
Dimensional Anchor  
Discern Lies  
Dismissal  
Divination  
Divine Power  
Doomtide (C. Divine)  
Dust to Dust (Races of Wild)  
Dweomer of Transference (Psionic)  
Earth Reaver (S. Species)  
Echantment Foil (Adv. Class Guide)  
Energy Vortex (C. Divine)  
Evil Glare (Planar)  
Extend Tentacles (S. Species)  
Fleshworm Infestation (Ul. Magic)  
Focus Touchstone Energy (Planar)  
Forceful Strike (Inner Sea Gods)  
Freedom of Movement  
Freeze Armor (Frost)  
Frostburn (Frost)  
Geniekind (Inner Sea Magic)  
Ghost Touch Weapon (L. M.)  
Giant Vermin  
Gift of the Deep  
Glacial Globe of Invulner. (Frost)  
Glowing Orb (S. Comp.)  
Greater Status (Ex. D.)  
Hand of the Faithful (S. Comp.)  
Healing Spirit (PHB2)

Healing Warmth (Race-Ifrifit)  
Hell's Power (V. Dark.)  
Holy Transformation, Lesser (S. Comp.)  
Hunter's Lore (Ul. Combat)  
Hypothermia (S. Comp.)  
Identify Transgressor (V. Dark.)  
Imbue with Spell Ability  
Infernal Healing, Greater (Inner Sea World)  
Infernal Transformation, Lesser (S. Comp.)  
Infernal Wound (Planar)  
Inflict Critical Wounds  
Iron Bones (S. Comp.)  
Life Ward (S. Comp.)  
Light of Purity (C. Champ.)  
Magic Weapon, Greater  
Make Manifest (S. Comp.)  
Mark of the Reptile God (Monster Codex)  
Moon Bolt (S. Comp.)  
Moral Façade (C. Champ.)  
Mystic Aegis (PHB2)  
Necrotic Domination (L. M.)  
Negative Energy Aura (Planar & S. Comp.)  
Neutralize Poison  
Oracle's Vessel  
Order's Wrath  
Panacea (S. Comp.)  
Persistent Vigor (Adv. Class Guide)  
Plague Carrier (Ul. Magic)  
Planar Adaptation (Adv. Player's Guide)  
Planar Ally, Lesser  
Planar Exchange, Lesser (Plan. & S. Comp.)  
Planar Tolerance (S. Comp.)  
Poison  
Positive Energy Aura (Planar & S. Comp.)  
Profane Item (C. Champ.)  
Pronouncement of Fate (H. Horror)  
Protect. From Energy Comm. (Ul. Combat)  
Psychic Poison (V. Dark.)  
Recitation (C. Divine & S. Comp.)  
Remove Fatigue (Ex. D.)  
Renewed Vigor (PHB2)  
Repel Vermin  
Resistance, Greater (S. Comp.)  
Rest Eternal (Adv. Player's Guide)  
Resurgence, Mass (C. Divine)  
Restoration  
Restoration  
Resurgence (C. Divine)  
Revenance (C. Divine & S. Comp.)  
Ride the Waves (Ul. Magic)  
Sacred Item (C. Champ.)  
Seed of Life (C. Champ.)

Seed of Undeath (C. Mage)  
Sending  
Shield of Dawnflower (Inner Sea Guide)  
Superior Resistance (S. Species)  
Shadowblast (S. Comp.)  
Sheltered Vitality (S. Comp.)  
Shield of Faith, Mass (S. Comp.)  
Soothe Construct (Ul. Magic)  
Sound Lance (S. Comp.)  
Spell Immunity  
Spell Vulnerability (Planar & S. Comp.)  
Spiritual Advisor (C. Champ.)  
Spiritual Ally (Adv. Player's Guide)  
Spit Venom (Ul. Magic)  
Stars of Arvandor (Ex. Deeds)  
Stifle Spell (PHB2)  
Stop Heart (V. Dark.)  
Summon Bearded Devil (Plan & S. Comp.)  
Summon Hound Archon (Plan & S. Comp.)  
Summon Monster IV  
Summon Pest Swarm (City)  
Summon Undead IV (S. Comp.)  
Summoner Conduit (Ul. Combat)  
Sustain (Ex. D.)  
Sword of Conscience (Ex. D.)  
Symbol of Revelation (Ul. Magic)  
Symbol of Scrying (Ul. Magic)  
Symbol of Slowing (Ul. Magic)  
Terrible Remorse  
Tongues  
Transplant Visage (Inner Sea Gods)  
Undead Bane Weapon (S. Comp.)  
Wall of Chaos/Evil/Good/Law (S. Comp.)  
Wall of Sand (S. Comp.)  
Ward of the Season (Race-Elf)  
Ward Shield (Knights of the Inner Sea)  
Water Walk, Communal (Ul. Combat)  
Weapon of the Deity (C. Divine)  
Weapon of Energy (S. Species)  
Weather Eye (C. Divine)  
Winter's Embrace (Frost)  
Wrack (S. Comp.)

### **5th Level**

Air Walk, Communal (Ul. Combat)  
Ancestral Memory (Inner Sea World Guide)  
Astral Projection, Lesser (Ul. Magic)  
Atonement  
Aura of Evasion (S. Comp.)  
Bewildering Mischance (C. Champ.)  
Bleed (C. Champ.)  
Blight (M. Wild)

Blistering Radiance (C. Arcana & S. Comp.)  
 Boreal Wind (Frost)  
 Break Enchantment  
 Breath of Life  
 Call Zelekhut (Planar & S. Comp.)  
 Chaav's Laugh (Ex. D.)  
 Charnel Fire (V. Dark.)  
 Cleanse (Adv. Player's Guide)  
 Command, Greater  
 Commune  
 Condemnation (PHB2)  
 Conjure Ice Beast V (Frost)  
 Constricting Coils (Sancutm of the Serpent)  
 Contagion, Greater (Ul. Magic)  
 Contagion, Mass (S. Comp.)  
 Convert Wand (Ex. D.)  
 Crawling Darkness (S. Comp.)  
 Crown of Flame (Ex. D.)  
 Cure Light Wounds, Mass  
 Curse of Ill Fortune, Mass (S. Comp.)  
 Curse of Magic Negation (Ul. Magic)  
 Curse, Major (Ul. Magic)  
 Dance of the Unicorn (C. Divine)  
 Dancing Web (Ex. D.)  
 Darts of Life (C. Champ.)  
 Death Throes (S. Comp. & Planar)  
 Dispel Chaos/Evil/Good/Law  
 Dispel Cold (Frost)  
 Dispel Fire (Frost)  
 Disrupting Weapon  
 Divine Agility (C. Divine & S. Comp.)  
 Divine Retribution (C. Champ.)  
 Doomtide (S. Comp.)  
 Door of Decay (C. Champ.)  
 Dragon Breath (C. Divine & S. Comp.)  
 Earth Reaver (S. Comp.)  
 Ease of Breath (Frost.)  
 Energetic Healing (Ex. D.)  
 Etherealness, Swift (PHB2)  
 False Sending (V. Dark.)  
 Fickle Winds (Ul. Magic)  
 Fire in the Blood (H. Horror)  
 Flame Strike  
 Forbid Action, Greater (Ul. Magic)  
 Frostbite (Frost)  
 Ghostbane Dirge, Mass (Adv. Player Guide)  
 Ghoul Army (Inner Sea Magic)  
 Half-Blood Extraction (Race-Half-Orc)  
 Hallow  
 Haunt Shift (L. M.)  
 Healing Circle (C. Champ.)  
 Heartclutch (V. Dark.)  
 Hibernial Healing (Frost)  
 Hibernate (Frost)  
 Holy Ice (Ul. Magic)  
 Hunter's Blessing (Inner Sea Gods)  
 Improved Blindsight (S. Species)  
 Incorporeal Nova (S. Comp.)  
 Inflict Light Wounds, Mass  
 Insect Plague  
 Invest Heavy Protection (PHB2)  
 Life Bubble (Adv. Player's Guide)  
 Life's Grace (S. Comp.)  
 Magic Convalescence (PHB2)  
 Magic Siege Engine, Greater (Ul. Combat)  
 Mana Flux (PHB2)  
 Mark of Justice  
 Mark of Sin (C. Champ.)  
 Meteoric Strike (PHB2)  
 Necrotic Burst (L. M.)  
 Oath of Blood (H. Horror)  
 Opalescent Glare (Planar)  
 Plane Shift  
 Pass Through Ice (Frost)  
 Pillar of Life (Adv. Player's Guide)  
 Plane Shift  
 Psychic Turmoil (Psionic)  
 Radiance (PHB2)  
 Raise Dead  
 Rapid Repair (Ul. Magic)  
 Regenerate Critical Wounds (M. Wild)  
 Renewed Vigor (PHB2)  
 Reprobation (Ul. Magic)  
 Resonating Resistance (V. Dark.)  
 Revivify (S. Comp.)  
 Righteous Might  
 Righteous Wrath of the Faithful (S. Comp.)  
 Sacred Guardian (Ex. D.)  
 Sanctuary, Mass (S. Comp.)  
 Scrying  
 Serenity (Ul. Magic)  
 Siphon Magic (Inner Sea Magic)  
 Slay Living  
 Snake Staff (Adv. Player's Guide)  
 Soul Switch (Familiar Folio)  
 Spawn Ward (Race-Dhampir)  
 Spell Immunity, Communal (Ul. Combat)  
 Spell Resistance  
 Spellsteal (Monster Codex)  
 Stalwart Pact (C. Divine & S. Comp.)  
 Stone Shape, Greater (S. Comp.)  
 Subvert Planar Essence (C. Divine & S. C.)  
 Summon Bearded Devil (S. Comp.)  
 Summon Bralani Eladrin (S. Comp.)



Summon Monster V  
Summon Undead V (S. Comp.)  
Surge of Fortune (C. Champ.)  
Symbol of Pain  
Symbol of Sleep  
Symbol of Spell Loss (S. Comp.)  
Symbol of Striking (Ul. Combat)  
Telepathy Block (Ex. D.)  
Tongues, Communal (Ul. Combat)  
Treasure Stitching (Adv. Player's Guide)  
Triadspell (S. Comp.)  
True Seeing  
Undeath Ward (Dungeons of Golorion)  
Unhallow  
Unholy Ice (Ul. Magic)  
Unholy Storm (Planar)  
Valiant Fury (C. Warrior)  
Vigor, Greater (C. Divine & S. Comp.)  
Village Veil (Race-Hafling)  
Vulnerability (S. Comp.)  
Wall of Blindness (Adv. Class Guide)  
Wall of Dispel Magic (S. Comp.)  
Wall of Stone  
Warding Gems (Ex. D.)  
Zone of Peace (City)  
Zone of Respite (S. Comp.)  
Zone of Revelation (S. Comp.)

### **6th Level**

Algid Enhancement (Frost)  
Animate Object  
Antilife Shell  
Banishment  
Barghest's Feast (Planar)  
Bear's Endurance, Mass  
Blade Barrier  
Bless. of Luck & Res., Mass (Race-Hafling)  
Bolt of Glory (S. Comp.)  
Call Faithful Servants (Ex. D.)  
Celestial Blood (Ex. D.)  
Chasing Perfection (PHB2)  
Cloak of Hate (H. Horror)  
Cloud of the Archaerial (V. Dark.)  
Cold Ice Strike (Ul. Magic)  
Cold Snap (S. Comp.)  
Cometfall (C. Divine & S. Comp.)  
Conjure Ice Beast VI (Frost)  
Create Undead  
Crown of Brilliance (Ex. D.)  
Cure Moderate Wounds, Mass  
Dispel Magic, Greater  
Dust Form (Ul. Combat)

Dust Ward (Monster Codex)  
Eagle's Splendor, Mass  
Elemental Assessor (Chronicle of the Right.)  
Energy Immunity (C. Arcana & S. Comp.)  
Epidemic (Ul. Magic)  
Fiendish Quickening (V. Dark.)  
Find the Path  
Forbiddance  
Frostburn, Mass (Frost)  
Geas/Quest  
Ghost Trap (S. Comp.)  
Glyph of Warding, Greater  
Harm  
Heal  
Hellfire Ray (Book of the Damned Vol. 1)  
Heroes' Feast  
Hide the Path (S. Comp.)  
Ice Flowers (S. Comp.)  
Ice Rift (Frost)  
Impart Mind  
Inflict Moderate Wounds, Mass  
Joyful Rapture (Ul. Magic)  
Light of Courage (C. Champ.)  
Lucent Lance (S. Comp.)  
Make Manifest, Mass (S. Comp.)  
Mantle of the Icy Soul (S. Comp.)  
Mantle of the Icy Soul (Frost.)  
Necrotic Eruption (L. M.)  
Opalescent Glare (Planar & S. Comp.)  
Owl's Wisdom, Mass  
Plague Storm (Ul. Magic)  
Planar Adaptat., Mass (Adv. Player's Guide)  
Planar Ally  
Planar Exchange (Planar & S. Comp.)  
Quickshift (Ex. D.)  
Regenerate Critical Wounds (M. Wild)  
Rejection (S. Comp.)  
Resistance, Superior (S. Comp.)  
Revive Outsider (S. Comp.)  
Sarcophagus of Stone (S. Comp.)  
Secure Corpse (Ex. D.)  
Slime Wave (M. Wild)  
Snare Astral Traveler (V. Dark.)  
Spellcrash (Adv. Class Guide)  
Spider Plague (S. Comp.)  
Spiritual Guardian (C. Champ.)  
Stone Body (S. Comp.)  
Summon Babau Demon (Plan & S. Comp.)  
Summon Bralani Eladrin (Plan. & S. Comp.)  
Summon Monster VI  
Summon Vanth  
Symbol of Fear

Symbol of Persuasion  
Symbol of Sealing (Ul. Magic)  
Thousand Needles (V. Dark.)  
Touch of Adamantine (Ex. D.)  
Truespeak (Race-Aasimar)  
Undeath to Death  
Vengeance Halo (Ex. D.)  
Vengeful Stinger (Inner Sea Gods)  
Vigorous Circle (C. Divine & S. Comp.)  
Visage of the Deity (C. Divine & S. Comp.)  
Weight of Sin (C. Champ.)  
Wind Walk  
Word of Recall  
Zealot Pact (C. Divine & S. Comp.)

### 7th Level

Animalistic Power, Mass (PHB2)  
Archon's Trumpet (Champs. Of Purity)  
Aura of Cold, Greater (Frost)  
Bastion of Good (Ex. D.)  
Bestow Curse, Greater (C. Divine & S. C.)  
Bestow Grace of the Champion (Ul. Magic)  
Blasphemy  
Blood to Water (S. Comp.)  
Brain Spider II (S. Comp.)  
Brilliant Blade (S. Comp.)  
Call Kolyarut (Planar & S. Comp.)  
Circle of Clarity (Ul. Magic)  
Conjure Ice Beast VII (Frost)  
Consumptive Field, Greater (S. Comp.)  
Control Weather  
Create Demiplane, Lesser (Ul. Magic)  
Create Variant Mummy (Shifting Sands)  
Cure Serious Wounds, Mass  
Death Dragon (S. Comp.)  
Destruction  
Dictum  
Divine Vessel (Adv. Player's Guide)  
Energy Ebb (S. Comp.)  
Ethereal Jaunt  
Euphoric Tranquility (Adv. Player's Guide)  
Evil Glare (S. Comp.)  
Fiendish Clarity (V. Dark.)  
Fortunate Fate (S. Comp.)  
Harm, Greater (H. Horror)  
Heaven's Trumpet (Ex. D.)  
Holy Word  
Holy Star (S. Comp.)  
Holy Transformation (S. Comp.)  
Imprison Soul (V. Dark.)  
Infernal Transformation (S. Comp.)  
Inflict Serious Wounds, Mass

Jolting Portent (Ul. Combat)  
Lunar Veil (Ul. Magic)  
Magnetic Field (People of the River)  
Minor Servitor (S. Species)  
Necrotic Curse (Necro.) (C. Mage)  
Necrotic Eruption (L. M.)  
Pact of Return (H. Horror)  
Plague (PHB2)  
Planar Bubble (Planar & S. Comp.)  
Plane Shift, Greater (Planar & S. Comp.)  
Pulse of Hate (PHB2)  
Radiant Assault (S. Comp.)  
Ravenous Darkness (C. Champ.)  
Refuge  
Regenerate  
Rejuvenating Light (C. Champ.)  
Renewal Pact (C. Divine & S. Comp.)  
Repulsion  
Restoration, Greater  
Restoration, Mass (S. Comp.)  
Resurrection  
Righteous Burst (PHB2)  
Righteous Glare (Ex. D.)  
Righteous Smite (Ex. D.)  
Righteous Wrath of Faithful (C. Divine)  
Scry Location (C. Scoundrel)  
Scrying, Greater  
Seed of Undeath, Greater (C. Mage)  
Shield of the Archons (Ex. D.)  
Slime Wave (C. Divine & S. Comp.)  
Spark of Life (L. M.)  
Spell Resistance, Mass (C. Divine & S. C.)  
Summon Aspect of Bahamut (R. of Dragon)  
Summon Monster VII  
Symphonic Nightmare (S. Comp.)  
Symbol of Stunning  
Symbol of Weakness  
Symphonic Nightmare (S. Comp.)  
Tomb of Light (Ex. D.)  
Transmute Metal to Wood  
Undead Mask (S. Species)  
Waves of Ecstasy (Ul. Magic)  
Withering Palm (C. Arcana & S. Comp.)  
Wretched Blight (V. Dark.)  
Word of Chaos

### 8th Level

Angelic Aspect, Great. (Champs. Of Purity)  
Antimagic Field  
Axiomatic Creature (Ex. D.)  
Befoul (V. Dark.)  
Bestow Greater Curse (V. Dark.)

Bodak Birth (V. Dark.)  
Bodak's Glare (Planar & S. Comp.)  
Brain Spider (Psionic and C. Divine)  
Brilliant Aura (S. Comp.)  
Call Construct (Ul. Magic)  
Chain Dispel (PHB2)  
Cloak of Chaos  
Conjure Ice Beast VIII (Frost)  
Create Demiplane (Ul. Magic)  
Create Greater Undead  
Cure Critical Wounds, Mass  
Death Pact (C. Divine & S. Comp.)  
Death Ward, Mass (S. Comp.)  
Dimension Lock  
Discern Location  
Earthquake  
Euphoric Tranquility (Adv. Player's Guide)  
Familial Geas (H. Horror)  
Fierce Pride of the Beastlands (Plan & S. C.)  
Fire Storm  
Frightful Aspect (Ul. Combat)  
General of Undeath (S. Comp.)  
Glacier (Frost.)  
Heat Drain (S. Comp.)  
Holy Aura  
Imprison Soul (V. Dark.)  
Inflict Critical Wounds, Mass  
Last Judgment (Ex. D.)  
Lion's Roar (C. Warrior & S. Comp.)  
Necrotic Empowerment (L. M.)  
Nine Lives (Race-Catfolk)  
Orb of the Void (Ul. Magic)  
Pestilence (V. Dark.)  
Planar Ally, Greater  
Planar Exchange, Greater (Planar & S. C.)  
Power Word Stun  
Psychic Turmoil, Greater (Psionic)  
Restoration Mass (L. M.)  
Shield of Law  
Spark of Life (L. M.)  
Spell Immunity, Greater  
Spider Plague (S. Species)  
Spread of Contentment (Ex. D.)  
Stormbolts (Adv. Player's Guide)  
Stormrage (S. Comp.)  
Summon Giants (Frost)  
Summon Monster VIII  
Symbol of Death  
Symbol of Dispelling (Inner Sea Gods)  
Symbol of Insanity  
Unholy Aura

Veil of Undeath (L. M.)  
Visions of the Future (PHB2)  
Wall of Greater Dispel Magic (S. Comp.)

### 9th Level

Abyssal Army (Spell Comp.)  
Astral Projection  
Awaken Construct (S. Comp.)  
Call Margut (Planar & S. Comp.)  
Canopic Convers. (Osirion, Land o. t. Phar.)  
Cloak of Bravery, Greater (C. Warrior)  
Conjure Ice Beast IX (Frost)  
Create Demiplane, Greater (Ul. Magic)  
Cursed Earth (Ul. Magic)  
Despoil (V. Dark.)  
End of Strife (Ex. D.)  
Energy Drain  
Etherealness  
Fimbulwinter (Frost)  
Gate  
Heal, Mass  
Heavenly Host (Planar & S. Comp.)  
Hellish Horde (Planar & S. Comp.)  
Hunters of Hades (Planar & S. Comp.)  
Implosion  
Imprison Soul (H. Horror)  
Incarnate Construct (S. Species)  
Interplanetary Teleport (Ul. Magic)  
Miracle  
Necrotic Termination (L. M.)  
Overwhelming Presence (Ul. Magic)  
Plague of Undead (S. Comp.)  
Polar Midnight (Ul. Magic)  
Salvage (Pirates of the Inner Sea)  
Soul Bind  
Spell Immunity, Greater (Ul. Combat)  
Spread of Savagery (V. Dark.)  
Storm of Vengeance  
Sublime Revelry (Ex. D.)  
Summon Element. Monolith (C. A. & S. C.)  
Summon Golem (PHB2)  
Summon Monster IX  
Symbol of Strife (Ul. Magic)  
Symbol of Vulnerability (Ul. Magic)  
True Resurrection  
Undeath's Eternal Foe (S. Comp.)  
Vile Death (S. Comp.)  
Visage of the Deity, Greater (C. D. & S. C.)  
Were-Doom (V. Dark.)  
Winds of Vengeance (Adv. Player's Guide)  
Wooden Phalanx (Ul. Magic)

**Notes:**

(Adv . Class Guide) = Advanced Class Guide  
(Adv. Player's Guide) = Advanced Player's Guide  
(Book of the Damned Vol. 1) = Book of the Damned Volume 1  
(Champs. Of Purity) = Champions of Purity  
(Chronicle of the Righteous) = Chronicle of the Righteous  
(City) = Citybook  
(City of Locusts) = City of Locusts  
(C. A.) or (C. Arcane) = Complete Arcane  
(C. Champ.) = Complete Champion  
(C. D.) or (C. Divine) = Complete Divine  
(C. Mage) = Complete Mage  
(C. Scoundrel) = Complete Scoundrel  
(C. Warrior) = Complete Warrior  
(Condition Cards) = Condition Cards  
(Dungeons of Golorion) = Dungeons of Golorion  
(Empty Graves) = Empty Graves  
(Ex. D.) or (Ex. Deeds) = Book of Exalted Deeds  
(Ex. of E.) = Exemplars of Evil  
(Familiar Folio) = Familiar Folio  
(Frost) = Frostburn  
(H. Horror) = Halls of Horror  
(Humans of Golarion) = Humans of Golarion  
(Inner Sea Gods) = Inner Sea Gods  
(Inner Sea Magic) = Inner Sea Magic  
(Inner Sea World Guide) = Inner Sea World Guide  
(Knights of the Inner Sea) = Knights of the Inner Sea  
(L. M.) = Libris Mortis  
(M. Wild) = Masters of the Wild  
(Monster Codex) = Monster Codex  
(Orsiron, Land of the Pharohs) = Orsiorn, Land of the Pharohs  
(People of the River) = People of the River  
(PHB2) = Players Handbook Two  
(Pirates of the Inner Sea) = Pirates of the Inner Sea  
(Plan) or (Planar) = Planar Handbook  
(Psionic) = Psionic Handbook  
(Race) = Advanced Race Guide  
(R. of Dragon) = Races of Dragons  
(Races of Wild) = Races of the Wild  
(Rise of the Runelords) = Rise of the Runelords  
(Rival Guide) = Rival Guide  
(Sanctum of the Serpent God) = Sanctum of the Serpent God  
(Secrets of the Sphinx) = Secrets of the Sphinx  
(Shifting Sands) = Shifting Sands  
(S. C.) or (S. Comp.) = Spell Compendium  
(S. Species) = Savage Species  
(V. Dark.) = Book of Vile Darkness  
Good Clerics may not use spells from the Book of Vile Darkness.  
(Ul. Combat) = Ultimate Combat  
(Ul. Magic) = Ultimate Magic