

Pathfinder Cleric Spells

0 Level (Orisons)

Bleed
Create Water
Detect Magic
Detect Poison
Guidance
Light
Mending
Purify Food and Drink
Read Magic
Resistance
Spark (Adv. Player's Guide)
Stabilize
Virtue

1st Level

Abundant Ammunition (Ul. Combat)
Air Bubble (Ul. Combat)
Ant Haul (Adv. Player's Guide)
Bane
Bless
Bless Water
Cause Fear
Clarioun Call (Knights of the Inner Sea)
Command
Compel Hostility (Ul. Combat)
Comprehend Languages
Cure Light Wounds
Curse Water
Dancing Lantern (Adv. Player's Guide)
Deadeye's Lore (Ul. Combat)
Deathwatch
Decompose Corpse (Ul. Magic)
Detect Animal or Plants
Detect Chaos/evil/Good/Law
Detect Undead
Diagnose Disease (Ul. Magic)
Divine Favor
Doom
Endure Elements
Entropic Shield
Firebelly (Inner Sea Gods)
Forbid Action (Ul. Magic)
Haze of Dreams (Inner Sea Gods)
Hide from Undead
Inflict Light Wounds
Ironbeard (Race-Dwarf)
Karmic Blessing (Race-Samsarans)
Know the Enemy (Ul. Magic)
Liberating Command (Ul. Combat)

Magic Stone
Magic Weapon
Marid's Mastery (Race-Undine)
Mighty Fist of the Earth (Race-Oread)
Moment of Greatness (Ul. Combat)
Murderous Command (Ul. Magic)
Obscuring Mist
Poisoned Egg (Inner Sea Guide)
Protection from Chaos/evil/Good/Law
Ray of Sickening (Ul. Magic)
Recharge Innate Magic (Race-Gnome)
Reinforce Armaments (Ul. Combat)
Remove Fear
Remove Sickness (Ul. Magic)
Restore Corpse (Ul. Magic)
Sanctify Corpse (Ul. Magic)
Sanctuary
Shield of Faith
Stone Shield (Race-Oread)
Summon Minor Monster (Ul. Magic)
Summon Monster I
Sun Metal (Ul. Combat)
Surmount Affliction (Ul. Magic)
Theft Ward (Race-Tengu)
Touch of Bloodletting (Inner Sea Gods)
Unbreakable Heart (Inner Sea World Guide)
Weaonwand (Inner Sea Magic)
Winter Feathers (Race-Tengu)

2nd Level

Aboleth's Lung (Race-Gillmen)
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)
Animate Dead, Lesser (Ul. Magic)
Ant Haul, Communal (Ul. Combat)
Arrow of Law (Ul. Magic)
Augury
Bear's Endurance
Bestow Weapon Proficiency (Ul. Combat)
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)

Boiling Blood (Ul. Magic)
Bull's Strength
Calm Emotions
Cat's Grace
Compassionate Ally (Ul. Magic)
Consecrate
Cure Moderate Wounds
Darkness
Death Candle (Race-Ifrit)
Death Knell
Deathwine (Rise of the Runelords)
Defending Bone (Inner Sea Gods)
Delay Disease (Race-Ratfolk)
Delay Pain (Ul. Magic)
Delay Poison
Desecrate
Disfiguring Touch (Ul. Magic)
Dread Bolt (Ul. Magic)
Eagle's Splendor
Effortless Armor (Ul. Combat)
Endure Elements, Communal (Ul. Combat)
Enemy's Heart (Race-Orc)
Enthrall
Find Traps
Gentle Repose

Ghostbane Dirge (Adv. Player's Guide)
Grace (Adv. Player's Guide)
Groundswell (Trans.) (Race-Dwarf)²
Hold Person
Imbue with Aura (Ul. Magic)
Imbue with Element. Might (Race-Sulis)
Inflict Moderate Wounds
Instant Armor (Adv. Player's Guide)
Instrument of Agony (Ul. Combat)
Instant Armor (Adv. Player's Guide)
Ironskin (Monster Codex)
Life Bubble (Adv. Player's Guide)
Life Channel (Race-Dhampir)
Life Pact (Adv. Class Guide)
Magic Siege Engine (Ul. Combat)
Make Whole
Masterwork Transformation (Ul. Magic)
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 Penumbra (Ul. Magic)

Reinforce Armaments, Comm. (Ul. Combat)
Remove Paralysis
Resist Energy
Restoration, Lesser
Returning Weapon (Ul. Combat)
Sacred Space (Race-Aasimar)
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)
Shared Sacrifice (Inner Sea Gods)
Shatter
Shield Other
Silence
Snow Shape (Humans of Golarion)
Soothing Word (Condition Cards)
Sound Burst
Spear of Purity (Ul. Magic)
Spiritual Weapon
Staggering Fall (Rival Guide)
Status
Summon Monster II
Surmount Affliction (Ul. Magic)
Tremor Blast (Inner Sea Gods)
Undetectable Alignment
Weapon of Awe (Adv. Player's Guide)
Web Shelter (Ul. Magic)
Whispering Lore (Race-Elf)
Zone of Truth

3rd Level

Accept Affliction (Champ. of Purity)
Agonize (Ul. Magic)
Agonizing Rebuke (Race-Hobgoblin)
Aggravate Affliction (Secrets of the Spinx)
Air Breathing (Monster Codex)
Animate Dead
Archon's Aura (Ul. Magic)
Aua of Cannibalism (Monster Codex)
Badger's Ferocity (Ul. Magic)
Battle Trance (Race-Half Orc)
Bestow Curse
Bestow Insight (Race-Human)
Blessing of the Mole (Ul. Magic)
Blindness/Deafness
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)

Chain of Perdition (Ul. Combat)
Contagion
Continual Flame
Control Vermin (Monster Codex)
Create Food and Water
Cure Serious Wounds
Daybreak Arrow (Ul. Combat)
Daylight
Deadly Juggernaut (Ul. Combat)
Death Candle (Adv. Class Guide)
Deeper Darkness
Delay Poison, Communal (Ul. Combat)
Discovery Torch (Ul. Combat)
Dispel Magic
Elemental Speech (Adv. Player's Guide)
Enter Image (Adv. Player's Guide)
Fractions of Heal & Harm (Inner Sea Gods)
Glyph of Warding
Guiding Star (Adv. Player's Guide)
Helping Hand
Holy Smite
Inflict Serious Wounds
Invisibility Purge
Ki Leech (Ul. Magic)
Locate Object
Magic Circle against Chaos/Evil/Good/Law
Magic Vestment
Meld into Stone
Nap Stack (Adv. Player's Guide)
Obscure Object
Paragon Surge (Race-Half-Elf)
Pillar of Life (Adv. Player's Guide)
Prayer
Protection from Energy
Raging Rubble (Race-Oread)
Remove Blindness/Deafness
Remove Curse
Remove Disease
Resists Energy, Communal (Ul. Combat)
Returning Weapon, Comm. (Ul. Combat)
Sacred Bond (Adv. Player's Guide)
Sadomachism (Inner Sea Gods)
Sands of Time (Ul. Magic)
Searing Light
Share Language, Communal (Ul. Combat)
Skeleton Crew (Pirates of Inner Sea)
Speak with Dead
Stone Shape
Summon Monster III
Symbol of Healing (Ul. Magic)
Trial of Fire and Acid (Monster Codex)
Vision of Hell (Ul. Magic)

Water Breathing
Water of Maddening (Inner Sea World G.)
Water Walk
Wind Wall
Wrathful Mantle (Adv. Player's Guide)

4th Level

Air Walk
Aura of Doom (Ul. Magic)
Black Spot (Pirates of the Inner Sea)
Blessing of Fervor (Adv. Player's Guide)
Bloatbomb (Adv. Class Guide)
Blood Crow Strike (Ul. Magic)
Caustic Blood (Inner Sea Gods)
Chaos Hammer
Control Summoned Creature (Ul. Magic)
Control Water
Crusader's Edge (Inner Sea Magic)
Cure Critical Wounds
Death Ward
Debilitating Portent (Ul. Combat)
Dimensional Anchor
Discern Lies
Dismissal
Divination
Divine Power
Echantment Foil (Adv. Class Guide)
Fleshworm Infestation (Ul. Magic)
Forceful Strike (Inner Sea Gods)
Freedom of Movement
Geniekind (Inner Sea Magic)
Giant Vermin
Gift of the Deep
Healing Warmth (Race-Ifrit)
Hunter's Lore (Ul. Combat)
Imbue with Spell Ability
Infernal Healing, Greater (Inner Sea World)
Inflict Critical Wounds
Magic Weapon, Greater
Mark of the Reptile God (Monster Codex)
Neutralize Poison
Oracle's Vessel
Order's Wrath
Persistent Vigor (Adv. Class Guide)
Plague Carrier (Ul. Magic)
Planar Adaptation (Adv. Player's Guide)
Planar Ally, Lesser
Poison
Protect. From Energy Comm. (Ul. Combat)
Repel Vermin
Rest Eternal (Adv. Player's Guide)
Restoration

Restoration
Ride the Waves (Ul. Magic)
Sending
Shield of Dawnflower (Inner Sea Guide)
Soothe Construct (Ul. Magic)
Spell Immunity
Spiritual Ally (Adv. Player's Guide)
Spit Venom (Ul. Magic)
Summon Monster IV
Summoner Conduit (Ul. Combat)
Symbol of Revelation (Ul. Magic)
Symbol of Scrying (Ul. Magic)
Symbol of Slowing (Ul. Magic)
Terrible Remorse
Tongues
Transplant Visage (Inner Sea Gods)
Ward of the Season (Race-Elf)
Ward Shield (Knights of the Inner Sea)
Water Walk, Communal (Ul. Combat)

5th Level

Air Walk, Communal (Ul. Combat)
Ancestral Memory (Inner Sea World Guide)
Astral Projection, Lesser (Ul. Magic)
Atonement
Break Enchantment
Breath of Life
Cleanse (Adv. Player's Guide)
Command, Greater
Commune
Constricting Coils (Sancutm of the Serpent)
Contagion, Greater (Ul. Magic)
Cure Light Wounds, Mass
Curse of Magic Negation (Ul. Magic)
Curse, Major (Ul. Magic)
Dispel Chaos/Evil/Good/Law
Disrupting Weapon
Fickle Winds (Ul. Magic)
Flame Strike
Forbid Action, Greater (Ul. Magic)
Ghostbane Dirge, Mass (Adv. Player Guide)
Ghoul Army (Inner Sea Magic)
Half-Blood Extraction (Race-Half-Orc)
Hallow
Holy Ice (Ul. Magic)
Hunter's Blessing (Inner Sea Gods)
Inflict Light Wounds, Mass
Insect Plague
Life Bubble (Adv. Player's Guide)
Magic Siege Engine, Greater (Ul. Combat)
Mark of Justice
Plane Shift

Pillar of Life (Adv. Player's Guide)
Plane Shift
Raise Dead
Rapid Repair (Ul. Magic)
Reprobation (Ul. Magic)
Righteous Might
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)
Summon Monster V
Symbol of Pain
Symbol of Sleep
Symbol of Striking (Ul. Combat)
Tongues, Communal (Ul. Combat)
Treasure Stitching (Adv. Player's Guide)
True Seeing
Undeath Ward (Dungeons of Golorion)
Unhallow
Unholy Ice (Ul. Magic)
Village Veil (Race-Hafling)
Wall of Blindness (Adv. Class Guide)
Wall of Stone

6th Level

Animate Object
Antilife Shell
Banishment
Bear's Endurance, Mass
Blade Barrier
Bless. of Luck & Res., Mass (Race-Hafling)
Cold Ice Strike (Ul. Magic)
Create Undead
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.)
Epidemic (Ul. Magic)
Find the Path
Forbiddance
Geas/Quest
Glyph of Warding, Greater
Harm
Heal

Hellfire Ray (Book of the Damned Vol. 1)
Heroes' Feast
Impart Mind
Inflict Moderate Wounds, Mass
Joyful Rapture (Ul. Magic)
Owl's Wisdom, Mass
Plague Storm (Ul. Magic)
Planar Adaptat., Mass (Adv. Player's Guide)
Planar Ally
Spellcrash (Adv. Class Guide)
Summon Monster VI
Summon Vanth
Symbol of Fear
Symbol of Persuasion
Symbol of Sealing (Ul. Magic)
Truespeak (Race-Aasimar)
Undeath to Death
Vengeful Stinger (Inner Sea Gods)
Wind Walk
Word of Recall

7th Level

Archon's Trumpet (Champs. Of Purity)
Bestow Grace of the Champion (Ul. Magic)
Blasphemy
Circle of Clarity (Ul. Magic)
Control Weather
Create Demiplane, Lesser (Ul. Magic)
Create Variant Mummy (Shifting Sands)
Cure Serious Wounds, Mass
Destruction
Dictum
Divine Vessel (Adv. Player's Guide)
Ethereal Jaunt
Euphoric Tranquility (Adv. Player's Guide)
Holy Word
Inflict Serious Wounds, Mass
Jolting Portent (Ul. Combat)
Lunar Veil (Ul. Magic)
Magnetic Field (People of the River)
Refuge
Regenerate
Repulsion
Restoration, Greater
Ressurrection
Scrying, Greater
Summon Monster VII
Symbol of Stunning
Symbol of Weakness
Transmute Metal to Wood
Waves of Ecstasy (Ul. Magic)
Word of Chaos

8th Level

Angelic Aspect, Great. (Champs. Of Purity)
Antimagic Field
Call Construct (Ul. Magic)
Cloak of Chaos
Create Demiplane (Ul. Magic)
Create Greater Undead
Cure Critical Wounds, Mass
Dimension Lock
Discern Location
Earthquake
Euphoric Tranquility (Adv. Player's Guide)
Fire Storm
Frightful Aspect (Ul. Combat)
Holy Aura
Inflict Critical Wounds, Mass
Nine Lives (Race-Catfolk)
Orb of the Void (Ul. Magic)
Planar Ally, Greater
Power Word Stun
Shield of Law
Spell Immunity, Greater
Stormbolts (Adv. Player's Guide)
Summon Monster VIII
Symbol of Death
Symbol of Dispelling (Inner Sea Gods)
Symbol of Insanity
Unholy Aura

9th Level

Astral Projection
Canopic Convers. (Osirion, Land o. t. Phar.)
Create Demiplane, Greater (Ul. Magic)
Cursed Earth (Ul. Magic)
Energy Drain
Etherealness
Gate
Heal, Mass
Implosion
Interplanetary Teleport (Ul. Magic)
Miracle
Overwhelming Presence (Ul. Magic)
Polar Midnight (Ul. Magic)
Salvage (Pirates of the Inner Sea)
Soul Bind
Spell Immunity, Greater (Ul. Combat)
Storm of Vengeance
Summon Monster IX
Symbol of Strife (Ul. Magic)
Symbol of Vulnerability (Ul. Magic)
True Resurrection

Notes:

Good Clerics may not use spells from the Book of Vile Darkness

(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 of Locusts) = City of Locusts

(Condition Cards) = Condition Cards

(Dungeons of Golorion) = Dungeons of Golorion

(Empty Graves) = Empty Graves

(Familiar Folio) = Familiar Folio

(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

(Monster Codex) = Monster Codex

(Orsiron, Land of the Pharohs) = Orsiorn, Land of the Pharohs

(People of the River) = People of the River

(Pirates of the Inner Sea) = Pirates of the Inner Sea

(Race) = Advanced Race Guide

(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

(Ul. Combat) = Ultimate Combat

(Ul. Magic) = Ultimate Magic