

# NPC Cleric Spells

*Quickly Determine Which Spells Encountered Clerics Have Memorized*

When you need to quickly figure out which spells randomly encountered clerics have, simply 1d10 and check the appropriate list. This uses the spell progression from Labyrinth Lord's core rules and is similar to, but not identical to, other basic versions of the game.

## 1<sup>st</sup> and 2<sup>nd</sup> Level Clerics (1d10, 1<sup>st</sup>-level characters have only the first spell listed)

1	2	3	4	5
Cure Light Wounds Detect Evil	Detect Evil Cure Light Wounds	Cure Light Wounds Cure Light Wounds	Detect Magic Cure Light Wounds	Cure Light Wounds Detect Magic
6	7	8	9	10
Light Remove Fear	Cure Light Wounds Prot. From Evil	Prot. From Evil Cure Light Wounds	Cure Light Wounds Purify Food & Drink	Light Prot. From Evil

## 3<sup>rd</sup> Level Clerics (1d10)

1	2	3	4	5
Cure Light Wounds Cure Light Wounds Find Traps	Detect Evil Cure Light Wounds Hold Person	Cure Light Wounds Cure Light Wounds Bless	Detect Magic Cure Light Wounds Hold Person	Cure Light Wounds Light Speak with Animal
6	7	8	9	10
Light Prot. From Evil Silence, 15' Radius	Cure Light Wounds Prot. From Evil Hold Person	Detect Evil Cure Light Wounds Know Alignment	Cure Light Wounds Purify Food & Drink Bless	Light Prot. From Evil Silence, 15' Radius

## 4<sup>th</sup> Level Clerics (1d10)

1	2	3	4	5
Prot. From Evil Cure Light Wounds Detect Evil Find Traps Resist Fire	Detect Evil Cure Light Wounds Remove Fear Hold Person Snake Charm	Cure Light Wounds Cure Light Wounds Cure Light Wounds Bless Bless	Detect Magic Cure Light Wounds Cure Light Wounds Hold Person Silence, 15' Radius	Cure Light Wounds Light Detect Magic Hold Person Silence, 15' Radius
6	7	8	9	10
Cure Light Wounds Detect Magic Detect Evil Silence, 15' Radius Hold Person	Cure Light Wounds Cure Light Wounds Prot. From Evil Hold Person Find Traps	Detect Evil Cure Light Wounds Purify Food & Drink Know Alignment Hold Person	Cure Light Wounds Resist Cold Light Speak With Animal Resist Fire	Cure Light Wounds Prot. From Evil Prot. From Evil Silence, 15' Radius Silence, 15' Radius

## 5<sup>th</sup> Level Clerics (1d10)

1	2	3	4	5
Prot. From Evil Cure Light Wounds Detect Evil Find Traps Hold Person Striking	Detect Evil Cure Light Wounds Remove Fear Hold Person Bless Dispel Magic	Cure Light Wounds Cure Light Wounds Cure Light Wounds Bless Bless Cure Disease	Detect Magic Prot. From Evil Cure Light Wounds Hold Person Know Alignment Remove Curse	Cure Light Wounds Cure Light Wounds Detect Evil Bless Find Traps Locate Object
6	7	8	9	10
Cure Light Wounds Detect Magic Prot. From Evil Silence, 15' Radius Know Alignment Dispel Magic	Cure Light Wounds Cure Light Wounds Prot. From Evil Hold Person Resist Fire Striking	Detect Evil Cure Light Wounds Purify Food & Drink Know Alignment Bless Locate Object	Cure Light Wounds Resist Cold Light Bless Snake Charm Dispel Magic	Cure Light Wounds Prot. From Evil Cure Light Wounds Silence, 15' Radius Speak With Animal Animal Growth

## 6<sup>th</sup> Level Clerics (1d10)

1	2	3	4	5
Prot. From Evil Cure Light Wounds Cure Light Wounds Silence, 15' Radius Hold Person Bless Striking Continual Light	Detect Evil Cure Light Wounds Remove Fear Hold Person Hold Person Silence, 15' Radius Dispel Magic Cure Disease	Cure Light Wounds Cure Light Wounds Cure Light Wounds Bless Bless Bless Cure Disease Remove Curse	Detect Evil Prot. From Evil Cure Light Wounds Bless Know Alignment Silence, 15' Radius Remove Curse Locate Object	Cure Light Wounds Cure Light Wounds Light Resist Fire Find Traps Snake Charm Cure Disease Dispel Magic

**6<sup>th</sup> Level Clerics (continued)**

6	7	8	9	10
Cure Light Wounds Light Prot. From Evil Silence, 15' Radius Find Traps Hold Person Dispel Magic Animal Growth	Cure Light Wounds Detect Magic Prot. From Evil Hold Person Speak With Animal Resist Fire Striking Striking	Detect Evil Cure Light Wounds Prot. From Evil Know Alignment Hold Person Hold Person Locate Object Dispel Magic	Cure Light Wounds Purify Food & Drink Light Find Traps Snake Charm Silence, 15' Radius Dispel Magic Animate Dead	Cure Light Wounds Prot. From Evil Detect Evil Silence, 15' Radius Speak With Animal Hold Person Animal Growth Cure Disease

**7<sup>th</sup> Level Clerics (1d10)**

1	2	3	4	5
Prot. From Evil Cure Light Wounds Cure Light Wounds Detect Magic Silence, 15' Radius Hold Person Bless Striking Dispel Magic Neutralize Poison	Detect Evil Cure Light Wounds Cure Light Wounds Light Hold Person Hold Person Silence, 15' Radius Striking Cure Disease Detect Lie	Cure Light Wounds Cure Light Wounds Cure Light Wounds Cure Light Wounds Bless Bless Bless Cure Disease Cure Disease Cure Serious Wounds	Detect Evil Prot. From Evil Cure Light Wounds Light Bless Know Alignment Silence, 15' Radius Remove Curse Animate Dead Prot. From Evil, 10'	Cure Light Wounds Cure Light Wounds Cure Light Wounds Detect Magic Resist Fire Find Traps Snake Charm Cure Disease Animate Dead Prot. From Evil, 10'
6	7	8	9	10
Cure Light Wounds Cure Light Wounds Prot. From Evil Purify Food & Drink Silence, 15' Radius Find Traps Hold Person Dispel Magic Animal Growth Prot. From Evil, 10'	Cure Light Wounds Detect Magic Detect Evil Light Hold Person Speak With Animal Resist Fire Striking Striking Cure Serious Wounds	Detect Evil Cure Light Wounds Prot. From Evil Prot. From Evil Know Alignment Hold Person Hold Person Locate Object Dispel Magic Neutralize Poison	Cure Light Wounds Purify Food & Drink Light Light Find Traps Snake Charm Silence, 15' Radius Dispel Magic Remove Curse Sticks to Snakes	Cure Light Wounds Cure Light Wounds Prot. From Evil Detect Evil Silence, 15' Radius Speak With Animal Hold Person Animal Growth Cure Disease Cure Serious Wounds

**8<sup>th</sup> Level Clerics (1d10)**

1	2	3	4	5
Prot. From Evil Cure Light Wounds Detect Evil Detect Magic Silence, 15' Radius Hold Person Hold Person Striking Dispel Magic Locate Object Neutralize Poison Sticks to Snakes	Detect Evil Cure Light Wounds Cure Light Wounds Light Hold Person Bless Silence, 15' Radius Striking Cure Disease Remove Curse Detect Lie Cure Serious Wounds	Cure Light Wounds Cure Light Wounds Cure Light Wounds Cure Light Wounds Bless Bless Bless Cure Disease Cure Disease Remove Curse Cure Serious Wounds Cure Serious Wounds	Prot. From Evil Prot. From Evil Cure Light Wounds Light Find Traps Know Alignment Silence, 15' Radius Remove Curse Animate Dead Animate Dead Protection From Evil, 10' Speak With Plants	Cure Light Wounds Cure Light Wounds Cure Light Wounds Detect Magic Speak With Animal Find Traps Snake Charm Cure Disease Animate Dead Continual Light Prot. From Evil, 10' Neutralize Poison
6	7	8	9	10
Cure Light Wounds Cure Light Wounds Prot. From Evil Purify Food & Drink Silence, 15' Radius Bless Hold Person Dispel Magic Animal Growth Locate Object Prot. From Evil, 10' Create Food & Water	Cure Light Wounds Detect Magic Detect Evil Light Hold Person Silence, 15' Radius Resist Fire Striking Striking Cure Disease Cure Serious Wounds Cure Serious Wounds	Detect Evil Cure Light Wounds Detect Magic Prot. From Evil Know Alignment Hold Person Hold Person Locate Object Dispel Magic Striking Neutralize Poison Detect Lie	Cure Light Wounds Purify Food & Drink Light Light Find Traps Know Alignment Silence, 15' Radius Dispel Magic Remove Curse Animal Growth Sticks to Snakes Lower Water	Light Cure Light Wounds Prot. From Evil Detect Evil Bless Speak With Animal Hold Person Animal Growth Cure Disease Dispel Magic Cure Serious Wounds Neutralize Poison

Multiple listings of the same spell mean the spell has been memorized multiple times. Remember that it's possible that the cleric has already cast some of his or her spells earlier in the day.

Some clerics, particularly those of Chaotic alignment, may have reversed versions of the spells listed.