

Cleric Spell Sheet

1st Level		4th Level	
<input type="checkbox"/>	Cure Light Wounds*	<input type="checkbox"/>	Animate Dead
<input type="checkbox"/>	Detect Evil*	<input type="checkbox"/>	Create Water
<input type="checkbox"/>	Detect Magic	<input type="checkbox"/>	Cure Serious Wounds*
<input type="checkbox"/>	Light*	<input type="checkbox"/>	Dispel Magic
<input type="checkbox"/>	Protection from Evil*	<input type="checkbox"/>	Neutralize Poison*
<input type="checkbox"/>	Purify Food and Water	<input type="checkbox"/>	Protection from Evil 10' radius
<input type="checkbox"/>	Remove Fear*	<input type="checkbox"/>	Speak with Plants
<input type="checkbox"/>	Resist Cold	<input type="checkbox"/>	Sticks to Snakes
2nd Level		5th Level	
<input type="checkbox"/>	Bless*	<input type="checkbox"/>	Commune
<input type="checkbox"/>	Charm Animal	<input type="checkbox"/>	Create Food
<input type="checkbox"/>	Find Traps	<input type="checkbox"/>	Dispel Evil
<input type="checkbox"/>	Hold Person	<input type="checkbox"/>	Insect Plague
<input type="checkbox"/>	Resist Fire	<input type="checkbox"/>	Quest*
<input type="checkbox"/>	Silence 15' radius	<input type="checkbox"/>	Raise Dead*
<input type="checkbox"/>	Speak with Animals	<input type="checkbox"/>	True Seeing
<input type="checkbox"/>	Spiritual Hammer	<input type="checkbox"/>	Wall of Fire
3rd Level		6th Level	
<input type="checkbox"/>	Continual Light*	<input type="checkbox"/>	Animate Objects
<input type="checkbox"/>	Cure Blindness	<input type="checkbox"/>	Blade Barrier
<input type="checkbox"/>	Cure Disease*	<input type="checkbox"/>	Find the Path
<input type="checkbox"/>	Growth of Animals	<input type="checkbox"/>	Heal*
<input type="checkbox"/>	Locate Object	<input type="checkbox"/>	Regenerate
<input type="checkbox"/>	Remove Curse*	<input type="checkbox"/>	Restoration
<input type="checkbox"/>	Speak with Dead	<input type="checkbox"/>	Speak with Monsters
<input type="checkbox"/>	Striking	<input type="checkbox"/>	Word of Recall