# Limited Cleric Spells

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In an effort to differentiate the classes and to add new ones, the magic user classes will have limit spells vs the whole spell list. Here is the spell list for the cleric class.

### Zero Level

Bleed
Create Water
Cure Minor Wounds (reversible)
Detect Magic
Guidance
Purify Food and Drink

### 1st Level

Bless
Create Water (Reversible)
Cure Light Wounds (Reversible)
Detect Evil (Reversible)
Light
Mending
Protection from Evil (Reversible)
Purify Food and Drink (Reversible)
Remove Fear (Reversible)
Resist Cold
Sanctuary

### 2nd Level

Augury
Chant
Find Traps
Hold Person
Know Alignment (Reversible)
Resist Fire
Silence (15 ft radius)
Slow Poison
Snake Charm
Speak with Animals
Spiritual Weapon
Stinking Cloud

### 3rd Level

Animate Dead
Continual Light (Reversible)
Create Food and Water

Cure Blindness (Reversible)
Cure Disease (Reversible)
Dispel Magic
Gust of Wind
Prayer
Protection from Evil (10 ft radius) (Reversible)
Remove Curse (Reversible)
Speak with Dead
Tongues (Reversible)
Water Breathing (Reversible)

### 4th Level

Cure Serious Wounds (Reversible)
Detect Lie (Reversible)
Divination
Exorcise
Lower Water (Reversible)
Neutralize Poison (Reversible)
Plant Growth
Protection from Evil (10 ft radius) (Reversible)
Speak with Plants
Sticks to Snakes (Reversible)

### 5th Level

Commune
Dispel Evil
Feeblemind
Insect Plague
Quest*
Raise Dead*
True Seeing