DUNGEONS & DRAGONS Cleric Spell Sheet

Character Name		Campaign			
	1st	2nd	3rd	4th	5th
Spells:					
First Level Clerical Spells			Fo	urth Level Cl	erical Spells
Cure Light Wounds*			Create Water	r	
Detect Evil			Cure Serious	Wounds*	
Detect Magic			Neutralize Po	oison*	
Light*			Protection fro	om Evil 10' radiu	s 📗
Protection from Evil			Speak with P	Plants	
Purify Food and Water			Sticks to Sna	kes	
Remove Fear*					
Resist Cold					
Second Lev Bless*	vel Clerical S	pens	Commune	ifth Level Cle	ericai Spelis
Find Traps			Create Food		
Know Alignmnet			Dispel Evil		
Hold Person			Insect Plague	2	
Resist Fire			Quest*		
Silence 15' radius			Raise Dead*		
Snake Charm					
Speak with Animals					
			_		
Third Leve	el Clerical Sp	ells	-		
Continual Light*					
Cure Disease*					
Growth of Animals					
Locate Object					
Remove Curse*					
Striking					

DUNGEONS & DRAGONS Magic User Spell Sheet

Character Na	ame	-			Campaign		
1st		2nd	3rd	4th	5th	6th	
Spells:							
First L	evel Magic	-User Spells		Fourth Lev	vel Magic-User	Spel	ls
Charm Person			Chá	arm Monster	_		
Detect Magic			Cor	nfusion			
Floating Disc			Din	nension Door			
Hold Portal			Gro	wth of Plants			
Light*			Hal	lucinatory Terrain	ı		
Magic Missile			Mas	ssmorph			
Protection from E	vil		Pol	ymorph Other			
Read Languages			Pol	ymorph Self			
Read Magic			Rer	nove Curse*			
Shield			Wai	ll of Fire			
Sleep			Wal	ll of Ice			
Ventriloquism			Wiz	ard Eye			
Second	Level Mag	ic-User Spells		Fifth Leve	el Magic-User	Spells	s
Continual Light*			Ani	mate Dead			
Detect Evil			Clo	udkill			
Detect Invisible			Cor	njure Elemental			
ESP			Cor	ntact Higher Plane	2		
Invisibility			Fee	blemind			
Knock			Hol	d Monster			
Levitate			Mag	gic Jar			
Locate Object			Pas	s-wall			
Mirror Image			Tele	ekinesis			
Phantasmal Force			Tele	eport			
Web			Tra	nsmute Rock to M	/lud*		
Wizard Lock			Wai	ll of Stone			
Third L	evel Magic	:User Spells		Sixth Lev	el Magic-User	Spell	s
Clairvoyance				i-Magic Shell			
Dispel Magic			Cor	ntrol Weather			
Fireball			Dea	ath Spell			
Fly			Disi	ntegrate			
Haste			Gea	as*			
Hold Person			- - - 	sible Stalker			
Infravision			- 	ver Water			
Invisibility 10ʻ radi	ius			ve Earth			
Lightning Bolt			- 	t Water			
Protection from E			Pro	jected Image			
Protection from N	ormal Missiles	s <u> </u>		ncarnate			
Water Breathing			Sto	ne to Flesh*			