

## Cleric Abilities

### Special Order Power:

Level 1	Level 2	Level 3
Cure light wounds*	Bless*	Continual Light*
Detect Evil	Find Traps	Cure Blindness*
Detect Magic	Hold Person*	Cure Disease*
Light*	Know Alignment*	Growth of Animal
Protection From Evil	Resist Fire	Locate Object
Purify Food and Water	Silence 15' Radius	Remove Curse*
Remove Fear*	Snake Charm	Speak With Dead
Resist Cold	Speak With Animal	Striking
Magical Stone	Trip	Water Walk
Sanctuary	Withdraw	Stoneshape
Diagnose	Dust Devil	Chardastes Breath
Level 4	Level 5	Level 6
Animate Dead	Commune	Aerial Servant
Create Water	Create Food	Animate Objects
Cure Serious Wounds*	Cure Critical Sounds*	Barrier*
Dispel Magic	Dispel Evil	Create Normal Animals
Neutralize Poison*	Insect Plague	Cureall
Protection From Evil, 10' Radius	Quest*	Find The Path
Speak With Plants	Raise Dead*	Speak With Monsters*
Sticks to Snakes	Truesight	Word of Recall
Abjure	Magic Font	Forbiddance
Languages	Moonbeam	Flame Strike
Level 7	Spells on Scrolls	
Earthquake		
Holy Word		
Raise Dead Fully*		
Restore*		
Survival		
Travel		
Wish		
Wizardry		
Regenerate		
Gate		