

# Cleric

SPELLCASTING CLASS

## Wis

SPELLCASTING ABILITY

SPELL SAVE DC  
8 + prof. + ability mod.

SPELL ATTACK BONUS  
prof. + ability mod

0

CANTRIPS


SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARE

Prepare ability mod. + spellcaster level

- Bane  Protection from Evil & Good
- Bless  • Purify Food and Drink
- Ceremony  Sanctuary
- Command  Shield of Faith
- Create or Destroy Water  Zone of Truth
- Cure Wounds
- Detect Evil and Good
- Detect Magic
- Detect Poison and Disease
- Guiding Bolt
- Healing Word
- Inflict Wounds

2

- Aid  • Silence
- Augury  Spiritual Weapon
- Blindness/Deafness  Warding Bond
- Calm Emotions  Zone of Truth
- Continual Flame
- Enhance Ability
- Find Traps
- Gentle Repose
- Hold Person
- Lesser Restoration
- Locate Object
- Prayer of Healing
- Protection from Poison

3

- Animate Dead  Protection from Energy
- Beacon of Hope  Remove Curse
- Bestow Curse  Revivify
- Clairvoyance  Sending
- Create Food and Water  Speak with Dead
- Daylight  Spirit Guardians
- Dispel Magic  Tongues
- Feign Death  • Water Walk
- Glyph of Warding
- Life Transference
- Magic Circle
- Mass Healing Word
- Meld into Stone

4

- Banishment
- Control Water
- Death Ward
- Divination
- Freedom of Movement
- Guardian of Faith
- Locate Creature
- Stone Shape

5

- Commune  Insect Plague
- Contagion  Legend Lore
- Dawn  Mass Cure Wounds
- Dispel Evil and Good  Planar Binding
- Flame Strike  Raise Dead
- Geas  Scrying
- Greater Restoration
- Hallow
- Holy Weapon

6

- Blade Barrier  Word of Recall
- Create Undead
- Find the Path
- Forbiddance
- Harm
- Heal
- Heroes' Feast
- Planar Ally
- True Seeing

7

- Conjure Celestial
- Divine Word
- Etherealness
- Fire Storm
- Plane Shift
- Regenerate
- Resurrection
- Symbol
- Temple of the Gods

8

- Antimagic Field
- Control Weather
- Earthquake
- Holy Aura

9

- Astral Projection
- Gate
- Mass Heal
- True Resurrection