

class : ClericCasting Ability : Wisdom

Save DC :

Attack Bonus :

Number of spells :

<u>Cantrips</u>			silence (c, ritual) spiritual weapon (b) warding bond zone of truth			dispel evil and good (c) flame strike geas (1 min) greater restoration hallow (24 hours) holy weapon (b, c) insect plague (c) legend lore mass cure wounds planar binding (1 hour) raise dead (1 hour) screying (c, 10 min)		
level 1 slots =			level 3 slots =			level 6 slots =		
<ul style="list-style-type: none"> ◦ guidance (c) ◦ light ◦ mending (1 min) ◦ resistance (c) ◦ sacred flame ◦ spare the dying ◦ thaumaturgy ◦ toll the dead ◦ word of radiance 			blink dispel magic animate dead (1 min) beacon of hope (c) bestow curse (c) clairvoyance (c, 10 min) create food and water daylight dispel magic feign death (ritual) glyph or warding (1 hour) life transference magic circle (1 min) mass healing word (b) meld into stone (ritual) protection from energy (c) remove curse revivify sending speak with dead spirit guardians (c) tongues waterwalk (ritual)			blade barrier (c) create undead (1 min) find the path (c, 1 min) forbiddance (ritual, 10 min) harm heal hero's feast (10 min) planar ally (10 min) true seeing word of recall		
charm person disguise self bane (c) bless (c) ceremony (ritual, 1 hour) command create or destroy water cure wounds detect evil and good (c) detect magic (c, ritual) detect poison and disease (c) guiding bolt healing word (b) inflict wounds protection from evil and good (c) purify food and drinks sanctuary (b) shield of faith (b, c)			level 4 slots =			level 7 slots =		
level 2 slots =			dimension door polymorph (c) banishment (c) control water (c) death ward divination (ritual) freedom of movement guardian of faith locate creature (c) stone shape			conjure celestial (c, 1 min) divine word (b) etherealness fire storm plane shift regenerate (1 min) resurrection (1 hour) symbol (1 min) temple of gods (1 hour)		
mirror image pass without a trace (c) aid augury (ritual, 1 min) blindness/deafness calm emotions (c) continual flame enhance ability (c) find traps gentle repose hold person (c) lesser restoration locate object (c) prayer of healing (10 min) protection from poison			level 5 slots =			level 8 slots =		
			dominate person (c) modify memory (c) commune (ritual, 1 min) contagion dawn (c)			antimagic field (c) control weather (c, 10 min) earthquake (c) holy aura (c)		
						level 9 slots =		
						astral projections (1 hour) gate (c) mass heal true resurrection (1 hour)		

Selected Spells

Long Rest

b : bonus action, c : concentration, time : casting time, number of spells : (wisdom modifier + level)