

Nature Cleric Spell List

Spell Save DC (8 + Wisdom + Proficiency)

Spell Attack Bonus (Wisdom + Proficiency)

Channel Divinity (Turn Undead / Charm Animals and Plants)

Total Used ○ ○ ○

Maximum Spells Prepared (Level + Wisdom)

Cantrips Known

- Guidance[©]
- Light
- Mending
- Resistance[©]
- Sacred Flame
- Spare the Dying
- Thaumaturgy
- Toll the Dead
- Word of Radiance

Choose one of:

- Druidcraft
- Mending
- Poison Spray
- Produce Flame
- Shillelagh
- Thorn Whip
- Infestation
- Primal Savagery

1st Slots Used ○ ○ ○ ○

Animal Friendship, Speak with Animals^{*}

- Bane[©]
- Bless[©]
- Ceremony^{*}
- Command
- Create or Destroy Water
- Cure Wounds
- Detect Evil and Good[©]
- Detect Magic^{©*}
- Detect Poison and Disease[©]
- Guiding Bolt
- Healing Word
- Inflict Wounds
- Protection from Evil and Good[©]
- Purify Food and Drink^{*}
- Sanctuary
- Shield of Faith[©]

2nd Slots Used ○ ○ ○

Barkskin[©], Spike Growth[©]

- Aid
- Augury^{*}
- Blindness/Deafness
- Calm Emotions[©]
- Continual Flame
- Enhance Ability[©]
- Find Traps
- Gentle Repose^{*}

- Hold Person[©]
- Lesser Restoration
- Locate Object[©]
- Prayer of Healing
- Protection from Poison
- Silence^{©*}
- Spiritual Weapon
- Warding Bond
- Zone of Truth

3rd Slots Used ○ ○ ○

Plant Growth, Wind Wall[©]

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

4th Slots Used ○ ○ ○

Dominate Beast[©], Grasping Vine[©]

- Banishment[©]
- Control Water[©]
- Death Ward
- Divination^{*}
- Guardian of Faith
- Freedom of Movement
- Locate Creature[©]
- Stone Shape

5th Slots Used ○ ○ ○

Insect Plague[©], Tree Stride[©]

- Commune^{*}
- Contagion
- Dawn[©]

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

6th Slots Used ○ ○

- Blade Barrier[©]
- Create Undead
- Find the Path[©]
- Forbiddance^{*}
- Harm
- Heal
- Heroes' Feast
- Planar Ally
- True Seeing
- Word of Recall

7th Slots Used ○ ○

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

8th Slots Used ○

- Antimagic Field[©]
- Control Weather[©]
- Earthquake[©]
- Holy Aura[©]

9th Slots Used ○

- Astral Projection
- Gate[©]
- Mass Heal
- True Resurrection

