

# Protection Cleric Spell List

Spell Save DC  (8 + Wisdom + Proficiency)

Spell Attack Bonus  (Wisdom + Proficiency)

Channel Divinity (Turn Undead / Radiant Defense)

Total  Used ☐ ☐ ☐

Maximum Spells Prepared  (Level + Wisdom)

Cantrips Known

- Guidance<sup>Ⓢ</sup>
- Light
- Mending
- Resistance<sup>Ⓢ</sup>
- Sacred Flame
- Spare the Dying
- Thaumaturgy
- Toll the Dead
- Virtue
- Word of Radiance

1<sup>st</sup> Slots  Used ☐ ☐ ☐ ☐

Compelled Duel<sup>Ⓢ</sup>  
Protection from Evil and Good<sup>Ⓢ</sup>

- Bane<sup>Ⓢ</sup>
- Bless<sup>Ⓢ</sup>
- Ceremony<sup>Ⓢ</sup>
- Command
- Create or Destroy Water
- Cure Wounds
- Detect Evil and Good<sup>Ⓢ</sup>
- Detect Magic<sup>Ⓢ</sup>
- Detect Poison and Disease<sup>Ⓢ</sup>
- Guiding Bolt
- Guiding Hand<sup>Ⓢ</sup>
- Healing Word
- Inflict Wounds
- Purify Food and Drink<sup>Ⓢ</sup>
- Sanctuary
- Shield of Faith<sup>Ⓢ</sup>

2<sup>nd</sup> Slots  Used ☐ ☐ ☐

Aid, Protection from Poison

- Augury<sup>Ⓢ</sup>
- Blindness/Deafness
- Calm Emotions<sup>Ⓢ</sup>
- Continual Flame
- Enhance Ability<sup>Ⓢ</sup>
- Find Traps
- Gentle Repose<sup>Ⓢ</sup>
- Hold Person<sup>Ⓢ</sup>
- Lesser Restoration
- Locate Object<sup>Ⓢ</sup>
- Prayer of Healing
- Silence<sup>Ⓢ</sup>
- Spiritual Weapon
- Warding Bond
- Zone of Truth

3<sup>rd</sup> Slots  Used ☐ ☐ ☐

Protection from Energy<sup>Ⓢ</sup>, Slow<sup>Ⓢ</sup>

- Animate Dead
- Beacon of Hope<sup>Ⓢ</sup>
- Bestow Curse<sup>Ⓢ</sup>
- Clairvoyance<sup>Ⓢ</sup>
- Create Food and Water
- Dispel Magic
- Feign Death<sup>Ⓢ</sup>
- Glyph of Warding
- Life Transference
- Magic Circle
- Mass Healing Word
- Meld into Stone<sup>Ⓢ</sup>
- Remove Curse
- Revivify
- Sending
- Speak with Dead
- Spirit Guardians<sup>Ⓢ</sup>
- Tongues
- Water Walk<sup>Ⓢ</sup>

4<sup>th</sup> Slots  Used ☐ ☐ ☐

Guardian of Faith  
Otiluke's Resilient Sphere<sup>Ⓢ</sup>

- Banishment<sup>Ⓢ</sup>
- Control Water<sup>Ⓢ</sup>
- Death Ward
- Divination<sup>Ⓢ</sup>
- Freedom of Movement
- Locate Creature<sup>Ⓢ</sup>
- Stone Shape

5<sup>th</sup> Slots  Used ☐ ☐ ☐

Antilife Shell<sup>Ⓢ</sup>, Wall of Force<sup>Ⓢ</sup>

- Commune<sup>Ⓢ</sup>
- Contagion
- Dawn<sup>Ⓢ</sup>
- Dispel Evil and Good<sup>Ⓢ</sup>
- Flame Strike
- Geas
- Greater Restoration
- Hallow
- Insect Plague<sup>Ⓢ</sup>
- Legend Lore
- Mass Cure Wounds
- Planar Binding
- Raise Dead
- Scrying<sup>Ⓢ</sup>

6<sup>th</sup> Slots  Used ☐ ☐

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

7<sup>th</sup> Slots  Used ☐ ☐

- Conjure Celestial<sup>Ⓢ</sup>
- Divine Word
- Etherealness
- Fire Storm
- Plane Shift
- Regenerate
- Resurrection
- Symbol
- Temple of the Gods

8<sup>th</sup> Slots  Used ☐

- Antimagic Field<sup>Ⓢ</sup>
- Control Weather<sup>Ⓢ</sup>
- Earthquake<sup>Ⓢ</sup>
- Holy Aura<sup>Ⓢ</sup>

9<sup>th</sup> Slots  Used ☐

- Astral Projection
- Gate<sup>Ⓢ</sup>
- Mass Heal
- True Resurrection