

# Arcana Cleric Spell List

Spell Save DC  (8 + Wisdom + Proficiency)

Spell Attack Bonus  (Wisdom + Proficiency)

Channel Divinity (Arcane Abjuration / Turn Undead)

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

**Detect Magic<sup>ⓄⓄ</sup>, Magic Missile**

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

**2<sup>nd</sup>** Slots  Used

**Magic Weapon<sup>Ⓞ</sup>, Nystul's Magic Aura**

- Aid
- 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
- Protection from Poison
- Silence<sup>ⓄⓄ</sup>
- Spiritual Weapon
- Warding Bond
- Zone of Truth

**3<sup>rd</sup>** Slots  Used

**Dispel Magic, Magic Circle**

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

**4<sup>th</sup>** Slots  Used

**Arcane Eye<sup>Ⓞ</sup>, Leomund's Secret Chest**

- 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

**Planar Binding, Teleportation Circle**

- 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