

Forge Cleric Spell List

Spell Save DC (8 + Wisdom + Proficiency)

Spell Attack Bonus (Wisdom + Proficiency)

Channel Divinity (Turn Undead / Artisan's Blessing)

Total Used

Maximum Spells Prepared (Level + Wisdom)

Cantrips Known

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

1st Slots Used

Identify[Ⓞ], Searing Smiter[Ⓞ]

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

2nd Slots Used

Heat Metal[Ⓞ], Magic Weapon[Ⓞ]

- 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

Elemental Weapon[Ⓞ], Protection from Energy[Ⓞ]

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

4th Slots Used

Fabricate, Wall of Fire[Ⓞ]

- Banishment[Ⓞ]
- Control Water[Ⓞ]
- Death Ward
- Divination[Ⓞ]
- Freedom of Movement
- Locate Creature[Ⓞ]
- Stone Shape

5th Slots Used

Animate Objects[Ⓞ], Creation

- Commune[Ⓞ]
- Contagion
- Dawn[Ⓞ]
- Dispel Evil and Good[Ⓞ]
- Flame Strike
- Geas
- Greater Restoration
- Hallow
- 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