

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

