DUNGEONS & DRAGONS®

Hengelore 4: Cleric	Cleric [Life Domain] (5)	Acolyte
CHARACTER NAME	CLASS & LEVEL	BACKGROUND / PLAYER NAME
	Firbolg	Neutral Good
	RACE	ALIGNMENT / EXPERIENCE POINTS

STRENGTH	+2	14
DEXTERITY	-1	8
CONSTITUTION	+2	14
INTELLIGENCE	+1	12
WISDOM	+4	19
CHARISMA	0	10

INSPIRATION

+3 PROFICIENCY BONUS

○	+2	Strength
○	-1	Dexterity
○	+2	Constitution
○	+1	Intelligence
◉	+7	Wisdom
◉	+3	Charisma

SAVING THROWS

○	-1	Acrobatics (Dex)
○	+4	Animal Handling (Wis)
○	+1	Arcana (Int)
○	+2	Athletics (Str)
○	0	Deception (Cha)
◉	+4	History (Int)
◉	+7	Insight (Wis)
○	0	Intimidation (Cha)
○	+1	Investigation (Int)
◉	+7	Medicine (Wis)
○	+1	Nature (Int)
○	+4	Perception (Wis)
○	0	Performance (Cha)
○	0	Persuasion (Cha)
◉	+4	Religion (Int)
○	-1	Sleight of Hand (Dex)
○	-1	Stealth (Dex)
○	+4	Survival (Wis)

SKILLS

14 PASSIVE WISDOM (PERCEPTION)

15 ARMOR CLASS

-1 INITIATIVE

30 SPEED

Hit Point Maximum 38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

5x(1d8+2) HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Mace	+5	1d6+2 bludgeoning
Warhammer	+2	1d8+2 bludgeoning

Number of Attacks: 1

ATTACKS & SPELLCASTING

Backpack
Bedroll
Clothes, common
Emblem
Incense x5
Mess kit
Pouch
Prayer Book
Rations (1 day) x10
Rope, hempen
Scale mail
Shield
Tinderbox
Torch x10
Vestements
Waterskin

EQUIPMENT

Weapon Proficiencies: Simple

Armor Proficiencies: Heavy; Light; Medium; Shields

Language Proficiencies: Celestial; Common; Dwarvish; Elvish; Giant

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP 15
PP

TREASURE

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Hengelore 4: Cleric

CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

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Cleric, Firbolg

SPELLCASTING CLASS

Wisdom	15	+7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

SPELLS KNOWN

0 CANTRIPS

- Guidance
- Light
- Spare the Dying
- Toll the Dead

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1 — 4

PREPARED | SPELL NAME

- Bane
- Bless (Domain)
- Ceremony
- Chaos Bolt (Izzet)
- Command
- Create or Destroy Water
- Cure Wounds (Domain)
- Detect Evil and Good
- Detect Magic
- Detect Magic
- Detect Poison and Disease
- Disguise Self

2 — 3

- Aid
- Augury
- Blindness/Deafness
- Calm Emotions
- Continual Flame
- Enhance Ability
- Find Traps
- Fortune's Favor (Dunamancy)
- Gentle Repose
- Hold Person
- Immovable Object (Dunamancy)
- Lesser Restoration (Domain)
- Locate Object

3 — 2

- Animate Dead
- Beacon of Hope (Domain)
- Bestow Curse
- Clairvoyance
- Create Food and Water
- Daylight
- Dispel Magic
- Feign Death
- Glyph of Warding
- Life Transference
- Mass Healing Word
- Meld into Stone

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Cleric, Firbolg

SPELLCASTING CLASS

Wisdom	15	+7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

SPELLS KNOWN

0 CANTRIPS

1 — 4

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

PREPARED | SPELL NAME

- Gift of Alacrity (Dunamancy)
- Guiding Bolt
- Healing Word
- Inflict Wounds
- Magnify Gravity (Dunamancy)
- Protection from Evil and Good
- Purify Food and Drink
- Sanctuary
- Shield of Faith

2 — 3

- Prayer of Healing
- Protection from Poison
- Silence
- Spiritual Weapon (Domain)
- Warding Bond
- Wristpocket (Dunamancy)
- Zone of Truth

3 — 2

- Protection from Energy
- Pulse Wave (Dunamancy)
- Remove Curse
- Revivify (Domain)
- Sending
- Speak with Dead
- Spirit Guardians
- Tongues
- Water Walk

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----------Actions----------
Channel Divinity: Preserve Life. Distribute 25 HPs healing among any creatures within 30 ft., each can be restored to at most 1/2 their HP max.

Channel Divinity: Turn Undead. Undead within 30 feet must make a DC 15 Wisdom save or be turned for 1 min. or until damaged.

----------Other Traits----------
Channel Divinity. Channel divine power using Turn Undead or one of your domain Channel Divinity options. (use once/rest).

Destroy Undead. Destroy CR 1/2 or less creatures who fail turn save.

Disciple of Life. 1st level or greater healing spells increase healing by 2 + spell's level HPs.

Firbolg Magic. You can cast detect magic and disguise self with this trait, using Wisdom as your spellcasting ability for them. Once you cast either spell, you can't cast it again with this trait until you finish a short or long rest. When you use this version of disguise self, you can seem up to 3 feet shorter than normal, allowing you to more easily blend in with humans and elves.

Hidden Step. As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest.

Powerful Build. When determining your carry, push, drag, or lift capacity, you count as one size larger.

Shelter the Faithful. You and your companions can expect free healing at an establishment of your faith.

Speech of Beast and Leaf. You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

Guidance

Cleric Cantrip Divination DC 15 Spell Mod +7

1 Act. **Touch** **V,S** **Conc, 1 min**

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Light

Cleric Cantrip Evocation DC 15 Spell Mod +7

1 Act. **Touch** **V,M** **1 hr**

A firefly or phosphorescent moss

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Spare the Dying

Cleric Cantrip Necromancy DC 15 Spell Mod +7

1 Act. **Touch** **V,S** **Inst**

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

Toll the Dead

Cleric Cantrip Necromancy DC 15 Spell Mod +7

1 Act. **60 ft** **V,S** **Inst**

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage. The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Bane

Cleric Level 1 Enchantment DC 15 Spell Mod +7

1 Act. **30 ft** **V,S,M** **Conc, 1 min**

A drop of blood

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Bless

Cleric Level 1 Enchantment DC 15 Spell Mod +7

1 Act. **30 ft** **V,S,M** **Conc, 1 min**

A sprinkling of holy water

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Ceremony

Cleric Level 1 Abjuration DC 15 Spell Mod +7

1 hr **Touch** **V,S,M** **Inst**

25 gp worth of powdered silver, which the spell consumes

You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting. Atonement: You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment. Bless Water: You touch one vial of water and cause it to become holy water. Coming of Age: You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once. Dedication: You touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target

Chaos Bolt (Izzet)

Cleric Level 1 Evocation DC 15 Spell Mod +7

1 Act. **120 ft** **V,S** **Inst**

You hurl an undulating, warbling mass of chaotic energy at one creature in range . Make a ranged spell attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown below. 1 Acid 2 Cold 3 Fire 4 Force 5 Lightning 6 Poison 7 Psychic 8 Thunder If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll , which could cause the chaotic energy to leap again. A creature can be targeted only once by this casting of the spell. At Higher Levels. When you cast this spell using a spell s lot of 2nd level or higher, each target takes 1d6 extra damage of the type rolled for each slot level

Command

Cleric Level 1 Enchantment DC 15 Spell Mod +7

1 Act. **60 ft** **V** **1 Rnd**

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone

Command *(reverse)*
and then ends its turn. Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Chaos Bolt (Izzet) *(reverse)*
above 1st

Ceremony *(reverse)*
makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once. Funeral Rite: You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell. Wedding: You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.

Create or Destroy Water

Cleric Level 1 Transmutation DC 15 Spell Mod +7

1 Act. **30 ft** **V,S,M** **Inst**

A drop of water if creating water or a few grains of sand if destroying it

You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Cure Wounds

Cleric Level 1 Evocation DC 15 Spell Mod +7

1 Act. **Touch** **V,S** **Inst**

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Detect Evil and Good

Cleric Level 1 Divination DC 15 Spell Mod +7

1 Act. **Self** **V,S** **Conc, 10 mins**

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Magic *(ritual)*

Cleric Level 1 Divination DC 15 Spell Mod +7

1 Act. **Self** **V,S** **Conc, 10 mins**

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Poison and Disease *(ritual)*

Cleric Level 1 Divination DC 15 Spell Mod +7

1 Act. **Self** **V,S,M** **Conc, 10 mins**

A yew leaf

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Gift of Alacrity (Dunamancy)

Cleric Level 1 Divination DC 15 Spell Mod +7

1 min **Touch** **V,S** **8 hrs**

You touch a willing creature. For the duration, the target can add 1d8 to its initiative rolls.

Guiding Bolt

Cleric Level 1 Evocation DC 15 Spell Mod +7

1 Act. **120 ft** **V,S** **1 Rnd**

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Healing Word

Cleric Level 1 Evocation DC 15 Spell Mod +7

1 B.A. **60 ft** **V** **Inst**

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

Inflict Wounds

Cleric Level 1 Necromancy DC 15 Spell Mod +7

1 Act. **Touch** **V,S** **Inst**

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Magnify Gravity (Dunamancy)

Cleric Level 1 Transmutation DC 15 Spell Mod +7

1 Act. **60 ft** **V,S** **1 Rnd**

The gravity in a 10-foot-radius sphere centered on a point you can see within range increases for a moment. Each creature in the sphere on the turn when you cast the spell must make a Constitution saving throw. On a failed save, a creature takes 2d8 force damage, and its speed is halved until the end of its next turn. On a successful save, a creature takes half as much damage and suffers no reduction to its speed. Until the start of your next turn, any object that isn't being worn or carried in the sphere requires a successful Strength check against your spell save DC to pick up or move. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Protection from Evil and Good

Cleric Level 1 Abjuration DC 15 Spell Mod +7

1 Act. **Touch** **V,S,M** **Conc, 10 mins**

Holy water or powdered silver and iron, which the spell consumes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Purify Food and Drink *(ritual)*

Cleric Level 1 Transmutation DC 15 Spell Mod +7

1 Act. **10 ft** **V,S** **Inst**

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Sanctuary

Cleric Level 1 Abjuration DC 15 Spell Mod +7

1 B.A. **30 ft** **V,S,M** **1 min**

A small silver mirror

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

Shield of Faith

Cleric Level 1 Abjuration DC 15 Spell Mod +7

1 B.A. **60 ft** **V,S,M** **Conc, 10 mins**

A small parchment with a bit of holy text written on it

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Detect Magic *(ritual)*

Firbolg Level 1 Divination DC 15 Spell Mod +7

1 Act. **Self** **V,S** **Conc, 10 mins**

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Disguise Self

Firbolg Level 1 Illusion DC 15 Spell Mod +7

1 Act. **Self** **V,S** **1 hr**

You make yourself—including your clothing, armor, weapons, and other belongings on your person look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are

Aid

Cleric Level 2 Abjuration DC 15 Spell Mod +7

1 Act. **30 ft** **V,S,M** **8 hrs**

A tiny strip of white cloth

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

Augury *(ritual)*

Cleric Level 2 Divination DC 15 Spell Mod +7

1 min **Self** **V,S,M** **Inst**

Specially marked sticks, bones, or similar tokens worth at least 25 gp

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The GM chooses from the following possible omens: • Weal, for good results • Woe, for bad results • Weal and woe, for both good and bad results • Nothing, for results that aren't especially good or bad The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The GM makes this roll in secret.

Disguise Self *(reverse)*
disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Blindness/Deafness

Cleric Level 2 Necromancy DC 15 Spell Mod +7

1 Act. **30 ft** **V** **1 min**

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Calm Emotions

Cleric Level 2 Enchantment DC 15 Spell Mod +7

1 Act. **60 ft** **V,S** **Conc, 1 min**

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime. Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the GM rules otherwise.

Continual Flame

Cleric Level 2 Evocation DC 15 Spell Mod +7

1 Act. **Touch** **V,S,M** **Until dispelled**

Ruby dust worth 50 gp, which the spell consumes

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered or hidden but not smothered or quenched.

Enhance Ability

Cleric Level 2 Transmutation DC 15 Spell Mod +7

1 Act. **Touch** **V,S,M** **Conc, 1 hr.**

Fur or a feather from a beast

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends. Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends. Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles. Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated. Eagle's Splendor. The target has advantage on Charisma checks. Fox's Cunning. The target has advantage on Intelligence checks. Owl's Wisdom. The target has advantage on Wisdom checks. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each

Find Traps

Cleric Level 2 Divination DC 15 Spell Mod +7

1 Act. **120 ft** **V,S** **Inst**

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole. This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

Fortune's Favor (Dunamancy)

Cleric Level 2 Divination DC 15 Spell Mod +7

1 min **60 ft** **V,S,M** **1 hr**

A white pearl worth at least 100 gp, which the spell consumes

You impart latent luck to yourself or one willing creature you can see within range. When the chosen creature makes an attack roll, an ability check, or a saving throw before the spell ends, it can dismiss this spell on itself to roll an additional d20 and choose which of the d20s to use. Alternatively, when an attack roll is made against the chosen creature, it can dismiss this spell on itself to roll a d20 and choose which of the d20s to use, the one it rolled or the one the attacker rolled. If the original d20 roll has advantage or disadvantage, the creature rolls the additional d20 after advantage or disadvantage has been applied to the original roll. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Gentle Repose *(ritual)*

Cleric Level 2 Necromancy DC 15 Spell Mod +7

1 Act. **Touch** **V,S,M** **10 days**

A pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead. The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as raise dead.

Hold Person

Cleric Level 2 Enchantment DC 15 Spell Mod +7

1 Act. **60 ft** **V,S,M** **Conc, 1 min**

A small, straight piece of iron

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Immovable Object (Dunamancy)

Cleric Level 2 Transmutation DC 15 Spell Mod +7

1 Act. **Touch** **V,S,M** **1 hr**

Gold dust worth at least 25 gp, which the spell consumes

You touch an object that weighs no more than 10 pounds and cause it to become magically fixed in place. You and the creatures you designate when you cast this spell can move the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. If the object is fixed in the air, it can hold up to 4,000 pounds of weight. More weight causes the object to fall. Otherwise, a creature can use an action to make a Strength check against your spell save DC. On a success, the creature can move the object up to 10 feet. At Higher Levels. If you cast this spell using a spell slot of 4th or 5th level, the DC to move the object increases by 5, it can carry up to 8,000 pounds of weight, and the duration increases to 24 hours. If you cast this spell using a spell slot of 6th level or higher, the DC to move the object

		Enhance Ability *(reverse)* slot level above 2nd.
Immovable Object (Dunamancy) *(reverse)* increases by 10, it can carry up to 20,000 pounds of weight, and the effect is permanent until dispelled.		

Lesser Restoration

Cleric Level 2 Abjuration DC 15 Spell Mod +7

1 Act. Touch V,S Inst

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Locate Object

Cleric Level 2 Divination DC 15 Spell Mod +7

1 Act. Self V,S,M Conc, 10 mins

A forked twig

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

Prayer of Healing

Cleric Level 2 Evocation DC 15 Spell Mod +7

10 mins 30 ft V Inst

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d8 for each slot level above 2nd.

Protection from Poison

Cleric Level 2 Abjuration DC 15 Spell Mod +7

1 Act. Touch V,S 1 hr

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

Silence *(ritual)*

Cleric Level 2 Illusion DC 15 Spell Mod +7

1 Act. 120 ft V,S Conc, 10 mins

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Spiritual Weapon

Cleric Level 2 Evocation DC 15 Spell Mod +7

1 B.A. 60 ft V,S 1 min

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier. As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it. The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above 2nd.

Warding Bond

Cleric Level 2 Abjuration DC 15 Spell Mod +7

1 Act. Touch V,S,M 1 hr

A pair of platinum rings worth at least 50 gp each, which you and the target must wear for the duration

This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage. The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.

Wristpocket (Dunamancy)

Cleric Level 2 Conjuration DC 15 Spell Mod +7

1 Act. Self S Conc, 1 hr

You flick your wrist, causing one object in your hand to vanish. The object, which only you can be holding and can weigh no more than 5 pounds, is transported to an extradimensional space, where it remains for the duration. Until the spell ends, you can use your action to summon the object to your free hand, and you can use your action to return the object to the extradimensional space. An object still in the pocket plane when the spell ends appears in your space, at your feet.

Zone of Truth

Cleric Level 2 Enchantment DC 15 Spell Mod +7

1 Act. 60 ft V,S 10 mins

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

Animate Dead

Cleric Level 3 Necromancy DC 15 Spell Mod +7

1 min **10 ft** **V,S,M** **Inst**

A drop of blood, a piece of flesh, and a pinch of bone dust

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the GM has the creature's game statistics). On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself

Beacon of Hope

Cleric Level 3 Abjuration DC 15 Spell Mod +7

1 Act. **30 ft** **V,S** **Conc, 1 min**

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

Bestow Curse

Cleric Level 3 Necromancy DC 15 Spell Mod +7

1 Act. **Touch** **V,S** **Conc, 1 min**

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options: • Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score. • While cursed, the target has disadvantage on attack rolls against you. • While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing. • While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target. A remove curse spell ends this effect. At the GM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The GM has final

Clairvoyance

Cleric Level 3 Divination DC 15 Spell Mod +7

10 mins **1 mile** **V,S,M** **Conc, 10 mins**

A focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for seeing

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with. When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing. A creature that can see the sensor (such as a creature benefiting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.

Create Food and Water

Cleric Level 3 Conjuration DC 15 Spell Mod +7

1 Act. **30 ft** **V,S** **Inst**

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

Daylight

Cleric Level 3 Evocation DC 15 Spell Mod +7

1 Act. **60 ft** **V,S** **1 hr**

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet. If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light. If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

Dispel Magic

Cleric Level 3 Abjuration DC 15 Spell Mod +7

1 Act. **120 ft** **V,S** **Inst**

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Feign Death

Cleric Level 3 Necromancy DC 15 Spell Mod +7

1 Act. **touch** **V,S,M** **1 hr**

A pinch of graveyard dirt

You touch a willing creature and put it into a cataleptic state that is indistinguishable from death. For the spell's duration, or until you use an action to touch the target and dismiss the spell, the target appears dead to all outward inspection and to spells used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0. The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you cast the spell, or becomes diseased or poisoned while under the spell's effect, the disease and poison have no effect until the spell ends.

Glyph of Warding

Cleric Level 3 Abjuration DC 15 Spell Mod +7

1 hr **Touch** **V,S,M** **Until dispelled**

Incense and powdered diamond worth at least 200 gp, which the spell consumes

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another

Bestow Curse *(reverse)*
say on such a curse's effect. At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

Animate Dead *(reverse)*
against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot level above 3rd. Each of the creatures must come from a different corpse or pile of bones.

Glyph of Warding *(reverse)*
object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends. You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password. When you inscribe the glyph, choose explosive runes or a spell glyph. Explosive Runes. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the

Life Transference

Cleric Level 3 Necromancy DC 15 Spell Mod +7

1 Act. **30 ft** **V,S** **Inst**

You sacrifice some of your health to mend another creature's injuries. You take 4d8 necrotic damage, and one creature of your choice that you can see within range regains a number of hit points equal to twice the necrotic damage you take. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Magic Circle

Cleric Level 3 Abjuration DC 15 Spell Mod +7

1 min **10 ft** **V,S,M** **1 hr**

Holy water or powdered silver and iron worth at least 100 gp, which the spell consumes

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface. Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways: • The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw. • The creature has disadvantage on attack rolls against targets within the cylinder. • Targets within the cylinder can't be charmed, frightened, or possessed by the creature. When you cast this spell, you can elect to cause its magic to operate in the reverse

Mass Healing Word

Cleric Level 3 Evocation DC 15 Spell Mod +7

1 B.A. **60 ft** **V** **Inst**

As you call out words of restoration, up to six creatures of your choice that you can see within range regain hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the healing increases by 1d4 for each slot level above 3rd.

Meld into Stone *(ritual)*

Cleric Level 3 Transmutation DC 15 Spell Mod +7

1 Act. **Touch** **V,S** **8 hrs**

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses. While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move. Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the

Protection from Energy

Cleric Level 3 Abjuration DC 15 Spell Mod +7

1 Act. **Touch** **V,S** **Conc, 1 hr**

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

Pulse Wave (Dunamancy)

Cleric Level 3 Evocation DC 15 Spell Mod +7

1 Act. **Self** **V,S** **Inst**

You create intense pressure, unleash it in a 30-foot cone, and decide whether the pressure pulls or pushes creatures and objects. Each creature in that cone must make a Constitution saving throw. A creature takes 6d6 force damage on a failed save, or half as much damage on a successful one. And every creature that fails the save is either pulled 15 feet toward you or pushed 15 feet away from you, depending on the choice you made for the spell. In addition, unsecured objects that are completely within the cone are likewise pulled or pushed 15 feet. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 and the distance pulled or pushed increases by 5 feet for each slot level above 3rd.

Remove Curse

Cleric Level 3 Abjuration DC 15 Spell Mod +7

1 Act. **Touch** **V,S** **Inst**

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

Revivify

Cleric Level 3 Necromancy DC 15 Spell Mod +7

1 Act. **Touch** **V,S,M** **Inst**

Diamonds worth 300 gp, which the spell consumes

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Sending

Cleric Level 3 Evocation DC 15 Spell Mod +7

1 Act. **Unlimited** **V,S,M** **1 Rnd**

A short piece of fine copper wire

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message. You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

Magic Circle *(reverse)*
direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 hour for each slot level above 3rd.

Meld into Stone *(reverse)*
extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

Speak with Dead

Cleric Level 3 Necromancy DC 15 Spell Mod +7

1 Act. **10 ft** **V,S,M** **10 mins**

Burning incense

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The spell fails if the corpse was the target of this spell within the last 10 days. Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

Spirit Guardians

Cleric Level 3 Conjuration DC 15 Spell Mod +7

1 Act. **Self** **V,S,M** **Conc, 10 mins**

A holy symbol

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Tongues

Cleric Level 3 Divination DC 15 Spell Mod +7

1 Act. **Touch** **V,M** **1 hr**

A small clay model of a ziggurat

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

Water Walk *(ritual)*

Cleric Level 3 Transmutation DC 15 Spell Mod +7

1 Act. **30 ft** **V,S,M** **1 hr**

A piece of cork

This spell grants the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration. If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.