

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ ___ Strength
- ☐ ___ Dexterity
- ☐ ___ Constitution
- ☐ ___ Intelligence
- ☐ ___ Wisdom
- ☐ ___ Charisma

SAVING THROWS

- ☐ ___ Acrobatics (Dex)
- ☐ ___ Animal Handling (Wis)
- ☐ ___ Arcana (Int)
- ☐ ___ Athletics (Str)
- ☐ ___ Deception (Cha)
- ☐ ___ History (Int)
- ☐ ___ Insight (Wis)
- ☐ ___ Intimidation (Cha)
- ☐ ___ Investigation (Int)
- ☐ ___ Medicine (Wis)
- ☐ ___ Nature (Int)
- ☐ ___ Perception (Wis)
- ☐ ___ Performance (Cha)
- ☐ ___ Persuasion (Cha)
- ☐ ___ Religion (Int)
- ☐ ___ Sleight of Hand (Dex)
- ☐ ___ Stealth (Dex)
- ☐ ___ Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

TREASURE

EQUIPMENT



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN

Aid Cleric Level 2 Abjuration DC 16 Spell Mod +8 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.	Animate Dead Cleric Level 3 Necromancy DC 16 Spell Mod +8 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	Augury Cleric Level 2 Divination DC 16 Spell Mod +8 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.
Bane Cleric Level 1 Enchantment DC 16 Spell Mod +8 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.	Banishment Cleric Level 4 Abjuration DC 16 Spell Mod +8 1 Act. 60 ft V,S,M Conc, 1 min An item distasteful to the target You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or be banished. If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return. At Higher Levels. When you cast this spell	Beacon of Hope Cleric Level 3 Abjuration DC 16 Spell Mod +8 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 16 Spell Mod +8 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 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.	Bless Cleric Level 1 Enchantment DC 16 Spell Mod +8 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.	Blindness/Deafness Cleric Level 2 Necromancy DC 16 Spell Mod +8 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.

	Animate Dead <i>(reverse)</i> 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.	
	Banishment <i>(reverse)</i> using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.	
		Bestow Curse <i>(reverse)</i> 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.

Calm Emotions

Cleric Level 2 Enchantment DC 16 Spell Mod +8

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.

Ceremony

Cleric Level 1 Abjuration DC 16 Spell Mod +8

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

Clairvoyance

Cleric Level 3 Divination DC 16 Spell Mod +8

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.

Command

Cleric Level 1 Enchantment DC 16 Spell Mod +8

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.

Commune

Cleric Level 5 Divination DC 16 Spell Mod +8

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

Incense and a vial of holy or unholy water

You contact your deity or a divine proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question. Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the GM might offer a short phrase as an answer instead. If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The GM makes this roll in secret.

Contagion

Cleric Level 5 Necromancy DC 16 Spell Mod +8

1 Act. **Touch** **V,S** **7 days**

Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice from any of the ones described below. At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends. Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it. **Blinding Sickness.** Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded. **Filth Fever.** A raging fever

Continual Flame

Cleric Level 2 Evocation DC 16 Spell Mod +8

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.

Control Water

Cleric Level 4 Transmutation DC 16 Spell Mod +8

1 Act. **300 ft** **V,S,M** **Conc, 10 mins**

A drop of water and a pinch of dust

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one. **Flood.** You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing. The water level remains elevated until the spell ends or you choose a different

Create Food and Water

Cleric Level 3 Conjuraction DC 16 Spell Mod +8

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.

	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.	
Contagion (reverse) sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength. Flesh Rot. The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage. Mindfire. The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the confusion spell during combat. Seizure. The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity. Slimy Doom. The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.		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.
	Control Water (reverse) effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts. Part Water. You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored. Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect. Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water	

Create or Destroy Water

Cleric Level 1 Transmutation DC 16 Spell Mod +8

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 16 Spell Mod +8

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.

Daylight

Cleric Level 3 Evocation DC 16 Spell Mod +8

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.

Death Ward

Cleric Level 4 Abjuration DC 16 Spell Mod +8

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

You touch a creature and grant it a measure of protection from death. The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends. If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.

Detect Evil and Good

Cleric Level 1 Divination DC 16 Spell Mod +8

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

Cleric Level 1 Divination DC 16 Spell Mod +8

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

Cleric Level 1 Divination DC 16 Spell Mod +8

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.

Dispel Evil and Good

Cleric Level 5 Abjuration DC 16 Spell Mod +8

1 Act. **Self** **V,S,M** **Conc, 1 min***Holy water or powdered silver and iron*

Shimmering energy surrounds and protects you from fey, undead, and creatures originating from beyond the Material Plane. For the duration, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against you. You can end the spell early by using either of the following special functions. Break Enchantment. As your action, you touch a creature you can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures. Dismissal. As your action, make a melee spell attack against a celestial, an elemental, a fey, a fiend, or an undead you can reach. On a hit, you attempt to drive the creature back to its home plane. The creature must succeed on a Charisma saving throw or

Dispel Magic

Cleric Level 3 Abjuration DC 16 Spell Mod +8

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.

	Dispel Evil and Good <i>(reverse)</i> be sent back to its home plane (if it isn't there already). If they aren't on their home plane, undead are sent to the Shadowfell, and fey are sent to the Feywild.	

Divination

Cleric Level 4 Divination DC 16 Spell Mod +8

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

Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp, which the spell consumes

Your magic and an offering put you in contact with a god or a god's servants. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The GM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen. 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 finishing 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.

Enhance Ability

Cleric Level 2 Transmutation DC 16 Spell Mod +8

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

Feign Death

Cleric Level 3 Necromancy DC 16 Spell Mod +8

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.

Find Traps

Cleric Level 2 Divination DC 16 Spell Mod +8

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.

Flame Strike

Cleric Level 5 Evocation DC 16 Spell Mod +8

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

Pinch of sulfur

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one. At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each slot level above 5th.

Freedom of Movement

Cleric Level 4 Abjuration DC 16 Spell Mod +8

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

A leather strap, bound around the arm or a similar appendage

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained. The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

Geas

Cleric Level 5 Enchantment DC 16 Spell Mod +8

1 min **60 ft** **V** **30 days**

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell. You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends. You can end the spell early by using an action to dismiss it. A remove curse, greater restoration, or wish spell also ends it. At Higher Levels. When you cast this spell using a

Gentle Repose

Cleric Level 2 Necromancy DC 16 Spell Mod +8

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.

Glyph of Warding

Cleric Level 3 Abjuration DC 16 Spell Mod +8

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

	Enhance Ability <i>(reverse)</i> slot level above 2nd.	
Glyph of Warding <i>(reverse)</i> 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	Geas <i>(reverse)</i> spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of 9th level, the spell lasts until it is ended by one of the spells mentioned above.	

Greater Restoration Cleric Level 5 Abjuration DC 16 Spell Mod +8 <i>Diamond dust worth at least 100 gp, which the spell consumes</i> You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target: • One effect that charmed or petrified the target • One curse, including the target's attunement to a cursed magic item • Any reduction to one of the target's ability scores • One effect reducing the target's hit point maximum	Guardian of Faith Cleric Level 4 Conjuration DC 16 Spell Mod +8 A Large spectral guardian appears and hovers for the duration in an unoccupied space of your choice that you can see within range. The guardian occupies that space and is indistinct except for a gleaming sword and shield emblazoned with the symbol of your deity. Any creature hostile to you that moves to a space within 10 feet of the guardian must succeed on a Dexterity saving throw. The creature takes 20 radiant damage on a failed save, or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 60 damage.	Guidance Cleric - Divination cantrip DC 16 Spell Mod +8 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.
Guiding Bolt Cleric Level 1 Evocation DC 16 Spell Mod +8 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.	Guiding Hand Cleric Level 1 Divination DC 16 Spell Mod +8 You create a Tiny incorporeal hand of shimmering light in an unoccupied space you can see within range. The hand exists for the duration, but it disappears if you teleport or you travel to a different plane of existence. When the hand appears, you name one major landmark, such as a city, mountain, castle, or battlefield on the same plane of existence as you. Someone in history must have visited the site and mapped it. If the landmark appears on no map in existence, the spell fails. Otherwise, whenever you move toward the hand, it moves away from you at the same speed you moved, and it moves in the direction of the landmark, always remaining 5 feet away from you. If you don't move toward the hand, it remains in place until you do and beckons for you to follow once every 1d4 minutes.	Hallow Cleric Level 5 Evocation DC 16 Spell Mod +8 <i>Herbs, oils, and incense worth at least 1,000 gp, which the spell consumes</i> You touch a point and infuse an area around it with holy (or unholy) power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect a hallow spell. The affected area is subject to the following effects. First, celestials, elementals, fey, fiends, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. You can exclude one or more of those types of creatures from this effect. Second, you can bind an extra effect to the area. Choose the effect from the following list, or choose an effect offered by the GM. Some of these effects apply to creatures in the area; you can designate whether the effect
Healing Word Cleric Level 1 Evocation DC 16 Spell Mod +8 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.	Hold Person Cleric Level 2 Enchantment DC 16 Spell Mod +8 <i>A small, straight piece of iron</i> 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.	Holy Weapon Cleric Level 5 Evocation DC 16 Spell Mod +8 You imbue a weapon you touch with holy power. Until the spell ends, the weapon emits bright light in a 30-foot radius and dim light for an additional 30 feet. In addition, weapon attacks made with it deal an extra 2d8 radiant damage on a hit. If the weapon isn't already a magic weapon, it becomes one for the duration. As a bonus action on your turn, you can dismiss this spell and cause the weapon to emit a burst of radiance. Each creature of your choice that you can see within 30 feet of you must make a Constitution saving throw. On a failed save, a creature takes 4d8 radiant damage, and it is blinded for 1 minute. On a successful save, a creature takes half as much damage and isn't blinded. At the end of each of its turns, a blinded creature can make a Constitution saving throw, ending the effect on itself on a success.

Hallow (reverse) applies to all creatures, creatures that follow a specific deity or leader, or creatures of a specific sort, such as orcs or trolls. When a creature that would be affected enters the spell's area for the first time on a turn or starts its turn there, it can make a Charisma saving throw. On a success, the creature ignores the extra effect until it leaves the area. Courage. Affected creatures can't be frightened while in the area. Darkness. Darkness fills the area. Normal light, as well as magical light created by spells of a lower level than the slot you used to cast this spell, can't illuminate the area. Daylight. Bright light fills the area. Magical darkness created by spells of a lower level than the slot you used to cast this spell can't extinguish the light. Energy Protection. Affected creatures in the area have resistance to one damage type of your choice, except for bludgeoning, piercing, or slashing. Energy Vulnerability. Affected creatures in the area have vulnerability to one damage type of your choice, except for bludgeoning, piercing, or slashing. Everlasting Rest. Dead bodies interred in the area can't be turned into undead. Extradimensional Interference.		

Inflict Wounds Cleric Level 1 Necromancy DC 16 Spell Mod +8 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.	Insect Plague Cleric Level 5 Conjuraction DC 16 Spell Mod +8 1 Act. 300 ft V,S,M Conc, 10 mins A few grains of sugar, some kernels of grain, and a smear of fat Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain. When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there. At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.	Legend Lore Cleric Level 5 Divination DC 16 Spell Mod +8 10 mins Self V,S,M Inst Incense worth at least 250 gp, which the spell consumes, and four ivory strips worth at least 50 gp each Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is. The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand, the spell might yield this information: "Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a true Child of Stone, lover and beloved of Moradin, may awaken the true powers of the axe, and only
Lesser Restoration Cleric Level 2 Abjuration DC 16 Spell Mod +8 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.	Light Cleric - Evocation cantrip DC 16 Spell Mod +8 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.	Locate Creature Cleric Level 4 Divination DC 16 Spell Mod +8 1 Act. Self V,S,M Conc, 1 hr A bit of fur from a bloodhound Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement. The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close—within 30 feet—at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature. This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.
Locate Object Cleric Level 2 Divination DC 16 Spell Mod +8 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.	Magic Circle Cleric Level 3 Abjuration DC 16 Spell Mod +8 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 Cure Wounds Cleric Level 5 Evocation DC 16 Spell Mod +8 1 Act. 60 ft V,S Inst A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d8 + 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 6th level or higher, the healing increases by 1d8 for each slot level above 5th.

Legend Lore *(reverse)*
with the sacred word Rudnogg on the lips."

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.

Mass Healing Word

Cleric Level 3 Evocation DC 16 Spell Mod +8

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

Cleric Level 3 Transmutation DC 16 Spell Mod +8

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

Planar Binding

Cleric Level 5 Abjuration DC 16 Spell Mod +8

1 hr **60 ft** **V,S,M** **24 hrs**

A jewel worth at least 1,000 gp, which the spell consumes

With this spell, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted magic circle in order to keep it trapped while this spell is cast.) At the completion of the casting, the target must make a Charisma saving throw. On a failed save, it is bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell. A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to

Prayer of Healing

Cleric Level 2 Evocation DC 16 Spell Mod +8

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 Energy

Cleric Level 3 Abjuration DC 16 Spell Mod +8

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.

Protection from Evil and Good

Cleric Level 1 Abjuration DC 16 Spell Mod +8

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.

Protection from Poison

Cleric Level 2 Abjuration DC 16 Spell Mod +8

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.

Purify Food and Drink

Cleric Level 1 Transmutation DC 16 Spell Mod +8

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.

Raise Dead

Cleric Level 5 Necromancy DC 16 Spell Mod +8

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

A diamond worth at least 500 gp, which the spell consumes

You return a dead creature you touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point. This spell also neutralizes any poisons and cures nonmagical diseases that affected the creature at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature returns to life. The spell can't return an undead creature to life. This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the spell automatically fails. Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls

Planar Binding *(reverse)*

you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends. At Higher Levels. When you cast this spell using a spell slot of a higher level, the duration increases to 10 days with a 6th-level slot, to 30 days with a 7thlevel slot, to 180 days with an 8th-level slot, and to a year and a day with a 9th-level spell slot.

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.

Raise Dead *(reverse)*

saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

Remove Curse Cleric Level 3 Abjuration DC 16 Spell Mod +8 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 16 Spell Mod +8 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.	Sacred Flame Cleric - Evocation cantrip DC 16 Spell Mod +8 1 Act. 60 ft V,S Inst Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).
Sanctuary Cleric Level 1 Abjuration DC 16 Spell Mod +8 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.	Scrying Cleric Level 5 Divination DC 16 Spell Mod +8 10 mins Self V,S,M Conc, 10 mins A focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed. Knowledge Save Modifier Secondhand (you have heard of the target) +5 Firsthand (you have met the target) +0 Familiar (you know the target well) -5 Connection Save Modifier Likeness or picture -2 Possession or garment -4 Body part, lock of hair, bit of nail, or the like -10 On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours. On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the	Sending Cleric Level 3 Evocation DC 16 Spell Mod +8 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.
Shield of Faith Cleric Level 1 Abjuration DC 16 Spell Mod +8 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.	Silence Cleric Level 2 Illusion DC 16 Spell Mod +8 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.	Spare the Dying Cleric - Necromancy cantrip DC 16 Spell Mod +8 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.

	Scrying <i>(reverse)</i> sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist. Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.	

Speak with Dead

Cleric Level 3 Necromancy DC 16 Spell Mod +8

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 16 Spell Mod +8

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.

Spiritual Weapon

Cleric Level 2 Evocation DC 16 Spell Mod +8

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.

Stone Shape

Cleric Level 4 Transmutation DC 16 Spell Mod +8

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

Soft clay, which must be worked into roughly the desired shape of the stone object

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Toll the Dead

Cleric - Necromancy cantrip DC 16 Spell Mod +8

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).

Tongues

Cleric Level 3 Divination DC 16 Spell Mod +8

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.

Warding Bond

Cleric Level 2 Abjuration DC 16 Spell Mod +8

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.

Water Walk

Cleric Level 3 Transmutation DC 16 Spell Mod +8

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.

Zone of Truth

Cleric Level 2 Enchantment DC 16 Spell Mod +8

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.
