



DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT DEITY

PLAYER NAME

STRENGTH	PROFICIENCY BONUS
<input type="radio"/> Strength	<input type="radio"/> Dexterity
<input type="radio"/> Constitution	<input type="radio"/> Intelligence
<input type="radio"/> Wisdom	<input type="radio"/> Charisma
CONDITIONAL	
SAVING THROWS	
Acrobatics (Dex) <input type="radio"/> Animal Handling (Wis) <input type="radio"/> Arcana (Int) <input type="radio"/> Athletics (Str) <input type="radio"/> Deception (Cha) <input type="radio"/> History (Int) <input type="radio"/> Insight (Wis) <input type="radio"/> Intimidation (Cha) <input type="radio"/> Investigation (Int) <input type="radio"/> Medicine (Wis) <input type="radio"/> Nature (Int) <input type="radio"/> Perception (Wis) <input type="radio"/> Performance (Cha) <input type="radio"/> Persuasion (Cha) <input type="radio"/> Religion (Int) <input type="radio"/> Sleight of Hand (Dex) <input type="radio"/> Stealth (Dex) <input type="radio"/> Survival (Wis)	
SKILLS	
PASSIVE PERCEPTION	
INITIATIVE	

ARMOR	STEALTH DISADVANTAGE		
SHIELD	AC		
ARMOR CLASS			
MAXIMUM	HIT DICE	TEMPORARY	
CURRENT HIT POINTS			
SPEED	FLY	CLIMB	SWIM
VISION	INSPIRATION	EXHAUSTION	
SPEED, SENSES, & CONDITIONS			
Firbolg Magic. You can cast detect magic and disguise self with this trait, using Wisdom as your spell casting 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 per short/long rest) Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. Speech of Beast and Leaf. 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.			
RACIAL TRAITS			

NAME	RANGE	ATTACK	DAMAGE / TYPE
ATTACKS & SPELLCASTING			

War Caster. You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Spellcasting. You can cast cleric spells as rituals. You can prepare 14 spells from the cleric spell list. You can use a holy symbol as your spellcasting focus.

Channel Divinity (2/Short Rest).

Turn Undead (Action—Channel Divinity). Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Destroy Undead. When an undead of CR 1 or lower fails its saving throw against your Turn Undead feature, the creature is instantly destroyed.

Divine Intervention (Action). Describe the assistance you seek, and roll a d100. If you roll a number equal to or lower than 10, your deity intervenes. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

Circle of Mortality. When rolling dice to restore HP with a spell to a creature at OHP, you use the highest number possible for each die. Your spare the dying cantrip, has a range of 30ft and you can cast it as a bonus action.

Eyes of the Grave (Action—4/Long Rest). Until your next turn, you know the location of any undead within 60 feet of you that isn't behind total cover and that isn't protected from divination magic.

Path to the Grave (Action—Channel Divinity). Choose one creature you can see within 30ft, and curse it until the end of your next turn. The next time you or an ally of yours hits the cursed creature with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.

Sentinel at Death's Door (Reaction). When you or a creature you can see within 30ft of you suffers a critical hit, turn that hit into a normal hit. (4/day)

Potent Spellcasting. Add 4 to damage dealt with a cleric cantrip.

Armor Proficiencies. Heavy Armor, Light Armor, Medium Armor, Shield

Weapon Proficiencies. Simple Weapons

Tool Proficiencies. —

Languages. Common, Elvish, Giant, Celestial, Dwarvish

PROFICIENCIES & LANGUAGES

FEATURES & TRAITS



CHARACTER NAME	GENDER	AGE	HEIGHT	WEIGHT
	EYES	SKIN		HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME
SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

FLAW

BACKGROUND STORY

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

BACKGROUND FEATURE

TRINKET

ADDITIONAL FEATURES

ADVENTURING GEAR

lb.

MAGIC ITEMS

lb.

ATTUNED MAGIC ITEMS

/

VALUABLES — GEMS, ART OBJECTS, TRADE GOODS

lb.

COPPER SILVER ELECTRUM GOLD PLATINUM

ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIED

CARRY CAPACITY

PUSH, DRAG, LIFT

/

INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

ADDITIONAL TREASURE

INVENTORY — ITEM DESCRIPTIONS & NOTES

STORED ITEM

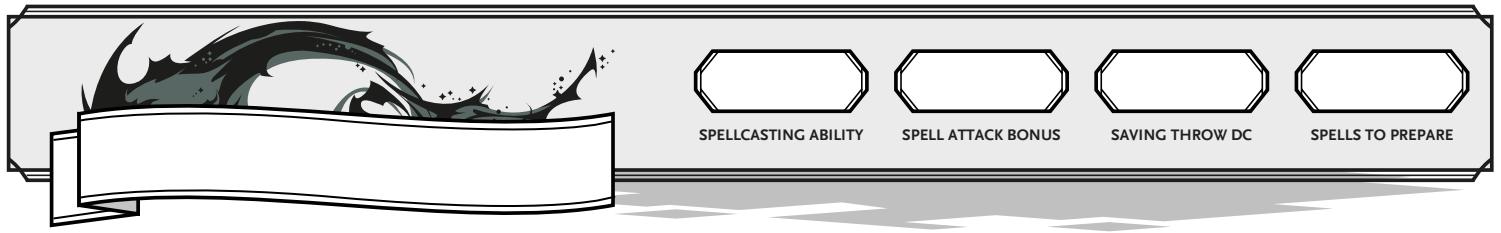
lb.

STORED ITEM

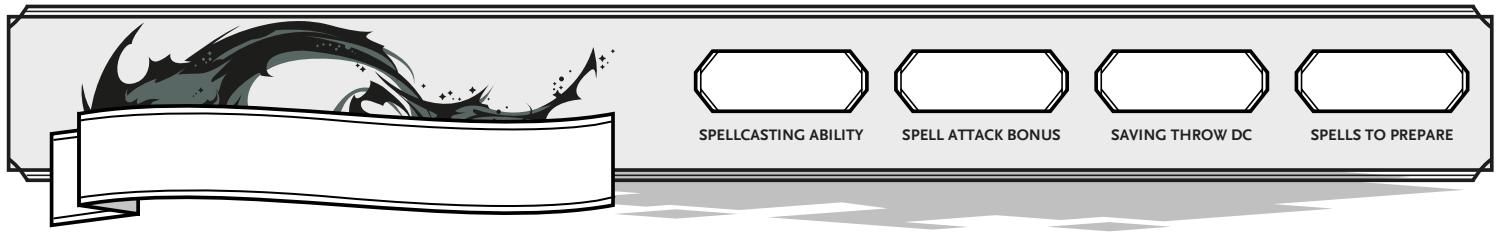
lb.

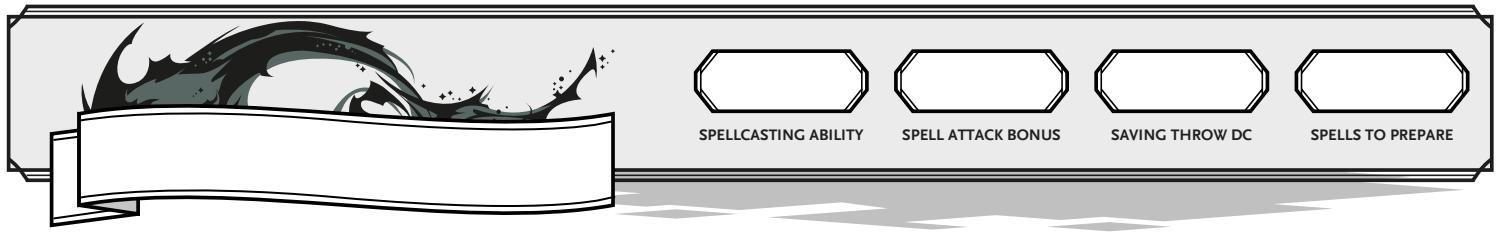
STORED ITEMS

QUEST ITEMS & TRINKETS



CANTRIPS		





Disarm

Evocation Cantrip

CASTING TIME 1 action

RANGE 60 feet

DURATION Instantaneous

COMPONENTS V, S

As an action, choose a creature you can see within 60 feet. That creature must make a Strength saving throw with advantage or drop an object or weapon they are holding in their hand. This spell has no effect if they are holding the object with two hands.

If they are holding two items (one in each hand), select which item they drop. If they fail the saving throw by a score of 5 or greater, the item flies out of their hand in a direction of your choosing, up to 10 feet away from their original location.

Spellcasting (Cleric)

Grimoire's Grimoire

Radiant Blast

Evocation Cantrip

CASTING TIME 1 action

RANGE 10 feet

DURATION Instantaneous

COMPONENTS V, S

A line of radiant energy 10 feet long and 5 feet wide emanates from you in a direction you choose. Each creature of your choice within the line must succeed on a Constitution saving throw or take 1d8 radiant damage and have disadvantage on opportunity attacks against you until the end of the turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Spellcasting (Cleric)

Blazing Dawn Player's Companion

Bane

1st-level enchantment

CASTING TIME 1 action

RANGE 30 feet

DURATION Concentration, up to 1 minute

COMPONENTS V, S, M (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.

Domain Spells (Cleric)

Player's Handbook

Guidance

Divination Cantrip

CASTING TIME 1 action

RANGE Touch

DURATION Concentration, up to 1 minute

COMPONENTS V, S

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.

Spellcasting (Cleric)

Player's Handbook

Spare the Dying

Necromancy Cantrip

CASTING TIME 1 action

RANGE Touch

DURATION Instantaneous

COMPONENTS V, S

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

Circle of Mortality (Cleric)

Player's Handbook

Mending

Transmutation Cantrip

CASTING TIME 1 minute

RANGE Touch

DURATION Instantaneous

COMPONENTS V, S, M (two lodestones)

This spell repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Spellcasting (Cleric)

Player's Handbook

Toll the Dead

Necromancy Cantrip

CASTING TIME 1 action

RANGE 60 feet

DURATION Instantaneous

COMPONENTS V, S

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).

Spellcasting (Cleric)

Xanathar's Guide to Everything

Bane

1st-level enchantment

CASTING TIME 1 action

RANGE 30 feet

DURATION Concentration, up to 1 minute

COMPONENTS V, S, M (a drop of blood)

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.

Cure Wounds

1st-level evocation

CASTING TIME 1 action

RANGE Touch

DURATION Instantaneous

COMPONENTS V, S

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

Domain Spells (Cleric)

Player's Handbook

False Life

1st-level necromancy

CASTING TIME 1 action

RANGE Self

DURATION 1 hour

COMPONENTS V, S, M (a small amount of alcohol or distilled spirits)

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

Domain Spells (Cleric)

Player's Handbook

Healing Word

1st-level evocation

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V

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.

Prepared (Cleric)

Player's Handbook

Hold Person

2nd-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (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 on additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Prepared (Cleric)

Player's Handbook

Fatebinding

3rd-level necromancy

CASTING TIME	1 action
RANGE	30 feet
DURATION	1 hour
COMPONENTS	V

Choose two creatures that you can see. Both creatures must make Charisma saving throws, and they do so with advantage if they are hostile to you. If a creature is charmed by you, it has disadvantage on this saving throw. If both creatures fail their saving throws, then their fates are now bound together.

- Whenever one of the creatures takes damage, the other creature takes an identical amount of damage, unless both creatures took damage from the same single source, such as a
 - fireball
 - spell.
- Whenever one of the creatures regains hit points, the other creature regains an identical number of hit points, unless both creatures regained hit points from the same single source, such as
 - mass cure wounds
 - .

The two target creatures remain fate-bound for the duration of the spell, even if both targets are on different planes of existence.

Prepared (Cleric)

Odyssey of the Dragonlords

Shield of Faith

1st-level abjuration

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (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.

Prepared (Cleric)

Player's Handbook

Player's Handbook

Prayer of Healing

2nd-level evocation

CASTING TIME	10 minutes
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V

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.

Prepared (Cleric)

Player's Handbook

Player's Handbook

Ray of Enfeeblement

2nd-level necromancy

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

Domain Spells (Cleric)

Player's Handbook

Mass Healing Word

3rd-level evocation

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V

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.

Prepared (Cleric)

Player's Handbook

Player's Handbook

Revivify

3rd-level necromancy

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S, M (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.

Domain Spells (Cleric)

Player's Handbook

Speak with Dead

3rd-level necromancy

CASTING TIME	1 action
RANGE	10 feet
DURATION	10 minutes
COMPONENTS	V, S, M (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, 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.

Prepared (Cleric)

Player's Handbook

Spiteful Weapon

3rd-level necromancy (rune)

CASTING TIME	1 action
RANGE	25 feet
DURATION	Concentration, up to 5 rounds
COMPONENTS	V, S, M (a melee weapon that has injured the target)

You create a connection between the target of the spell ("target"), a creature that attacked and injured the target in the last 24 hours ("attacker"), and a melee weapon that was used successfully in the attack ("weapon"), all of which must be within the spell's range of you when the spell is cast. For the duration of the spell, whenever the attacker takes damage while holding the weapon, the target takes the same amount and type of damage; a successful Charisma saving throw by the target halves the damage it takes, with each attack calling for a new saving throw. The attacker can even turn the weapon against himself or herself and cause identical damage to the target. Self-inflicted wounds hit automatically, but damage is still rolled randomly. Once the connection is established, it lasts for the duration of the spell regardless of range, so long as all three elements remain on the same plane. The spell ends immediately if the attacker receives any healing.

At Higher Levels. The target has disadvantage on its Charisma saving throws if spiteful weapon is cast with a 5th-level slot.

Prepared (Cleric)

Deep Magic: Rune Magic

Vampiric Touch

3rd-level necromancy

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

The touch of your shadow-wreathed hand can siphon force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Domain Spells (Cleric)

Player's Handbook

Banishment

4th-level abjuration

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (an item distasteful to the target)

You attempt to send one creature that you can see within range to another place 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 using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

Prepared (Cleric)

Player's Handbook

Blight

4th-level necromancy

CASTING TIME	1 action
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V, S

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs.

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Domain Spells (Cleric)

Player's Handbook

Death Ward

4th-level abjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	8 hours
COMPONENTS	V, S

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.

Antilife Shell

5th-level abjuration

CASTING TIME	1 action
RANGE	Self (10-foot radius)
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S

A shimmering barrier extends out from you in a 10-foot radius and moves with you, remaining centered on you and hedging out creatures other than undead and constructs. The barrier lasts for the duration.

The barrier prevents an affected creature from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier.

If you move so that an affected creature is forced to pass through the barrier, the spell ends.

Domain Spells (Cleric)

Player's Handbook

Greater Restoration

5th-level abjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S, M (diamond dust worth 100 gp, which the spell consumes)

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

Prepared (Cleric)

Player's Handbook

Holy Weapon

5th-level evocation

CASTING TIME	1 bonus action
RANGE	Touch
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S

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 the weapon 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.

Prepared (Cleric)

Xanathar's Guide to Everything

Mass Cure Wounds

5th-level evocation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S

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.

Prepared (Cleric)

Player's Handbook

Raise Dead

5th-level necromancy

CASTING TIME	1 hour
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S, M (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, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

Domain Spells (Cleric)

Player's Handbook

Summon Celestial

5th-level conjuration

CASTING TIME	1 action
RANGE	90 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (a golden reliquary worth at least 500 gp)

You call forth a celestial spirit. It manifests in an angelic form in an unoccupied space that you can see within range. This corporeal form uses the Celestial Spirit stat block. When you cast the spell, choose Avenger or Defender.

Your choice determines the creature's attack in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, use the higher level whenever the spell's level appears in the stat block.

Prepared (Cleric)

Tasha's Cauldron of Everything