**Class Features:**

Cleric Class

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Level | Proficiency Bonus | Features | Cantrips Known | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
| 1st | +2 | Spellcasting, Divine Domain | 3 | 2 | — | — | — | — | — | — | — | — |
| 2nd | +2 | Channel Divinity (1/rest),  Divine Domain Feature | 3 | 3 | — | — | — | — | — | — | — | — |
| 3rd | +2 | — | 3 | 4 | 2 | — | — | — | — | — | — | — |
| 4th | +2 | Feat | 4 | 4 | 3 | — | — | — | — | — | — | — |
| 5th | +3 | Destroy Undead (CR 1/2) | 4 | 4 | 3 | 2 | — | — | — | — | — | — |
| 6th | +3 | Channel Divinity (2/rest), Divine Domain Feature | 4 | 4 | 3 | 3 | — | — | — | — | — | — |
| 7th | +3 | — | 4 | 4 | 3 | 3 | 1 | — | — | — | — | — |
| 8th | +3 | Feat, Destroy Undead (CR 1), Divine Domain Feature | 4 | 4 | 3 | 3 | 2 | — | — | — | — | — |
| 9th | +4 | — | 4 | 4 | 3 | 3 | 3 | 1 | — | — | — | — |
| 10th | +4 | Divine Intervention | 5 | 4 | 3 | 3 | 3 | 2 | — | — | — | — |
| 11th | +4 | Destroy Undead (CR 2) | 5 | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 12th | +4 | Feat | 5 | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 13th | +5 | — | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 14th | +5 | Destroy Undead (CR 3) | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 15th | +5 | — | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 16th | +5 | Feat | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 17th | +6 | Destroy Undead (CR4),  Divine Domain Feature | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18th | +6 | Channel Divinity (3/rest) | 5 | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 |
| 19th | +6 | Feat | 5 | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 |
| 20th | +6 | Divine Intervention Improvement, Touched By Divinity | 5 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 |

As a cleric, you gain the following class features.

**Hit Points:**

* Hit Points at 1st Level: 8 + your Constitution modifier
* Hit Points at Higher Levels: Roll 1d8 (minimum roll of 4) + your Constitution modifier per Cleric level after 1st.

**Proficiencies**Class type: Spellcaster, this tag allows this character to gain certain feats at this classes Feat levels.

* Armor: Light armor, medium armor, shields
* Weapons: Simple weapons
* Tools: None

**Saving Throws:** Wisdom, Charisma

**Skills:**Choose two from: History, Insight, Medicine, Persuasion, and Religion

**Equipment**

You start with the following equipment, in addition to the equipment granted by your background:

* 1. (a) A mace or (b) a warhammer (if proficient)
  2. (a) A set of medium armor or (b) a set of heavy armor (if proficient)
  3. (a) A light crossbow and 20 bolts or (b) any simple weapon
  4. (a) A priest’s pack or (b) an explorer’s pack
  5. A shield and a holy symbol

**Spellcasting**

As a conduit for divine power, you can cast cleric spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the cleric spell list.

**Cantrips**

At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.  
  
Whenever you reach a level in this class that grants the feat feature, you can replace one cantrip you learned from this class’s Spellcasting feature with another cantrip from the cleric spell list.

**Preparing and Casting Spells**

The Cleric table shows how many spell slots you have to cast your cleric spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn’t remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

**Spellcasting Ability**

Wisdom is your spellcasting ability for your cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

**Ritual Casting**

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

**Spellcasting Focus**

You can use a holy symbol (see the Adventuring Gear section) as a spellcasting focus for your cleric spells.

**Divine Domain**

Choose one domain related to your deity. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.  
(*See Subclass Guide*)

**Domain Spells**

Each domain has a list of spells — its domain spells — that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn’t count against the number of spells you can prepare each day.

If you have a domain spell that doesn’t appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

**Channel Divinity**

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

**Channel Divinity: Turn Undead**

As an action, you present your holy symbol and speak a prayer censuring the undead. 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.

**Feat**

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you gain a feat.

**Destroy Undead**

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

**Destroy Undead**

|  |  |
| --- | --- |
| Cleric Level | Destroys Undead of CR … |
| 5th | 1/2 or lower |
| 8th | 1 or lower |
| 11th | 2 or lower |
| 14th | 3 or lower |
| 17th | 4 or lower |

**Divine Intervention**

Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great.

Imploring your deity’s aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate.

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.

At 20th level, your call for intervention succeeds automatically, no roll required.  
  
**Touched by divinity**  
  
At 20th level you are favored by your god bolstering your magic even further. Any spell slot you expend to cast a Cleric spell from your domain list counts as a spell slot of one level higher.

## Arcana Domain

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Domain spells, Arcane Initiate |
| 2nd | Channel Divinity: Divine Scroll |
| 6th | Spell Breaker |
| 8th | Potent Spellcasting |
| 17th | Arcane Mastery |

#### Arcana Domain Spells

| **Cleric Level** | **Spells** |
| --- | --- |
| 1st | detect magic, magic missile |
| 3rd | magic honing, magic aura |
| 5th | dispel magic, magic circle |
| 7th | arcane eye, secret chest |
| 9th | planar binding, teleportation circle |

#### Arcane Initiate

When you choose this domain at 1st level, you gain proficiency in the arcana skill, double your proficiency bonus with that skill. You gain two cantrips of your choice from the wizard spell list. For you, these cantrips count as cleric cantrips.

#### Channel Divinity: Divine Scroll

Starting at 2nd level, as an action, you can use your channel divinity to make a spell scroll with a limited duration. Choose a level 1 spell from the cleric or wizard spell list with a casting time of one action or one bonus action. The scroll becomes a copy of that spell inscribed onto a scroll. This scroll is ethereal in nature and feels as light as air. It is worth no gp and is almost impossible to pass off as a real spell scroll. This spell scroll disappears as soon as you complete a short or long rest, create another spell scroll with this feature, or *(as usual)* after it is used. Due to its odd divine nature the scroll is almost impossible to read, as such it cannot be used to inscribe a spell into a wizards spell book.   
  
You may choose a higher-level spell to inscribe at the following levels according to the chart below.

|  |  |
| --- | --- |
| Cleric Level | Spell level |
| 1-10 | 1st |
| 11-19 | 2nd |
| 20 | 3rd |

#### Spell Breaker

Starting at 6th level, when you restore hit points to an ally with a spell of 1st level or higher, you can also end one spell of your choice on that creature. The level of the spell you end must be equal to or lower than the level of the spell slot you use to cast the healing spell.

#### Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

#### Arcane Mastery

At 17th level, you choose four spells from the wizard spell list, one from each of the following levels: 6th, 7th, 8th, and 9th. You add them to your list of domain spells. Like your other domain spells, they are always prepared and count as cleric spells for you.

## Death Domain

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Domain spells, Reapers Shroud, Reaper |
| 2nd | Channel Divinity: Don the Cowl of Death |
| 6th | Inescapable destruction |
| 8th | For Whom the Bell Tolls |
| 17th | Improved Reaper |

#### Death Domain Spells

| **Cleric Level** | **Spells** |
| --- | --- |
| 1st | cause fear, ray of sickness |
| 3rd | blindness/deafness, ray of enfeeblement |
| 5th | summon undead, vampiric touch |
| 7th | blight, death ward |
| 9th | antilife shell, cloudkill |

#### Reapers Shroud

Your minimum armor class is equal to   
[10 + your dexterity modifier + your wisdom modifier.] You appear to have a light shroud of shadows at all times that seem to take the form of a black cloak.  
  
You may dismiss or don the shroud as an action. If the shroud is dismissed you lose any armor class it provides.

#### Reaper

At 1st level, the cleric learns one necromancy cantrip of his or her choice from any spell list. When the cleric casts a necromancy cantrip that normally targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other.

Your first attack each turn with a scythe or sickle adds an extra 1d4 to the attack roll. Scythes and sickles act as a spellcasting focuses for your cleric spells.

#### Channel Divinity: Don the Cowl of Death

Starting at 2nd level, you can use Channel Divinity as an action to gain the following benefits for one minute

* Your cloak from reapers shroud becomes a more tangible visage. Your skin appears ghostly and semi-tangible showing mostly the bones beneath your skin. You gain 3x your cleric level as temporary hp.
* You have advantage with wisdom survival rolls to track creatures with half of their maximum hp or less.
* Once per turn, when you hit with a scythe or sickle weapon attack you may deal an additional 1d8 necrotic damage.

#### Inescapable Destruction

Starting at 6th level, the cleric’s ability to channel negative energy becomes more potent. Necrotic damage dealt by the character’s cleric spells, channel divinity, and later at 8th level the “For Whom the Bell Tolls” class feature ignores resistance to necrotic damage.

You may now use your Channel Divinity: Don the Cowl of Death as a bonus action.

#### For whom the Bell tolls

At 8th level, the cleric gains the ability to infuse their weapons and cantrips with necrotic energy, you add your wisdom modifier to the damage you deal with any cleric cantrip or weapon attack.

#### Improved Reaper

Starting at 17th level, when the cleric casts a necromancy spell of 1st through 5th level that targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other. If the spell consumes its material components, the cleric must provide them for each target.

## Forge Domain

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Domain spells, Bonus proficiencies, Blessing of the Forge |
| 2nd | Channel Divinity: Artisan’s Blessing |
| 6th | Soul of the Forge |
| 8th | Forges Strike |
| 17th | Saint of Fire and Forge |

#### Domain Spells

| **Cleric Level** | **Spells** |
| --- | --- |
| 1st | burning hands, identify |
| 3rd | heat metal, magic honing |
| 5th | elemental weapon, protection from energy |
| 7th | fabricate, wall of fire |
| 9th | animate objects, creation |

#### Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with heavy armor, warhammer, maul, one other martial weapon of your choice, and smith’s tools.

#### Blessing of the Forge

At 1st level, you gain the ability to imbue magic into a weapon or armor. At the end of a long rest, you can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of your next long rest or until you die, the object becomes a magic item, granting a +1 bonus to AC if it’s armor or a +1 bonus to attack and damage rolls if it’s a weapon.  
  
At 11th level you can confer these bonuses to magical armor or weapons. A weapon cannot have greater than a +3 to hit and damage as a result of this blessing.

Once you use this feature, you can’t use it again until you finish a long rest.

#### Channel Divinity: Artisan's Blessing

Starting at 2nd level, you can use your Channel Divinity to create simple items.

You conduct an hour-long ritual that crafts a nonmagical item that must include some metal: a simple or martial weapon, a suit of armor, ten pieces of ammunition, a set of tools, or another metal object (see chapter 5, “Equipment,” in the *Player’s Handbook* for examples of these items). The creation is completed at the end of the hour, coalescing in an unoccupied space of your choice on a surface within 5 feet of you.

The thing you create can be something that is worth no more than 100 gp. As part of this ritual, you must lay out metal, which can include coins, with a value equal to the creation. The metal irretrievably coalesces and transforms into the creation at the ritual’s end, magically forming even nonmetal parts of the creation.

The ritual can create a duplicate of a nonmagical item that contains metal, such as a key, if you possess the original during the ritual.

#### Soul of the Forge

Starting at 6th level, your mastery of the forge grants you special abilities:

* You gain resistance to fire damage.
* While wearing heavy armor, you gain a +1 bonus to AC.

#### Forges Strike

At 8th level, you gain the ability to infuse your weapon strikes with the fiery power of the forge. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

#### Saint of Forge and Fire

At 17th level, your blessed affinity with fire and metal becomes more powerful:

* You gain immunity to fire damage.
* While wearing heavy armor, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

## Grave Domain

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Circle of Mortality, Free from the Grave |
| 2nd | Channel Divinity: Path of the Grave |
| 6th | Sentinel at Deaths Door |
| 8th | Dirge |
| 17th | Un-Burial Rites |

#### Domain Spells

| **Cleric Level** | **Spells** |
| --- | --- |
| 1st | bane, false life |
| 3rd | gentle repose, ray of enfeeblement |
| 5th | revivify, vampiric touch |
| 7th | blight, death ward |
| 9th | antilife shell, raise dead |

#### Circle of Mortality

Starting at 1st level, when you or your bone familiar would deal damage to a creature with a spell, cantrip, or weapon attack and it reduces that creatures hp to 0 you may heal yourself or another friendly creature within 30 feet of you equal to your cleric level. You may use this feature only once per turn.

When you stabilize a creature at 0 hp you may have them regain 1 hp. You gain the spare the dying cantrip and it does not count against the number of cantrips known. It counts a cleric cantrip for you.

#### Free from the Grave

Starting at 1st level, once per long rest, you can summon a bone familiar as a ritual that takes 10 minutes. This familiar does not count towards your familiar limit. To summon this familiar you need a bone of a creature in which this ability consumes.

The familiar takes one of three forms chosen when you summon the creature and grows in size and power as you level up in this class.

It cannot be healed by normal means and is an undead. The only way to heal the creature is:

* During a short rest you can spend a bone, in which this ability consumes, to restore half of the creatures hp.
* During a long rest you can spend a bone, in which this ability consumes, to restore all its hp.
* You can restore the creatures hp with your Circle of Mortality class feature.

During a long rest you may spend a bone, in which this ability consumes, to change the form that this creature takes. The creature’s stats are listed in the stat block located at the end of this class.

This creature takes its turn the same time you do. You may command this creature mentally as a bonus action (no verbal commands required). If you do not command it as a bonus action on your turn it takes disengage action but can still use its movement.

As long as the bone familiar is on the same plane of existence you may spend a bone, in which this ability consumes, and use your action and bonus action to teleport it to a location within 5ft of you, in an unoccupied space.

The creature shatters into dust once its hp is reduced to 0. This familiar does not count against your familiar limit. Its stat block is found at the end of this subclass guide.

#### Channel Divinity: Path to the Grave

Starting at 2nd level, you can use your Channel Divinity to mark another creature’s life force for termination.

As an action, you choose one creature you can see within 30 feet of you, cursing 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

At 6th level, you gain the ability to impede death’s progress. As a reaction when you or a creature you can see within 30 feet of you suffers a critical hit, you can turn that hit into a normal hit. Any effects triggered by a critical hit are canceled.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

#### Dirge

Starting at 8th level, your Bone Familiar improves and can attack twice when you command it to attack. This ability improves to three times at 14th level.

#### Un-Burial Rites

Starting at 17th level, if you would be killed and your bone familiar is within 500 feet of you, instead of dying you may magically manifest yourself into your bone familiar and are put in “Limbo”, for all spells and abilities you are considered dead. Your body becomes absorbed into its structure along with all your equipment. Your bone familiar gains the ability to speak using your voice and uses your mental stats instead of its own as well as your strength, dexterity, or constitution, but only if that stat is higher. Your bone familiar gains all of your skill proficiencies. You can only take the actions listed in the bone familiar stat block on your turn.

As a bone familiar you can perform a special 10-minute ritual during a long rest where it can spend a bone, in which this ability consumes. After completing the ritual, you are resurrected as though you were revived using the spell “True Ressurection”.

If you are manifested in this way and your bone familiar would die; your body and equipment appear in the space where the bones become dust, if this occurs, you then die as normal.

Bone Familiar

Choose: Bone Sentinel, Bone Beast, or Bone Bird

Medium (bone sentinel, Bone Beast) or Small (Bone Beast) or Tiny (Bone Bird)

Armor Class 14+ Your Wisdom Modifier (Natural Armor)

Hit Points 10 + 6\* [Your Cleric level]

Speed 30 ft (40ft if Bone beast), flying speed 60ft. (Bone Bird Only)

STR DEX CON INT WIS CHA

14 (+2) 14(+2) 15 (+2) 4 (-3) 10 (+0) 8 (-1)

Saving Throws Bone familiars stat + your wisdom modifier

Skills none

Damage Resistances none

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Darkvision 120ft, Passive perception 10

Languages Understands the languages you speak, cannot speak (however it can rattle and click with its joints)

PB (proficiency bonus): Same as yours

***Turn Immunity.*** Bone familiar is immune to the effects of turn undead and is immune to the effects of destroy undead.

(Bone Bird) ***Flyby***: This creature does not take opportunity attacks as a result of leaving a creatures weapons reach without taking the disengage action.

(Bone Sentinel, Beast Bone) ***Undead Fortitude***. If damage reduces the Bone familiar to 0 hit points, it must make a constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Bone familiar drops to 1 hit point instead.

(Bone Sentinel) ***Wield Weapon***. The bone sentinel may wield a weapon that you give it (or two weapons if they have the light property). It is considered proficient with that/those weapon/s.

Action

***Multiattack. The Bone familiar makes a number of attacks based on your level. One at cleric levels 1-7. Two at cleric levels 8-13. Three at 14th level cleric and higher.***

***(bone bird) Peck or Claw: Melee weapon attack:* your spell attack modifier to hit, reach 5 ft., one target. Hit: 1d4 + your wisdom modifier piercing or slashing damage (your choice).**

***(bone Beast or Bone sentinel: if it is not wielding a weapon)   
Force-Empowered Slam.*** Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target you can see. Hit: 1d10 + **your wisdom modifier** bludgeoning damage.

(*Bone sentinel: if the sentinel is wielding a weapon*) ***Use Weapon***: The Bone sentinel makes a weapon attack with the weapon it is holding and uses your wisdom modifier for attack rolls and damage.

Bonus Action

(Bone Beast) ***Feral Movement***: The Bone Beast dashes or disengages as a bonus action.

## Knowledge Domain

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Blessings of Knowledge |
| 2nd | Channel Divinity: Knowledge of the Ages |
| 6th | Read Thoughts |
| 8th | Potent Spellcasting |
| 17th | Visions of the Past |

#### Knowledge Domain Spells

| **Cleric Level** | **Spells** |
| --- | --- |
| 1st | command, identify |
| 3rd | augury, suggestion |
| 5th | nondetection, speak with dead |
| 7th | arcane eye, confusion |
| 9th | legend lore, scrying |

#### Blessings of Knowledge

At 1st level, you learn two languages of your choice. You also become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion.

Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

#### Channel Divinity: Knowledge of the Ages

Starting at 2nd level, you can use your Channel Divinity to tap into a divine well of knowledge. As an action, you choose one skill or tool. Until your next short rest, long rest, or when you use this feature again, you have proficiency with the chosen skill or tool.

#### Channel Divinity: Read Thoughts

At 6th level, you can use your Channel Divinity to read a creature’s thoughts. You can then use your access to the creature’s mind to command it.

As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw. If the creature succeeds on the saving throw, you can’t use this feature on it again until you finish a long rest.

If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts for 1 minute.

During that time, you can use your action to end this effect and cast the suggestion spell on the creature without expending a spell slot. The target automatically fails its saving throw against the spell.

#### Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

#### Visions of the Past

Starting at 17th level, you can call up visions of the past that relate to an object you hold or your immediate surroundings. You spend at least 1 minute in meditation and prayer, then receive dreamlike, shadowy glimpses of recent events. You can meditate in this way for a number of minutes equal to your Wisdom score and must maintain concentration during that time, as if you were casting a spell.

Once you use this feature, you can’t use it again until you finish a short or long rest.

**Object Reading.** Holding an object as you meditate, you can see visions of the object’s previous owner. After meditating for 1 minute, you learn how the owner acquired and lost the object, as well as the most recent significant event involving the object and that owner. If the object was owned by another creature in the recent past (within a number of days equal to your Wisdom score), you can spend 1 additional minute for each owner to learn the same information about that creature.

**Area Reading.** As you meditate, you see visions of recent events in your immediate vicinity (a room, street, tunnel, clearing, or the like, up to a 50-foot cube), going back a number of days equal to your Wisdom score. For each minute you meditate, you learn about one significant event, beginning with the most recent. Significant events typically involve powerful emotions, such as battles and betrayals, marriages and murders, births and funerals. However, they might also include more mundane events that are nevertheless important in your current situation.

## Life Domain

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Bonus proficiency, Disciple of Life |
| 2nd | Channel Divinity: Preserve Life |
| 6th | Blessed Healer |
| 8th | Final Mercy of the Life Keeper |
| 17th | Supreme Healing |

#### Life Domain Spells

| **Cleric Level** | **Spells** |
| --- | --- |
| 1st | bless, cure wounds |
| 3rd | lesser restoration, spiritual weapon |
| 5th | beacon of hope, revivify |
| 7th | death ward, guardian of faith |
| 9th | mass cure wounds, raise dead |

#### Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor.

#### Disciple of Life

Starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell’s level.

#### Channel Divinity: Preserve Life

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured.

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can’t use this feature on an undead or a construct.

#### Blessed Healer

Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell’s level.

#### Final Mercy of the Life Keeper

Starting at 8th level, once per round (refreshing on the start of your turn), after you or an ally within 20 feet of you; that you can see, hits with a weapon attack, you may have it deal an additional 1d8 radiant damage. At 14th level you may use this feature twice per round (refreshing on the start of your turn).

#### Supreme Healing

Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

## Light Domain

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Bonus cantrip, Warding Flare |
| 2nd | Channel Divinity: Rradiance of Dawn |
| 6th | Saint of Illumination |
| 8th | Sear the Eyes |
| 17th | Harbinger of Light |

#### Light Domain Spells

| **Cleric Level** | **Spells** |
| --- | --- |
| 1st | burning hands, faerie fire, guiding bolt |
| 3rd | flaming sphere, Omni ray x (fire or radiant only) |
| 5th | daylight, fireball |
| 7th | guardian of faith, wall of fire |
| 9th | flame strike, scrying |

#### Bonus Cantrip

When you choose this domain at 1st level, you gain the light cantrip if you don’t already know it. This cantrip doesn’t count against the number of cleric cantrips you know.

#### Warding Flare

Also at 1st level, as a reaction, you can interpose divine light between yourself or an ally within 30 feet of you and an attacking enemy. The enemy must be within 30 feet of you and you must be able to see them. You impose disadvantage on the attack roll. You must use this ability before the creature hits or misses with that attack. An attacker that can’t be blinded is immune to this feature.

#### Channel Divinity: Radiance of the Dawn

Starting at 2nd level, you can use your Channel Divinity to harness sunlight, banishing darkness and dealing radiant damage to your foes.

As an action, you present your holy symbol, and any magical darkness within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you must make a constitution saving throw. A creature takes radiant damage equal to 2d10 + your cleric level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

#### Saint of Illumination

Starting at 6th level, when you finish long rest, choose a number of spell’s that deal, fire or radiant damage, whose total spell level equals half of your cleric level rounded up. You cannot choose a spell greater than 5th level in this way and it must be of a level that you can cast. You may cast each of those spells once without expending a spell slot at their lowest level. Those spells do not need to be from the cleric spell list. If you cast a spell in this way it counts as a cleric spell for you.

#### Sear the Eyes

Starting at 8th level, when you use your warding flare on a creature, they must make a constitution saving throw, upon a failure you deal 2d8 radiant damage to that creature and they are blinded until the end of the turn. *(Upon a success they take no damage and are not blinded)* Creatures that can’t be blinded are immune to this effect.

#### Harbinger of Light

Starting at 17th level, you can use your action to activate an aura of sunlight that lasts for 1 minute or until you dismiss it using another action. You emit bright light in a 60-foot radius and dim light 30 feet beyond that. Your enemies in the bright light have disadvantage on saving throws against any spell or cleric feature that deals fire or radiant damage.

You may cast Guiding Bolt at will as a level two spell without using a spell slot. If a creature is in the bright light emitted by the Corona of Light’s first ability, you roll the attack roll for Guiding Bolt at advantage.

## Nature Domain

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Acolyte of Nature, Bonus proficiency |
| 2nd | Channel Divinity: Charm Animals and Plants |
| 6th | Dampen Elements |
| 8th | Nature’s Wrath |
| 17th | Master of Nature |

#### Nature Domain Spells

| **Cleric Level** | **Spells** |
| --- | --- |
| 1st | animal friendship, speak with animals |
| 3rd | barkskin, spike growth |
| 5th | plant growth, wind wall |
| 7th | dominate beast, grasping vine |
| 9th | insect plague, tree stride |

#### Acolyte of Nature

At 1st level, you learn two druid cantrips of your choice. Those cantrips counts as a cleric cantrip for you, but it doesn’t count against the number of cleric cantrips you know. You also gain proficiency in one of the following skills of your choice: animal handling, nature, or survival.

#### Bonus Proficiency

Also at 1st level, you gain proficiency with heavy armor.

#### Channel Divinity: Charm Animals and Plants

Starting at 2nd level, you can use your Channel Divinity to charm animals and plants.

As an action, you present your holy symbol and invoke the name of your deity. Each beast or plant creature that can see you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.

#### Dampen Elements

Starting at 6th level, when you or a creature within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance to the creature against that instance of the damage.

#### Nature’s Wrath

At 8th level, you are blessed with divine might in battle. When a creature takes damage from one of your cantrips or weapon attacks, you can also deal 1d8 acid, cold, fire, lightning or thunder damage, your choice, to that creature. Once you deal this damage, you can’t use this feature again until the start of your next turn.

#### Master of Nature

At 17th level, you gain the ability to command animals and plant creatures. While creatures are charmed by your Charm Animals and Plants feature, you can take a bonus action on your turn to verbally command what each of those creatures will do on its next turn.

## Order Domain

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Bonus Proficiencies, Voice of Authority |
| 2nd | Channel Divinity: Order’s Demand |
| 6th | Embodiment of Law |
| 8th | Enforcers Will |
| 17th | Order’s Wrath |

#### Domain Spells

| **Cleric Level** | **Spells** |
| --- | --- |
| 1st | command, song of striking |
| 3rd | hold person, zone of truth |
| 5th | mass healing word, haste |
| 7th | compulsion, locate creature |
| 9th | commune, dominate person |

#### Bonus Proficiencies

Starting at 1st level, you gain proficiency with heavy armor. You also gain proficiency in the intimidation or persuasion skill (your choice).

#### Voice of Authority

Starting at 1st level, you can invoke the power of law to embolden an ally to attack. If you cast a spell with a spell slot of 1st level or higher and target an ally with the spell, that ally can use their reaction immediately after the spell to make one weapon attack against a creature of your choice that you can see.

If the spell targets more than one ally, you choose the ally who can make the attack.

#### Channel Divinity: Order’s Demand

Starting at 2nd level, you can use your Channel Divinity to exert an intimidating presence over others.

As an action, you present your holy symbol, and each creature of your choice that can see or hear you within 30 feet of you must succeed on a Wisdom saving throw or be charmed by you until the end of your next turn or until the charmed creature takes any damage. You can also cause any of the charmed creatures to drop what they are holding when they fail the saving throw.

#### Embodiment of the Law

Starting at 6th level, you have become remarkably adept at channeling magical energy to compel others.

If you cast a spell of the enchantment school using a spell slot of 1st level or higher, you can change the spell’s casting time to 1 bonus action for this casting, provided the spell’s casting time is normally 1 action.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

#### Enforcers Will

Starting at 8th level, whenever [you attack with a weapon] or [a spell, ability, or class feature allows you to allow/make an ally attack with a weapon] you may have that weapon deal 1d8 psychic damage on a hit. Once you add this bonus you cannot do so until the start of your next turn. This damage increases to 2d8 at 14th level.

#### Order's Wrath

Starting at 17th level, enemies you designate for destruction wilt under the combined efforts of you and your allies. If you deal your enforcers will damage to a creature, you can curse that creature until the start of your next turn. The next time one of your allies hits the cursed creature with an attack, the target also takes 2d8 psychic damage, and the curse ends. You can curse a creature in this way only once per turn.

## Peace Domain

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Implements of Peace, Emboldening Bond |
| 2nd | Channel Divinity: Balm of Peace |
| 6th | Protective Bond |
| 8th | Potent Spellcasting |
| 17th | Expansive Bond |

#### Domain Spells

| **Cleric Level** | **Spells** |
| --- | --- |
| 1st | heroism, sanctuary |
| 3rd | aid, warding bond |
| 5th | beacon of hope, sending |
| 7th | aura of purity, resilient sphere |
| 9th | greater restoration, Rary’s telepathic bond |

#### Implement of Peace

Starting at level 1, you gain proficiency in the insight, performance, or persuasion skill (your choice).

#### Emboldening Bond

Starting at 1st level, you can forge an empowering bond among people who are at peace with one another. As an action, you choose a number of willing creatures within 30 feet of you (this can include yourself) equal to your proficiency bonus. You create a magical bond among them for 10 minutes or until you use this feature again. While any bonded creature is within 30 feet of another, the creature can roll a d4 and add the number rolled to an attack roll, an ability check, or a saving throw it makes. Each creature can add the d4 no more than once per turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

#### Channel Divinity: Balm of Peace

Starting at 2nd level: you can use your Channel Divinity to make your very presence a soothing balm. As an action, you can move up to your speed, without provoking opportunity attacks, and when you move within 5 feet of any other creature during this action, you can restore a number of hit points to that creature equal to 2d6 + your Wisdom modifier (minimum of 1 hit point). A creature can receive this healing only once whenever you take this action.

#### Protective Bond

Starting at 6th, the bond you forge between people helps them protect each other. When a creature affected by your Emboldening Bond feature is about to take damage, a second bonded creature within 30 feet of the first can use its reaction to teleport to an unoccupied space within 5 feet of the first creature. The second creature then takes all the damage instead.

#### Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

#### Expansive Bond

Starting at 17th level, the benefits of your Emboldening Bond and Protective Bond features now work when the creatures are within 60 feet of each other. Moreover, when a creature uses Protective Bond to take someone else’s damage, the creature has resistance to that damage.

## Tempest Domain

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Bonus proficiencies, Wrath of the Storm |
| 2nd | Channel Divinity: Destructive Wrath |
| 6th | Thunderbolt Strike |
| 8th | Storm Hearld |
| 17th | Storm-born |

#### Tempest Domain Spells

| **Cleric Level** | **Spells** |
| --- | --- |
| 1st | fog cloud, thunderwave |
| 3rd | gust of wind, shatter |
| 5th | call lightning, sleet storm |
| 7th | control water, ice storm |
| 9th | destructive wave, insect plague |

#### Bonus Proficiencies

At 1st level, you gain proficiency with martial weapons and heavy armor.

#### Wrath of the Storm

Starting at 1st level, you can thunderously rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

#### Channel Divinity: Destructive Wrath

Starting at 2nd level, you can use your Channel Divinity to wield the power of the storm with unchecked ferocity.

When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

#### Thunderbolt Strike

At 6th level, when you deal lightning damage to a large or smaller creature, you can also push it up to 10 feet away from you.

#### Storm Hearld

Starting at 8th level, your wrath of storm now recovers on a short rest and long rests. It deals an additional 1d8 damage. You may now have your weapons deal thunder or lightning damage instead of their usual damage.

This ability improves at 14th level allowing your wrath of storms to deal an extra 2d8 damage.

#### Storm-born

At 17th level, you have a flying speed equal to your current walking speed. Your footsteps leave behind a trail of sparks (if you choose them to). Your voice carries farther when you yell (if you choose it to) as though you were under the effects of thaumaturgy, it sounds with the great force of booming thunder.

## Trickery Domain

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Domain spells, Bonus cantrip, blessing of the trickster |
| 2nd | Channel Divinity: Invoke Duplicity |
| 6th | Cloak of Shadows |
| 8th | Hidden Shiv |
| 17th | Improved Duplicity |

#### Trickery Domain Spells

| **Cleric Level** | **Spells** |
| --- | --- |
| 1st | charm person, disguise self |
| 3rd | mirror image, pass without trace |
| 5th | blink, dispel magic |
| 7th | dimension door, polymorph |
| 9th | dominate person, modify memory |

#### Bonus Cantrip

Starting at 1st level, you learn the minor illusion cantrip, this cantrip is a cleric spell for you but does not count against the number of spells known.

#### Blessing of the Trickster

Starting at 1st level, you can use your action to touch a willing creature (including yourself) to give it advantage on Dexterity Stealth checks. This blessing lasts for 1 hour or until you use this feature again.

#### Channel Divinity: Invoke Duplicity

Starting at 2nd level, you can use your Channel Divinity to create an illusory duplicate of yourself.

As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you.

For the duration, you can cast spells or make attacks as though you were in the illusion’s space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target.

#### Cloak of Shadows

Starting at 6th level, you can cloak yourself in a veil of shadows as an action, you become invisible until the end of your next turn. You become visible if you attack or cast a spell.

You may use this feature a number of times equal to your wisdom modifier per long rest.

You gain proficiency with stealth. If you already had proficiency with stealth instead you double your proficiency bonus with that ability.

#### Hidden Shiv

Starting at 8th level, you gain the ability to toss or stab with an infused shiv of poison — a gift from your deity. Whenever you make a weapon attack or cast a cantrip. You may make a weapon attack with a shiv made of shadow and poison as part of that action. You make this attack immediately after attacking or casting the cantrip. It has the same range as the attack or cantrip. This uses your wisdom modifier for the attack roll and deals 1d4 + your wisdom modifier poison damage. After it deals the damage, it disappears in a puff of shadow. This attack becomes 2d4 at 14th level.  
(this attack comes from your duplicate if you cast the cantrip or attacked with the duplicate)

#### Improved Duplicity

At 17th level, you can create up to four duplicates of yourself, instead of one, when you use Invoke Duplicity. As a bonus action on your turn, you can move any number of them up to 30 feet, to a maximum range of 120 feet.

## Twilight Domain

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Domain spells, Bonus Proficiencies, Eyes of Night, Vigilant Blessing |
| 2nd | Channel Divinity: Twilight Sanctuary |
| 6th | Steps of Night |
| 8th | Twilights Edge |
| 17th | Avatar of Battle |

#### Domain Spells

| **Cleric Level** | **Spells** |
| --- | --- |
| 1st | faerie fire, sleep |
| 3rd | moonbeam, see invisibility |
| 5th | aura of vitality, tiny hut |
| 7th | aura of life, greater invisibility |
| 9th | circle of power, mislead |

#### Bonus Proficiencies

Starting at 1st level, you gain proficiency with martial weapons and heavy armor.

#### Eyes of Night

Starting at 1st level, you can see through the deepest gloom. You have darkvision out to a range of 300 feet. In that radius, you can see in dim light as if it were bright light and in darkness as if it were dim light.

As an action, you can magically share the darkvision of this feature with willing creatures you can see within 10 feet of you, up to a number of creatures equal to your Wisdom modifier (minimum of one creature). The shared darkvision lasts for 1 hour. Once you share it, you can’t do so again until you finish a long rest, unless you expend a spell slot of any level to share it again.

#### Vigilant Blessing

Starting at 1st level, the night has taught you to be vigilant. As an action, you give one creature you touch (including possibly yourself) advantage on the next initiative roll the creature makes. This benefit ends immediately after the roll or if you use this feature again.

#### Channel Divinity: Twilight Sanctuary

Starting at 2nd level, you can use your Channel Divinity to refresh your allies with soothing twilight.

As an action, you present your holy symbol, and a sphere of twilight emanates from you. The sphere is centered on you, has a 30-foot radius, and is filled with dim light. The sphere moves with you, and it lasts for 1 minute or until you are incapacitated or die. Whenever a creature (including you) ends its turn in the sphere, you can grant that creature one of these benefits:

* You grant it temporary hit points equal to 1d6 plus your cleric level.
* You end one effect on it causing it to be charmed or frightened.

#### Steps of Night

Starting at 6th level, you can draw on the mystical power of night to rise into the air. As a bonus action when you are in dim light or darkness, you can magically give yourself a flying speed equal to your walking speed for 1 minute. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

#### Twilight’s Edge

Starting at 8th level, you are blessed with the nights might in battle. When a creature takes damage from one of your cantrips or weapon attacks, you can also deal 1d8 necrotic damage to that creature. Once you deal this damage, you can’t use this feature again until the start of your next turn.

#### Twilight Shroud

Starting at 17th level, the twilight that you summon offers a protective embrace: you and your allies have half cover while in the sphere created by your Twilight Sanctuary.

## War Domain

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Domain spells, Bonus Proficiencies, Warrior Priest, War Inspiration |
| 2nd | Channel Divinity: Guided Strike |
| 6th | Channel Divinity: War God’s Blessing |
| 8th | War God’s Strike |
| 17th | Avatar of Battle |

#### War Domain Spells

| **Cleric Level** | **Spells** |
| --- | --- |
| 1st | divine favor, shield of faith |
| 3rd | magic weapon, spiritual weapon |
| 5th | crusader’s mantle, spirit guardians |
| 7th | freedom of movement, stoneskin |
| 9th | flame strike, hold monster |

#### Bonus Proficiencies

At 1st level, you gain proficiency with martial weapons and heavy armor.

#### Warrior Priest

Starting at level 1, you may use your wisdom modifier for your weapon attack rolls and damage instead of strength or dexterity.

#### War Inspiration

From 1st level, your god delivers bolts of inspiration to you while you are engaged in battle. You can make one weapon attack as a bonus action.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a short or long rest.

#### Channel Divinity: Guided Strike

Starting at 2nd level, you can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

#### Channel Divinity: War God’s Blessing

At 6th level, when a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. You make this choice after you see the roll, but before you see the outcome.

#### Warrior priests protection

Starting at 6th level, you gain the fighting style feat, you can only choose the defense or Interception fighting style.

#### War god’s Strike

At 8th level, choose a damage type of your choice, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 of the chosen type of damage to the target. When you reach 14th level, the extra damage increases to 2d8.

You may choose a different type of damage and change it to that type of damage whenever you gain a level in this class.

#### Avatar of Battle

At 17th level, you gain resistance to bludgeoning, piercing, and slashing damage on all weapon attacks (magical, natural, or otherwise).

**Cleric Spell List**

**Cantrips (0 Level)**

Black-flame Blade (necromany)

Guidance (divination)

Light (evocation)

Mending (transmutation)

Punishing Blade (evocation)

Resistance (abjuration)

Sacred Flame (evocation)

Spare the Dying (necromancy)

Thaumaturgy (transmutation)

Toll the dead (necromancy)

Word of radiance (evocation)

**1st Level**

Bane (enchantment)

Bless (enchantment)

Ceremony (abjuration)

Command (enchantment)

Create or Destroy Water (transmutation)

Cure Wounds (evocation)

Detect Evil and Good (divination)

Detect Magic\* (divination)

Detect Poison and Disease\* (divination)

Guiding Bolt (evocation)

Healing Word (evocation)

Heroism (enchantment)

Inflict Wounds (necromancy)

Protection from Evil and Good (abjuration)

Purify Food and Drink\* (transmutation)

Sanctuary (abjuration)

Shield of Faith (abjuration)

**2nd Level**

Aid (abjuration)

Augury\* (divination)

Blindness/Deafness (necromancy)

Calm Emotions (enchantment)

Continual Flame (evocation)

Enhance Ability (transmutation)

Find Traps (divination)

Gentle Repose\* (necromancy)

Hold Person (enchantment)

Lesser Restoration (abjuration)

Locate Object (divination)

Prayer of Healing (evocation)

Protection from Poison (abjuration)

Silence\* (illusion)

Spiritual Weapon (evocation)

Warding Bond (abjuration)

Zone of Truth (enchantment)

**3rd Level**

Aura of Vitality (evocation)

Beacon of Hope (abjuration)

Bestow Curse (necromancy)

Clairvoyance (divination)

Create Food and Water (conjuration)

Daylight (evocation)

Dispel Magic (abjuration)

Feign Death\* (necromancy)

Glyph of Warding (abjuration)

Life Transference (necromancy)

Lunar sanctum (conjuration)

Magic Circle (abjuration)

Mass Healing Word (evocation)

Meld into Stone\* (transmutation)

Protection from Energy (abjuration)

Remove Curse (abjuration and divination)

Revivify (necromancy)

Sending (evocation)

Speak with Dead (necromancy)

Spirit Guardians (conjuration)

Spirit Shroud (necromancy)

Summon Undead (conjuration, Necromancy)

Tongues (divination)

Water Walk\* (transmutation)

**4th Level**

Aura of life (abjuration)

Aura of purity (abjuration)

Banishment (abjuration)

Control Water (transmutation)

Death Ward (abjuration)

Divination\* (divination)

Freedom of Movement (abjuration)

Guardian of Faith (conjuration)

Locate Creature (divination)

Stone Shape (transmutation)