



DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH	PROFICIENCY BONUS
DEXTERITY	Strength ○ Dexterity ○ Constitution ○ Intelligence ○ Wisdom ○ Charisma <small>CONDITIONAL</small>
CONSTITUTION	SAVING THROWS
INTELLIGENCE	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) <small>SKILLS</small>
WISDOM	PASSIVE PERCEPTION
CHARISMA	INITIATIVE

ARMOR	STEALTH DISADVANTAGE
SHIELD	AC
ARMOR CLASS	

MAXIMUM	HIT DICE	TEMPORARY
CURRENT HIT POINTS		
DEATH SAVING THROWS		

SPEED	FLY	CLIMB	SWIM
VISION	INSPIRATION	EXHAUSTION	
SPEED, SENSES, & CONDITIONS			

RACIAL TRAITS			
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NAME	RANGE	ATTACK	DAMAGE / TYPE

ATTACKS & SPELLCASTING

Mobile. When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn. When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

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 11 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.

Charm Animals and Plants (Action—Channel Divinity). 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 (Reaction). 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.

Divine Strike. Once on each of your turn +1d8 cold, fire, or lightning damage with a weapon attack.

FEATURES & TRAITS

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

Weapon Proficiencies. Simple Weapons

Tool Proficiencies. Herbalism kit

Languages. Common, Goblin, Primordial

PROFICIENCIES & LANGUAGES



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I'm oblivious to etiquette and social expectations. I often get lost in my own thoughts and contemplation, becoming oblivious to my surroundings.

PERSONALITY TRAITS

Greater Good. My gifts are meant to be shared with all, not used for my own benefit. (Good)

IDEAL

Nothing is more important than the other members of my family.

BOND

I am dogmatic in my thoughts and philosophy.

FLAW

BACKGROUND STORY

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who or consigned you to exile, and hence the reason for your return to society.

BACKGROUND FEATURE

A needle that never bends

TRINKET

ADDITIONAL FEATURES

ADVENTURING GEAR

lb.

MAGIC ITEMS

lb.

Amulet. A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. Appendix PH-B "Fantasy-Historical Pantheons" lists the symbols commonly associated with many gods in the multiverse. A cleric or paladin can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

Staff of the Python. Allows to cast Moonbeam once per Day

Amulet of the Hunt. Advantage on Initiative Rolls once per day

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.

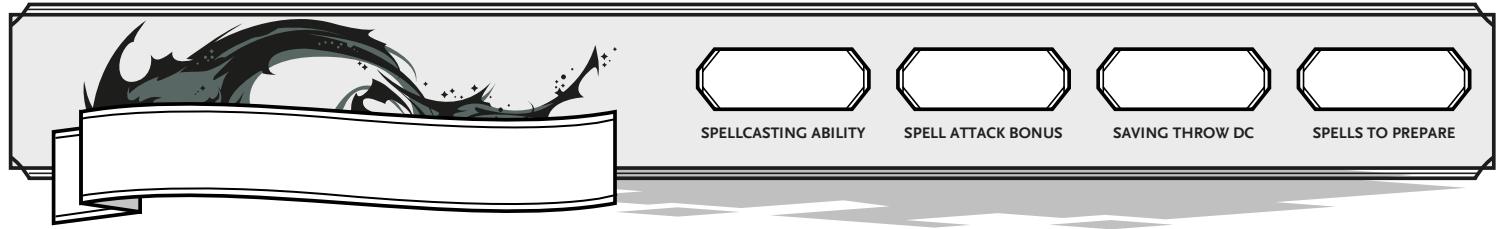
STORED ITEMS

QUEST ITEMS & TRINKETS

Der Ruf der Göttin
Noch ehe die Sonne ganz über die Baumwipfel steigt, findet ihr Simus und Kriv am Rand des Lagers. Simus hält ein versiegeltes Schreiben in der Hand, das Wachs bereits gebrochen. Kriv steht dicht bei ihm, sein Blick ernst. Simus sieht euch an, die Worte schwer auf seiner Zunge. „Heute Nacht erhielt ich eine göttliche Eingabeung. Mein Orden braucht mich – dringend. Etwas wurde gefunden, das nie hätte ans Licht kommen dürfen. Ich muss dorthin, sofort.“ Kriv verschränkt die Arme. „Und er geht nicht allein. Ich kenne die Region, und ehrlich gesagt – ich traue dem Ganzen nicht. Das klingt nicht nach einem Auftrag für einen Priester allein.“ Simus nickt langsam. „Wir haben überlegt, euch zu bitten, mitzukommen... aber wir dürfen euch nicht in Gefahr bringen. Der Ort, an den wir müssen, ist geweitet – und zugleich verflucht. Fremde würden nur Misstrauen wecken. Es muss schnell gehen, diskret und ohne Aufsehen.“ Kriv legt seine Hand auf den Griff seiner Axt. „Ihr habt eure Mission – und wir haben unsere. Wenn die Götter wollen, kreuzen sich unsere Wege bald wieder.“ Ein letztes Nicken, ein stiller Blick in die Runde – und dann verschwinden die beiden wortlos zwischen den Bäumen, auf einem Weg, den nur sie gehen können. Die Nacht war still gewesen – doch in ihrem Herzen hatte sie gerufen. Simus, Priester der Göttin Mielikki, war jäh aus dem Schlaf gerissen worden, als ein uralter Vers durch seine Träume hallte. Flüsternd, fordernd, erfüllt von göttlicher Dringlichkeit. Inmitten des Lagers, zwischen Wurzeln und Moos, hatte er sich niedergekniet – und ihre Worte empfangen. „Der Wald blutet. Die Hand, die einst deine Heimat schändete, greift erneut. Folge dem Ruf.“ Simus zögerte nicht. Die Spuren deuteten auf dieselben Feinde, die einst seine Heimat niedergebrannt hatten – ein dunkler Kult, verborgen im Dickicht vergessener Götzen. Berufen durch Glauben, geleitet durch göttliches Wissen, trat Simus seine Reise zum Haupttempel an – begleitet von Kriv, seinem schweigsamen Weggefährten. Was sie dort finden würden, lag im Schatten der Geschichte verborgen. Doch Mielikki hatte gesprochen – und Simus würde antworten. Sechs Tage waren vergangen, als Simus erneut aus dem Schatten der Bäume trat – erschöpft, doch mit klarer Bestimmung in den Augen. Ohne Kriv. Der Angriff auf den Haupttempel war fehlgeschlagen – zumindest teilweise. Die dunklen Eindringlinge, deren Gesichter hinter Zeichen alter Flüche verborgen lagen, hatten es nicht vermocht, den gestohlenen Gegenstand vollständig zu entwenden. Der Orden hatte ihn, schwer beschädigt, zurückgeholt – ein Artefakt von unheilvoller Macht, nun in Sicherheit. Vorerst. Doch die Gefahr war nicht gebannt. Die Angreifer waren spurlos verschwunden. Ihr Ziel – und ihr Ursprung – blieben im Verborgenen. Zu wenig war bekannt, zu groß das Risiko eines weiteren, größeren Angriffs. Kriv hatte beschlossen, im Tempel zu bleiben. Als Krieger mit tiefer Kenntnis des Geländes und alter Verteidigungstechniken konnte er dem Orden helfen, sich für das Kommando zu wappnen. Simus hingegen hatte einen anderen Weg gewählt. Die Göttin hatte erneut zu ihm gesprochen: „Wissen allein reicht nicht – es braucht Bindung, Mut, Vertrauen. Und Verbündete.“ Er musste wachsen – in Kraft, im Glauben, in der Gemeinschaft. Und er musste jene wiederfinden, die einst Seite an Seite mit ihm standen. So war er zurückgekehrt – um Antworten zu suchen, Stärke zu finden und vielleicht... Kriv eines Tages mit Hoffnung statt mit Warnung zu entgegnen.

NOTES

NOTES



CANTRIPS	4 SPELL SLOTS	3 SPELL SLOTS	3 SPELL SLOTS	2 SPELL SLOTS
1ST LEVEL	4 SPELL SLOTS	3 SPELL SLOTS	3 SPELL SLOTS	2 SPELL SLOTS
2ND LEVEL	3 SPELL SLOTS	3 SPELL SLOTS	3 SPELL SLOTS	2 SPELL SLOTS
3RD LEVEL	3 SPELL SLOTS	3 SPELL SLOTS	3 SPELL SLOTS	2 SPELL SLOTS
4TH LEVEL	2 SPELL SLOTS	2 SPELL SLOTS	2 SPELL SLOTS	1 SPELL SLOT

Druidcraft

Transmutation Cantrip

CASTING TIME 1 action

RANGE 30 feet

DURATION Instantaneous

COMPONENTS V, S

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

Acolyte of Nature (Cleric)

Player's Handbook

Light

Evocation Cantrip

CASTING TIME 1 action

RANGE Touch

DURATION 1 hour

COMPONENTS V, M (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.

Spellcasting (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

Sacred Flame

Evocation Cantrip

CASTING TIME 1 action

RANGE 60 feet

DURATION Instantaneous

COMPONENTS V, S

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).

Spellcasting (Cleric)

Player's Handbook

Word of Radiance

Evocation Cantrip

CASTING TIME 1 action

RANGE 5 feet

DURATION Instantaneous

COMPONENTS V, M (a holy symbol)

You utter a divine word, and burning radiance erupts from you. Each creature of your choice that you can see within range must succeed on a Constitution saving throw or take 1d6 radiant damage.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Spellcasting (Cleric)

Xanathar's Guide to Everything

Animal Friendship

1st-level enchantment

CASTING TIME 1 action

RANGE 30 feet

DURATION 24 hours

COMPONENTS V, S, M (a morsel of food)

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

Nature Domain (Cleric)

Player's Handbook

Cure Wounds

1st-level evocation

CASTING TIME 1 action

RANGE Touch

DURATION Instantaneous

COMPONENTS V, S

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.

Prepared (Cleric)

Player's Handbook

Guiding Bolt

1st-level evocation

CASTING TIME 1 action

RANGE 120 feet

DURATION 1 round

COMPONENTS V, S

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.

Prepared (Cleric)

Player's Handbook

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

Speak with Animals

1st-level divination (ritual)

CASTING TIME 1 action

RANGE Self

DURATION 10 minutes

COMPONENTS V, S

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

Nature Domain (Cleric)

Player's Handbook

Aid

2nd-level abjuration

CASTING TIME 1 action

RANGE 30 feet

DURATION 8 hours

COMPONENTS V, S, M (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.

Prepared (Cleric)

Player's Handbook

Barkskin

2nd-level transmutation

CASTING TIME 1 action

RANGE Touch

DURATION Concentration, up to 1 hour

COMPONENTS V, S, M (a handful of oak bark)

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

Nature Domain (Cleric)

Player's Handbook

Spike Growth

2nd-level transmutation

CASTING TIME 1 action

RANGE 150 feet

DURATION Concentration, up to 10 minutes

COMPONENTS V, S, M (seven sharp thorns or seven small twigs, each sharpened to a point)

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

Nature Domain (Cleric)

Player's Handbook

Spiritual Weapon

2nd-level evocation

CASTING TIME 1 bonus action

RANGE 60 feet

DURATION 1 minute

COMPONENTS V, S

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 the 2nd.

Prepared (Cleric)

Player's Handbook

Warding Bond

2nd-level abjuration

CASTING TIME 1 action

RANGE Touch

DURATION 1 hour

COMPONENTS V, S, M (a pair of platinum rings worth at least 50 gp each, which you and 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.

Prepared (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

Plant Growth

3rd-level transmutation

CASTING TIME 1 action or 8 hours

RANGE 150 feet

DURATION Instantaneous

COMPONENTS V, S

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits.

If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves.

You can exclude one or more areas of any size within the spell's area from being affected.

If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

Nature Domain (Cleric)

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.

Prepared (Cleric)

Player's Handbook

Spirit Guardians

3rd-level conjuration

CASTING TIME	1 action
RANGE	Self (15-foot-radius)
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (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 5th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Prepared (Cleric)

Player's Handbook

Wind Wall

3rd-level evocation

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a tiny fan and a feather of exotic origin)

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

Nature Domain (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.

Prepared (Cleric)

Player's Handbook

Dominate Beast

4th-level enchantment

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

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell with a 5th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 6th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 7th level or higher, the duration is concentration, up to 8 hours.

Nature Domain (Cleric)

Player's Handbook

Grasping Vine

4th-level conjuration

CASTING TIME	1 bonus action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You conjure a vine that sprouts from the ground in an unoccupied space of your choice that you can see within range. When you cast this spell, you can direct the vine to lash out at a creature within 30 feet of it that you can see. That creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the vine. Until the spell ends, you can direct the vine to lash out at the same creature or another one as a bonus action on each of your turns.

Nature Domain (Cleric)

Player's Handbook

Stone Shape

4th-level transmutation

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

Prepared (Cleric)

Player's Handbook

A backpack is a leather pack carried on the back, typically with straps to secure it. A backpack can hold 1 cubic foot/30 pounds of gear.

You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. Appendix PH-B "Fantasy-Historical Pantheons" lists the symbols commonly associated with many gods in the multiverse. A cleric or paladin can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

Proficiency with an herbalism kit allows you to identify plants and safely collect their useful elements.

Components. An herbalism kit includes pouches to store herbs, clippers and leather gloves for collecting plants, a mortar and pestle, and several glass jars.

Arcana. Your knowledge of the nature and uses of herbs can add insight to your magical studies that deal with plants and your attempts to identify potions.

Investigation. When you inspect an area overgrown with plants, your proficiency can help you pick out details and clues that others might miss.

Medicine. Your mastery of herbalism improves your ability to treat illnesses and wounds by augmenting your methods of care with medicinal plants.

Nature and Survival. When you travel in the wild, your skill in herbalism makes it easier to identify plants and spot sources of food that others might overlook.

Identify Plants. You can identify most plants with a quick inspection of their appearance and smell.

HERBALISM KIT

Activity DC

Find plants 15

Identify poison 20

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ripples and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a *bag of holding* inside an extradimensional space created by a *handy haversack*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

You regain 4d4 + 4 hit points when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. Appendix PH-B "Fantasy-Historical Pantheons" lists the symbols commonly associated with many gods in the multiverse. A cleric or paladin can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

Alchemist's supplies enable a character to produce useful concoctions, such as acid or alchemist's fire.

Components. Alchemist's supplies include two glass beakers, a metal frame to hold a beaker in place over an open flame, a glass stirring rod, a small mortar and pestle, and a pouch of common alchemical ingredients, including salt, powdered iron, and purified water.

Arcana. Proficiency with alchemist's supplies allows you to unlock more information on Arcana checks involving potions and similar materials.

Investigation. When you inspect an area for clues, proficiency with alchemist's supplies grants additional insight into any chemicals or other substances that might have been used in the area.

Alchemical Crafting. You can use this tool proficiency to create alchemical items. A character can spend money to collect raw materials, which weigh 1 pound for every 50 gp spent. The DM can allow a character to make a check using the indicated skill with advantage. As part of a long rest, you can use alchemist's supplies to make one dose of acid, alchemist's fire, antitoxin, oil, perfume, or soap. Subtract half the value of the created item from the total gp worth of raw materials you are carrying.

ALCHEMIST'S SUPPLIES

Activity DC

Create a puff of thick smoke 10

Identify a poison 10

Identify a substance 15

Start a fire 15

Neutralize acid 20

You can use an action to speak this staff's command word and throw the staff on the ground within 10 feet of you. The staff becomes a giant constrictor snake under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the staff to its normal form in a space formerly occupied by the snake.

On your turn, you can mentally command the snake if it is within 60 feet of you and you aren't incapacitated. You decide what action the snake takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

If the snake is reduced to 0 hit points, it dies and reverts to its staff form. The staff then shatters and is destroyed. If the snake reverts to staff form before losing all its hit points, it regains all of them.

While wearing this amulet, you are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors.

This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints.