D&D BEYOND

Tempest Fury

CHARACTER NAME

Cleric 14 [Tempest Domain]
CLASS & LEVEL

PLAYER NAME

Water Genasi
RACE

Sailor
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+4	18
DEXTERITY	+0	10
CONSTITUTION	+2	15
INTELLIGENCE	+0	10
WISDOM	+4	18
CHARISMA	-1	8

○	+4	Strength
○	+0	Dexterity
○	+2	Constitution
○	+0	Intelligence
⊙	+9	Wisdom
⊙	+4	Charisma

Saving Throw Modifiers

SAVING THROWS

○	+0	Acrobatics	DEX
○	+4	Animal Handling	WIS
○	+0	Arcana	INT
Ⓟ	+9	Athletics	STR
○	-1	Deception	CHA
○	+0	History	INT
Ⓟ	+9	Insight	WIS
○	-1	Intimidation	CHA
○	+0	Investigation	INT
○	+4	Medicine	WIS
○	+0	Nature	INT
Ⓟ	+9	Perception	WIS
○	-1	Performance	CHA
○	-1	Persuasion	CHA
Ⓟ	+5	Religion	INT
○	+0	Sleight of Hand	DEX
○	+0	Stealth	DEX
○	+4	Survival	WIS
○			
○			
○			

SKILLS

+0
INITIATIVE

ARMOR
20
CLASS

Resistances - Acid
DEFENSES

INSPIRATION

+5
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 30 ft. (Swimming)
SPEED

Max HP: 101
Current HP:
Temp HP: --
HIT POINTS

Total: 14d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Navigator's Tools, Vehicles (Water)

=== LANGUAGES ===
Common, Primordial

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Divine Intervention • 1 / Long Rest
As an action, request your deity's aid and roll percentile dice. If the number rolled is equal to or less than your cleric level, your deity intervenes. If successful, you can't use this feature again for 7 days, otherwise, you can use it again after a long rest. At 20th level, your request succeeds automatically.

=== BONUS ACTIONS ===
Harness Divine Power • 2 / Long Rest
You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you regain one expended spell slot of up to level 3. You regain all expended uses when you finish a long rest.

Tavern Brawler Grapple
When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

=== REACTIONS ===
Wrath of the Storm • 4 / Long Rest
When a creature within 5 ft. that you can see hits you with an attack, you can use your reaction to cause

ACTIONS

19	PASSIVE WISDOM (PERCEPTION)
19	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger, +1	+10	1d4+5 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Javelin, +1	+10	1d6+5 Piercing	Simple, Thrown, Range (30/120)
Longsword, +1	+10	1d8+5 Slashing	Martial, Versatile
Sunforger	+11	1d8+6 Bludgeoning	Martial, Versatile
Trident, +1	+10	1d6+5 Piercing	Martial, Thrown, Versatile, Range (20/60)
Unarmed Strike	+9	1d4+4 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Tempest Fury

CHARACTER NAME

Cleric 14 [Tempest Domain]		
CLASS & LEVEL		PLAYER NAME
Water Genasi	Sailor	
RACE	BACKGROUND	EXPERIENCE POINTS

=== CLERIC FEATURES ===

* Additional Cleric Spells • TCoE 30
Your Cleric has additional spells available to them, as designated in Tasha's Cauldron of Everything.

* Hit Points • PHB 57

* Proficiencies • PHB 57

* Spellcasting • PHB 58
You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 17, Spell Attack +9) and prepared cleric spells as rituals if they have the ritual tag. You can use a holy symbol as a spellcasting focus.

* Divine Domain • PHB 58
You choose a divine domain that grants you additional spells and other features related to your deity.

| Tempest Domain

* Bonus Proficiencies • PHB 62
You gain proficiency with martial weapons and heavy armor.

* Wrath of the Storm • PHB 62
When a creature within 5 ft. that you can see hits you with an attack, you can use your reaction to cause the creature to make a DEX saving throw (DC 17 or it takes 2d8 lightning or thunder damage (your choice), half damage on success).

| 4 / Long Rest • 1 Reaction

* Harness Divine Power • TCoE 30
You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you regain one expended spell slot of up to level 3. You can use this feature 2 times. You regain all expended uses when you finish a long rest.

| 2 / Long Rest • 1 Bonus Action

* Channel Divinity • PHB 58
You can channel divine energy to fuel magical effects a number of times per short rest

| 2 / Short Rest • Special

| Channel Divinity: Turn Undead: 1 Action

* Channel Divinity: Destructive Wrath • PHB 62
You can use Channel Divinity to deal maximum damage instead of rolling for lightning or thunder damage.

| Special

* Cantrip Versatility • TCoE 31
Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the cleric spell list.

* Ability Score Improvement • PHB 59

* Destroy Undead • PHB 59
When an undead fails its saving throw against your Turn Undead feature, it is instantly destroyed if its CR is lower than the threshold for your level.

* Thunderbolt Strike • PHB 62
When you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

* Blessed Strikes • TCoE 31
When a creature takes damage from one of your cantrips or weapon attacks, you can also deal 1d8 radiant damage to that creature. Once you deal this damage, you can't use this feature again until the start of your next turn.

| Special

* Divine Intervention • PHB 59
As an action, request your deity's aid and roll percentile dice. If the number rolled is equal to or less than your cleric level, your deity intervenes. If successful, you can't use this feature again for 7 days, otherwise, you can use it again after a long rest. At 20th level, your request succeeds automatically.

| 1 / Long Rest • 1 Action

=== WATER GENASI RACIAL TRAITS ===

* Acid Resistance • EE
You have resistance to acid damage.

* Amphibious • EE
You can breathe air and water.

* Swim • EE
You have a swimming speed of 30 feet.

* Call to the Wave • EE
You know the shape water cantrip. You can cast create or destroy water (2nd) once per long rest. CON is your spellcasting ability.

=== FEATS ===

* Tavern Brawler • PHB 170
Increase your STR or CON score by 1. You are proficient with improvised weapons. Your unarmed strike uses a d4 for damage. When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	1

WEIGHT CARRIED	164.52 lb.
ENCUMBERED	270 lb.
PUSH/DRAG/LIFT	540 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Splint, +1	1	60 lb.	Bedroll	1	7 lb.
Shield	1	6 lb.	Clothes, Traveler's	1	4 lb.
Longsword, +1	1	3 lb.	Flask or Tankard	1	1 lb.
Trident, +1	1	4 lb.	Healer's Kit	1	3 lb.
Sunforger	1	2 lb.	Mess Kit	1	1 lb.
Dagger, +1	1	1 lb.	Navigator's Tools	1	2 lb.
Javelin, +1	4	8 lb.	Rations (1 day)	10	20 lb.
Bag of Holding	1	15 lb.	Rope, Silk (50 feet)	1	5 lb.
Boots of Elvenkind	1	--	Sack	2	1 lb.
Decanter of Endless Water	1	2 lb.	Tinderbox	1	1 lb.
Goggles of Night	1	--	Torch	5	5 lb.
Ring of Water Walking	1	--	ATTUNED MAGIC ITEMS	QTY	WEIGHT
Heward's Handy Haversack	1	5 lb.	Sunforger	1	2 lb.
Potion of Healing (Greater)	1	0.5 lb.	Amulet of the Devout, +1	1	--
Pole of Collapsing	1	--			

EQUIPMENT

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CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
Tempest Fury	Cleric 14 [Tempest Domain]	

RACE	BACKGROUND	EXPERIENCE POINTS
Water Genasi	Sailor	

grapple the target.

| Tavern Brawler Strike: 1 Action

| Tavern Brawler Grapple: 1 Bonus Action

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Golden Reliquary (500 gp)	1	--			
Amulet of the Devout, +1	1	--			
Emblem	1	--			
Pouch	2	2 lb.			
Waterskin	1	5 lb.			
Whetstone	1	1 lb.			

ADDITIONAL EQUIPMENT

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D&D BEYOND

Tempest Fury

CHARACTER NAME

Female	38	Medium	5' 9"	214
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	Clangeddin Silv	Aqua	Blue	Green
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

My friends know they can rely on me, no matter what.
I stretch the truth for the sake of a good story.

PERSONALITY TRAITS

Fairness. We all do the work, so we all share in the rewards. (Lawful)

IDEALS

I'll always remember my first ship.

BONDS

Once someone questions my courage, I never back down no matter how dangerous the situation.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Cleric	WIS	18	+10
SPELLCASTING CLASS	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Word of Radiance	Cleric	CON 18	1A	5 ft.	V,M	Instantaneous	XGtE 171	V/M
O	Guidance <C>	Cleric	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
O	Sacred Flame	Cleric	DEX 18	1A	60 ft.	V,S	Instantaneous	PHB 272	V/S
O	Toll the Dead	Cleric	WIS 18	1A	60 ft.	V,S	Instantaneous	XGtE 169	V/S
O	Thaumaturgy	Cleric	--	1A	30 ft.	V	1 minute	PHB 282	D: 1m, V
O	Shape Water	Call to the Wave	--	1A	30 ft./5 ft. Cube	S	Instantaneous	EE 164	5 ft. Cube, S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
O	Guiding Bolt	Cleric	+10	1A	120 ft.	V,S	1 round	PHB 248	D: 1Rnd, V/S
O	Shield of Faith <C>	Cleric	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
O	Bless <C>	Cleric	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
O	Sanctuary	Cleric	WIS 18	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
P	Fog Cloud <C>	Cleric (Always Prepared)	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 1 hour	PHB 243	D: 1h, 20 ft. Sphere, V/S
P	Thunderwave	Cleric (Always Prepared)	CON 18	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, V/S
O	Bane <C>	Cleric	CHA 18	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
O	Command	Cleric	WIS 18	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
O	Create or Destroy Water	Cleric	--	1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB 229	30 ft. Cube, V/S/M
O	Cure Wounds	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	Detect Evil and Good <C>	Cleric	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Detect Magic [R]<C>	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Detect Poison and Disease [R]<C>	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S/M
O	Inflict Wounds	Cleric	+10	1A	Touch	V,S	Instantaneous	PHB 253	V/S
O	Protection from Evil and Good <C>	Cleric	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
O	Purify Food and Drink [R]	Cleric	--	1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
O	Ceremony [R]	Cleric	--	1h + 10m	Touch	V,S,M	Instantaneous	XGtE 151	V/S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Spiritual Weapon	Cleric	+10	1BA	60 ft.	V,S	1 minute	PHB 278	D: 1m, V/S
O	Enhance Ability <C>	Cleric	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 237	D: 1h, V/S/M
O	Silence [R]<C>	Cleric	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 275	D: 10m, 20 ft. Sphere, V/S
P	Gust of Wind <C>	Cleric (Always Prepared)	STR 18	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	D: 1m, V/S/M
P	Shatter	Cleric (Always Prepared)	CON 18	1A	60 ft./10 ft. Sphere	V,S,M	Instantaneous	PHB 275	10 ft. Sphere, V/S/M
O	Aid	Cleric	--	1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Augury [R]	Cleric	--	11m	Self	V,S,M	Instantaneous	PHB 215	V/S/M
O	Blindness/Deafness	Cleric	CON 18	1A	30 ft.	V	1 minute	PHB 219	D: 1m, V
O	Calm Emotions <C>	Cleric	CHA 18	1A	60 ft./20 ft. Sphere	V,S	Concentration, up to 1 minute	PHB 221	D: 1m, 20 ft. Sphere, V/S
O	Continual Flame	Cleric	--	1A	Touch	V,S,M	Until dispelled	PHB 227	D: Until Dispelled, V/S/M
O	Find Traps	Cleric	--	1A	120 ft.	V,S	Instantaneous	PHB 241	V/S
O	Gentle Repose [R]	Cleric	--	1A + 10m	Touch	V,S,M	10 days	PHB 245	D: 10d, V/S/M
O	Hold Person <C>	Cleric	WIS 18	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
O	Lesser Restoration	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
O	Locate Object <C>	Cleric	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
O	Prayer of Healing	Cleric	--	10m	30 ft.	V	Instantaneous	PHB 267	V
O	Protection from Poison	Cleric	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
O	Warding Bond	Cleric	--	1A	Touch	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
O	Zone of Truth	Cleric	CHA 18	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S
O	Create or Destroy Water	Call to the Wave	--	1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB 229	1/LR, Ext. Area: 35 ft., 30 ft. Cube, V/S/M

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D&D BEYOND

Cleric

SPELLCASTING CLASS

WIS	18	+10
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 3rd LEVEL ===	3 Slots OOO							
O	Dispel Magic	Cleric	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
O	Spirit Guardians <C>	Cleric	WIS 18	1A	Self/15 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 278	D: 10m, 15 ft. Sphere, V/S/M
P	Call Lightning <C>	Cleric (Always Prepared)	DEX 18	1A	120 ft./60 ft. Cylinder	V,S	Concentration, up to 10 minutes	PHB 220	D: 10m, 60 ft. Cylinder, V/S
P	Sleet Storm <C>	Cleric (Always Prepared)	DEX 18	1A	150 ft./40 ft. Cylinder	V,S,M	Concentration, up to 1 minute	PHB 276	D: 1m, 40 ft. Cylinder, V/S/M
O	Animate Dead	Cleric	--	1m	10 ft.	V,S,M	Instantaneous	PHB 212	V/S/M
O	Beacon of Hope <C>	Cleric	--	1A	30 ft.	V,S	Concentration, up to 1 minute	PHB 217	D: 1m, V/S
O	Bestow Curse <C>	Cleric	WIS 18	1A	Touch	V,S	Concentration, up to 1 minute	PHB 218	D: 1m, V/S
O	Clairvoyance <C>	Cleric	--	10m	1 mile	V,S,M	Concentration, up to 10 minutes	PHB 222	D: 10m, V/S/M
O	Create Food and Water	Cleric	--	1A	30 ft.	V,S	Instantaneous	PHB 229	V/S
O	Daylight	Cleric	--	1A	60 ft./60 ft. Sphere	V,S	1 hour	PHB 230	D: 1h, 60 ft. Sphere, V/S
O	Glyph of Warding	Cleric	DEX 18	1h	Touch	V,S,M	Until dispelled or triggered	PHB 245	Special: Spell Glyph (See Description)*, D: Until Dispelled or Triggered, V/S/M
O	Magic Circle	Cleric	CHA 18	1m	10 ft./10 ft. Cylinder	V,S,M	1 hour	PHB 256	D: 1h, 10 ft. Cylinder, V/S/M
O	Mass Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB 258	V
O	Meld into Stone [R]	Cleric	--	1A + 10m	Touch	V,S	8 hours	PHB 259	D: 8h, V/S
O	Protection from Energy <C>	Cleric	--	1A	Touch	V,S	Concentration, up to 1 hour	PHB 270	D: 1h, V/S
O	Remove Curse	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 271	V/S
O	Revivify	Cleric	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
O	Sending	Cleric	--	1A	Unlimited	V,S,M	1 round	PHB 274	D: 1Rnd, V/S/M
O	Speak with Dead	Cleric	--	1A	10 ft.	V,S,M	10 minutes	PHB 277	D: 10m, V/S/M
O	Tongues	Cleric	--	1A	Touch	V,M	1 hour	PHB 283	D: 1h, V/M
O	Water Walk [R]	Cleric	--	1A + 10m	30 ft.	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
O	Feign Death [R]	Cleric	--	1A + 10m	Touch	V,S,M	1 hour	PHB 240	D: 1h, V/S/M
O	Life Transference	Cleric	--	1A	30 ft.	V,S	Instantaneous	XGtE 160	V/S
O	Fast Friends <C>	Cleric	WIS 18	1A	30 ft.	V	Concentration, up to 1 hour	AI 75	D: 1h, V
O	Incite Greed <C>	Cleric	WIS 18	1A	30 ft.	V,S,M	Concentration, up to 1 minute	AI 76	D: 1m, V/S/M
O	Motivational Speech	Cleric	--	1m	60 ft.	V	1 hour	AI 77	D: 1h, V
O	Spirit Shroud <C>	Cleric	--	1BA	Self	V,S	Concentration, up to 1 minute	TCoE 108	D: 1m, V/S
	=== 4th LEVEL ===	3 Slots OOO							
O	Death Ward	Cleric	--	1A	Touch	V,S	8 hours	PHB 230	D: 8h, V/S
O	Banishment <C>	Cleric	CHA 18	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 217	D: 1m, V/S/M
P	Control Water <C>	Cleric (Always Prepared)	STR 18	1A	300 ft.	V,S,M	Concentration, up to 10 minutes	PHB 227	D: 10m, V/S/M
P	Ice Storm	Cleric (Always Prepared)	DEX 18	1A	300 ft./20 ft. Cylinder	V,S,M	Instantaneous	PHB 252	20 ft. Cylinder, V/S/M
O	Divination [R]	Cleric	--	1A + 10m	Self	V,S,M	Instantaneous	PHB 234	V/S/M
O	Freedom of Movement	Cleric	--	1A	Touch	V,S,M	1 hour	PHB 244	D: 1h, V/S/M
O	Guardian of Faith	Cleric	DEX 18	1A	30 ft.	V	8 hours	PHB 246	D: 8h, V
O	Locate Creature <C>	Cleric	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 256	D: 1h, V/S/M
O	Stone Shape	Cleric	--	1A	Touch	V,S,M	Instantaneous	PHB 278	V/S/M
	=== 5th LEVEL ===	2 Slots OO							
O	Greater Restoration	Cleric	--	1A	Touch	V,S,M	Instantaneous	PHB 246	V/S/M
O	Summon Celestial <C>	Cleric	--	1A	90 ft.	V,S,M	Concentration, up to 1 hour	TCoE 110	D: 1h, V/S/M
P	Destructive Wave	Cleric (Always Prepared)	CON 18	1A	Self/30 ft. Sphere	V	Instantaneous	PHB 231	30 ft. Sphere, V
P	Insect Plague <C>	Cleric (Always Prepared)	CON 18	1A	300 ft./20 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 254	D: 10m, 20 ft. Sphere, V/S/M
O	Commune [R]	Cleric	--	11m	Self	V,S,M	1 minute	PHB 223	D: 1m, V/S/M
O	Contagion	Cleric	CON 18 / +10	1A	Touch	V,S	7 days	PHB 227	D: 7d, V/S
O	Dispel Evil and Good <C>	Cleric	CHA 18 / +10	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 233	D: 1m, V/S/M
O	Flame Strike	Cleric	DEX 18	1A	60 ft./10 ft. Cylinder	V,S,M	Instantaneous	PHB 242	10 ft. Cylinder, V/S/M
O	Geas	Cleric	WIS 18	1m	60 ft.	V	30 days	PHB 244	Ext. D: (See Description)*, D: 30d, V

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Cleric

SPELLCASTING CLASS

WIS	18	+10
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Hallow	Cleric	CHA 18	24h	Touch/60 ft. Sphere	V,S,M	Until dispelled	PHB 249	D: Until Dispelled, 60 ft. Sphere, V/S/M
O	Legend Lore	Cleric	--	10m	Self	V,S,M	Instantaneous	PHB 254	V/S/M
O	Mass Cure Wounds	Cleric	--	1A	60 ft./30 ft. Sphere	V,S	Instantaneous	PHB 258	30 ft. Sphere, V/S
O	Planar Binding	Cleric	CHA 18	1h	60 ft.	V,S,M	24 hours	PHB 265	Ext. D: (See Description)*, D: 24h, V/S/M
O	Raise Dead	Cleric	--	1h	Touch	V,S,M	Instantaneous	PHB 270	V/S/M
O	Scrying <C>	Cleric	WIS 18	10m	Self	V,S,M	Concentration, up to 10 minutes	PHB 273	D: 10m, V/S/M
O	Dawn <C>	Cleric	CON 18	1A	60 ft./30 ft. Cylinder	V,S,M	Concentration, up to 1 minute	XGtE 153	D: 1m, 30 ft. Cylinder, V/S/M
O	Holy Weapon <C>	Cleric	CON 18	1BA	Touch	V,S	Concentration, up to 1 hour	XGtE 157	D: 1h, V/S
	=== 6th LEVEL ===	1 Slots O							
O	Heal	Cleric	--	1A	60 ft.	V,S	Instantaneous	PHB 250	V/S
O	Word of Recall	Cleric	--	1A	5 ft.	V	Instantaneous	PHB 289	V
O	Blade Barrier <C>	Cleric	DEX 18	1A	90 ft.	V,S	Concentration, up to 10 minutes	PHB 218	D: 10m, V/S
O	Create Undead	Cleric	--	1m	10 ft.	V,S,M	Instantaneous	PHB 229	Creatures: (See Description)*, V/S/M
O	Find the Path <C>	Cleric	--	1m	Self	V,S,M	Concentration, up to 1 day	PHB 240	D: 1d, V/S/M
O	Forbiddance [R]	Cleric	--	20m	Touch/40000 ft. Square Feet	V,S,M	1 day	PHB 243	D: 1d, 40000 ft. Square Feet, V/S/M
O	Harm	Cleric	CON 18	1A	60 ft.	V,S	Instantaneous	PHB 249	V/S
O	Heroes' Feast	Cleric	--	10m	30 ft.	V,S,M	Instantaneous	PHB 250	V/S/M
O	Planar Ally	Cleric	--	10m	60 ft.	V,S	Instantaneous	PHB 265	V/S
O	True Seeing	Cleric	--	1A	Touch	V,S,M	1 hour	PHB 284	D: 1h, V/S/M
	=== 7th LEVEL ===	1 Slots O							
O	Etherealness	Cleric	--	1A	Self	V,S	8 hours	PHB 238	D: 8h, V/S
O	Plane Shift	Cleric	CHA 18	1A	Touch	V,S,M	Instantaneous	PHB 266	V/S/M
O	Conjure Celestial <C>	Cleric	--	1m	90 ft.	V,S	Concentration, up to 1 hour	PHB 225	Special: (See Description)*, D: 1h, V/S
O	Divine Word	Cleric	CHA 18	1BA	30 ft.	V	Instantaneous	PHB 234	V
O	Fire Storm	Cleric	DEX 18	1A	150 ft.	V,S	Instantaneous	PHB 242	V/S
O	Regenerate	Cleric	--	1m	Touch	V,S,M	1 hour	PHB 271	D: 1h, V/S/M
O	Resurrection	Cleric	--	1h	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
O	Symbol	Cleric	--	1m	Touch/60 ft. Sphere	V,S,M	Until dispelled or triggered	PHB 280	D: Until Dispelled or Triggered, 60 ft. Sphere, V/S/M
O	Temple of the Gods	Cleric	CHA 18	1h	120 ft.	V,S,M	24 hours	XGtE 167	D: 24h, V/S/M

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