D&D BEYOND

Vivienne Sunward

CHARACTER NAME

Cleric 17
CLASS & LEVEL

PLAYER NAME

Aasimar
RACE

Acolyte
BACKGROUND

EXPERIENCE POINTS

STRENGTH	-1 (8)
DEXTERITY	+2 (14)
CONSTITUTION	+3 (17)
INTELLIGENCE	+0 (10)
WISDOM	+5 (20)
CHARISMA	+0 (10)

○	-1	Strength
○	+2	Dexterity
⊙	+9	Constitution
○	+0	Intelligence
⊙	+11	Wisdom
⊙	+6	Charisma

Saving Throw Modifiers

Advantage made to maintain your concentration on a spell when you take damage

SAVING THROWS

○	+2	Acrobatics	DEX
○	+5	Animal Handling	WIS
○	+0	Arcana	INT
○	-1	Athletics	STR
○	+0	Deception	CHA
Ⓟ	+6	History	INT
Ⓟ	+11	Insight	WIS
○	+0	Intimidation	CHA
○	+0	Investigation	INT
○	+5	Medicine	WIS
○	+0	Nature	INT
○	+5	Perception	WIS
○	+0	Performance	CHA
Ⓟ	+6	Persuasion	CHA
Ⓟ	+6	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
○	+5	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+2
INITIATIVE

ARMOR
22
CLASS

Resistances - Necrotic, Radiant
DEFENSES

INSPIRATION

+6
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
139		--

HIT POINTS

Total 17d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

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

=== WEAPONS ===
Simple Weapons

=== LANGUAGES ===
Celestial, Common, Elvish, Sylvan

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, you can request your deity's aid and roll percentile dice. If your roll is equal to or less than 17, your deity intervenes (your DM chooses the nature of the intervention). 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, no roll required.

Healing Hands • 1 / Long Rest
As an action, you can touch a creature and heal it for 6d4 hit points.

=== BONUS ACTIONS ===
Celestial Revelation • 1 / Long Rest
Once per long rest, you can use a bonus action to transform using your revelation which lasts for one minute or until you end it as a bonus action.

Celestial Revelation (Radiant Soul)
While transformed, you have a flying speed equal to your walking speed. In addition, once on each of your turns, you can deal an extra 6 radiant damage to

ACTIONS

15	PASSIVE WISDOM (PERCEPTION)
21	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +1	+9	1d8+3 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger, +1	+9	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Unarmed Strike	+5	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Vivienne Sunward

CHARACTER NAME

Cleric 17		
CLASS & LEVEL		PLAYER NAME
Aasimar	Acolyte	
RACE	BACKGROUND	EXPERIENCE POINTS

=== CLERIC FEATURES ===

* Hit Points • PHB 57

* Proficiencies • PHB 57

* Spellcasting • PHB 58
You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 19, Spell Attack +11) 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.

| Light Domain

* Bonus Cantrip • PHB 61
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 • PHB 61
When you are attacked by a creature (that can be blinded) within 30 ft. that you can see, you can use your reaction to impose disadvantage on the attack roll. You can use this feature 5 times per long rest.

| 5 / Long Rest • 1 Reaction

* 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: Radiance of the Dawn • PHB 61
As an action, you can use Channel Divinity and present your holy symbol to dispel any magical darkness within 30 ft. Additionally, each hostile creature within 30 ft. (that doesn't have total cover) must make a CON saving throw (DC 19) or take 2d10+17 radiant damage (half damage on success).

| 1 Action

* 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.

| Special

* Improved Flare • PHB 61
You can also use your Warding Flare feature when a creature that you can see within 30 ft. of you attacks a creature other than you.

* Potent Spellcasting • PHB 61
You add +5 to the damage you deal with any cleric cantrip.

* Divine Intervention • PHB 59
As an action, you can request your deity's aid and roll percentile dice. If your roll is equal to or less than 17, your deity intervenes (your DM chooses the nature of the intervention). 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, no roll required.

| 1 / Long Rest • 1 Action

* Corona of Light • PHB 61
As an action, you can activate an aura for 1 minute (or until you dismiss it as an action). You emit bright light in a 60-ft. radius and dim light for 30 ft. Enemies in the bright light have disadvantage on saving throws against any spell that deals fire or radiant damage.

| 1 Action

=== AASIMAR RACIAL TRAITS ===

* Ability Score Increases • MotM 5
When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

| Increase two scores (+2 / +1) •
Increase one of these scores by 2 and a different score by 1.

* Languages • MotM 5
Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

* Creature Type • MotM 7
You are a Humanoid.

* Size • MotM 7
You are Medium or Small. You choose the size when you select this race.

* Speed • MotM 7
Your walking speed is 30 ft.

* Celestial Resistance • MotM 7
You have resistance to necrotic damage and radiant damage.

* Darkvision • MotM 7

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	43
PP	100

WEIGHT CARRIED	135.36 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Bag of Holding	1	15 lb.	Pouch	1	1 lb.
Cloak of Displacement	1	--	Silver Mirror (1,000 gp)	1	--
Decanter of Endless Water	1	2 lb.	Gem-Encrusted Bowl (1,000 gp)	2	--
Immovable Rod	1	--	Tiny Reliquary (1,000 gp)	1	--
Ring of Spell Storing	1	--	Bedroll	1	7 lb.
Potion of Healing (Superior)	2	1 lb.	Blanket	1	3 lb.
Shield, +2	1	6 lb.	Candle	5	--
Crossbow, Light, +1	1	5 lb.	Clothes, Traveler's	1	4 lb.
Dagger, +1	1	1 lb.	Holy Water (flask)	1	1 lb.
Heward's Handy Haversack	1	5 lb.	Mess Kit	1	1 lb.
Mithral Half Plate, +1	1	40 lb.	Rations (1 day)	10	20 lb.
Amulet of the Devout, +2	1	--	ATTUNED MAGIC ITEMS	QTY	WEIGHT
Case, Crossbow Bolt	1	1 lb.	Amulet of the Devout, +2	1	--
Component Pouch	1	2 lb.			
Alms Box	1	--			

EQUIPMENT

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Vivienne Sunward

CHARACTER NAME

Cleric 17

CLASS & LEVEL

PLAYER NAME

Aasimar

RACE

Acolyte

BACKGROUND

EXPERIENCE POINTS

You can see in dim light within 60 ft. of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

* Healing Hands ? MotM 7
As an action, you can touch a creature and heal it for 6d4 hit points.

| 1 / Long Rest ? 1 Action

* Light Bearer ? MotM 7
You learn the light cantrip. Charisma is your spellcasting ability for it.

* Celestial Revelation ? MotM 7
You choose between one of three revelation options: Necrotic Shroud, Radiant Consumption, or Radiant Soul.

Once per long rest, you can use a bonus action to transform using your revelation which lasts for one minute or until you end it as a bonus action.

| Radiant Soul ?
While transformed:
- You have a flying speed equal to your walking speed.
- Once on each of your turns, you can deal an extra 6 radiant damage to one target when you deal damage to it with an attack or spell.

| Celestial Revelation (Radiant Soul): 1 Bonus Action

| 1 / Long Rest ? 1 Bonus Action

=== FEATS ===

* War Caster ? PHB 170
You have advantage on CON 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. You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

| 1 Reaction

* Resilient ? PHB 168
Increase the chosen ability score by 1 and you gain proficiency in saving throws using the chosen ability.

| Constitution ?
Increase your CON score by 1 and you gain proficiency in CON saving throws.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Rope, Silk (50 feet)	1	5 lb.			
Tinderbox	1	1 lb.			
Torch	5	5 lb.			
Waterskin	1	5 lb.			
Block of Incense	2	--			
Censer	1	--			
Vestments	1	--			
Crossbow Bolts	20	1.5 lb.			
Diamonds (300 gp)	2	--			
Diamond (1,000 gp)	1	--			

ADDITIONAL EQUIPMENT

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Vivienne Sunward

CHARACTER NAME

Female	27	Medium	5' 10"	160
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	Lathander	Fair	Bright blue	Golden blonde
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me. I quote (or misquote) sacred texts

PERSONALITY TRAITS

Tradition. The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)

IDEALS

I will someday get revenge on the corrupt temple hierarchy who branded me a heretic.

BONDS

My piety sometimes leads me to blindly trust those that profess faith in my god.

FLAWS

Vivienne Sunward was born under the auspices of a celestial event, her first cries accompanied by the rare alignment of three moons, bathing the land in a silvery glow. Her parents, devout followers of Lathander, the Morninglord, saw her birth as a sign of their god's favor and dedicated her to his service. Growing up in the temple, Vivienne was surrounded by the beauty of sacred art, the harmonious chants of morning prayers, and the warmth of a community united in faith.

From a young age, Vivienne exhibited an innate connection to the divine light. She could effortlessly soothe the pains of her playmates with a gentle touch, and her laughter seemed to brighten the darkest corners of the temple. Her education was steeped in the lore of Lathander, and she excelled in her studies, displaying a particular affinity for the history and traditions of her faith. However, it was during her initiation as an acolyte that her true potential began to shine.

During the ceremony, as she knelt before the altar, a beam of sunlight broke through the stained glass windows, enveloping her in a radiant aura. The priests and priestesses gasped in awe as Vivienne rose, her eyes aglow with a celestial light. From that day forth, she became known as Vivienne Sunward, chosen of Lathander.

As Vivienne grew into her role, she became a beacon of hope and a symbol of Lathander's grace. She spent her days tending to the needs of the temple's visitors, healing the sick, and offering guidance to those seeking the Morninglord's blessings. Her nights were devoted to study and prayer, deepening her understanding of her god's teachings and honing her abilities to channel his divine light.

However, Vivienne's idyllic existence within the temple walls was not to last. A schism arose within the clergy, a dispute over the interpretation of a sacred text that threatened to divide the community. Vivienne, with her unwavering devotion to tradition, found herself at odds with a faction of the priesthood that sought to reinterpret Lathander's teachings for their own gain.

The conflict escalated, and in a fateful confrontation, Vivienne's opponents, unable to sway her or challenge her in the light, resorted to deceit. They branded her a heretic, twisting her words and actions to fit their narrative. Heartbroken and betrayed, Vivienne was exiled from the temple, her name tarnished and her faith shaken.

But the Morninglord had not forsaken her. As she wandered, lost and alone, Lathander appeared to her in a vision, his voice a comforting warmth in the cold night. He revealed to her the true nature of her adversaries' corruption and charged her with a sacred mission: to restore the purity of his worship and bring his light to the darkest corners of the world.

Emboldened by her god's trust, Vivienne set out on her quest. She traveled through towns and villages, offering her healing hands and spreading the teachings of Lathander. Along the way, she encountered others who, like her, had been touched by the divine or cast out by society. Together, they formed a band of unlikely heroes, united in their purpose to combat the shadows that sought to engulf the land.

Vivienne's journey was fraught with challenges. She faced monsters that lurked in the darkness, corrupt leaders who twisted faith for their own ends, and the doubts that whispered in her own heart. Yet, with each trial, her resolve only strengthened, her powers grew, and her companions' loyalty deepened.

In time, Vivienne's deeds became the stuff of legend. Tales of the radiant cleric who wielded the light of Lathander to vanquish evil and heal the broken spread far and wide. And with each story, the truth of her innocence and the corruption of her accusers became clearer, until at last, the temple that had once cast her out welcomed her back with open arms.

Vivienne Sunward returned to her home not as an outcast, but as a hero. She forgave those who had wronged her, understanding that true strength lay in compassion and forgiveness. She took her place among the high clergy, her wisdom and experience shaping the future of Lathander's worship.

Yet, even as she assumed her new role, Vivienne knew that her mission was far from over. The world was vast, and there were still many who dwelled in darkness, in need of the Morninglord's light. And so, with her faithful companions by her side, she continued to venture forth, a shining beacon in the ever-turning cycle of dawn and dusk, embodying the eternal hope of a new day.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Cleric

SPELLCASTING CLASS

WIS	21	+13
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	Guidance <C>	Cleric	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
O	Sacred Flame	Cleric	DEX 21	1A	60 ft.	V,S	Instantaneous	PHB 272	V/S
O	Thaumaturgy	Cleric	--	1A	30 ft.	V	1 minute	PHB 282	D: 1m, V
O	Toll the Dead	Cleric	WIS 21	1A	60 ft.	V,S	Instantaneous	XGtE 169	V/S
O	Spare the Dying	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 277	V/S
P	Light	Light Bearer (Always Prepared)	DEX 16	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
O	Light	Bonus Cantrip	DEX 21	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
	=== 1st LEVEL ===	4 Slots OOOO							
O	Cure Wounds	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	Guiding Bolt	Cleric	+13	1A	120 ft.	V,S	1 round	PHB 248	D: 1Rnd, V/S
O	Bless <C>	Cleric	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
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	Protection from Evil and Good <C>	Cleric	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
P	Burning Hands	Cleric (Always Prepared)	DEX 21	1A	Self/15 ft. Cone	V,S	Instantaneous	PHB 220	15 ft. Cone, V/S
P	Faerie Fire <C>	Cleric (Always Prepared)	DEX 21	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	D: 1m, 20 ft. Cube, V
O	Bane <C>	Cleric	CHA 21	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
O	Command	Cleric	WIS 21	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	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	Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
O	Inflict Wounds	Cleric	+13	1A	Touch	V,S	Instantaneous	PHB 253	V/S
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	Sanctuary	Cleric	WIS 21	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
O	Ceremony [R]	Cleric	--	1h + 10m	Touch	V,S,M	Instantaneous	XGtE 151	V/S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Lesser Restoration	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
O	Prayer of Healing	Cleric	--	10m	30 ft.	V	Instantaneous	PHB 267	V
O	Spiritual Weapon	Cleric	+13	1BA	60 ft.	V,S	1 minute	PHB 278	D: 1m, V/S
P	Flaming Sphere <C>	Cleric (Always Prepared)	DEX 21	1A	60 ft./5 ft. Sphere	V,S,M	Concentration, up to 1 minute	PHB 242	D: 1m, 5 ft. Sphere, V/S/M
P	Scorching Ray	Cleric (Always Prepared)	+13	1A	120 ft.	V,S	Instantaneous	PHB 273	V/S
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 21	1A	30 ft.	V	1 minute	PHB 219	D: 1m, V
O	Calm Emotions <C>	Cleric	CHA 21	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	Enhance Ability <C>	Cleric	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 237	D: 1h, 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 21	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
O	Locate Object <C>	Cleric	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
O	Protection from Poison	Cleric	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
O	Silence [R]<C>	Cleric	--	1A + 10m	120 ft./20 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 275	D: 10m, 20 ft. Sphere, 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 21	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S
O	Borrowed Knowledge	Cleric	--	1A	Self	V,S,M	1 hour	SACoC 37	D: 1h, V/S/M

SPELLS

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D&D BEYOND

Cleric	WIS	21	+13
SPELLCASTING CLASS	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	Spirit Guardians <C>	Cleric	WIS 21	1A	Self/15 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 278	D: 10m, 15 ft. Sphere, V/S/M
O	Revivify	Cleric	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
P	Daylight	Cleric (Always Prepared)	--	1A	60 ft./60 ft. Sphere	V,S	1 hour	PHB 230	D: 1h, 60 ft. Sphere, V/S
P	Fireball	Cleric (Always Prepared)	DEX 21	1A	150 ft./20 ft. Sphere	V,S,M	Instantaneous	PHB 241	20 ft. Sphere, 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 21	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	Dispel Magic	Cleric	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
O	Glyph of Warding	Cleric	DEX 21	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 21	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	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 21	1A	30 ft.	V	Concentration, up to 1 hour	AI 75	D: 1h, V
O	Incite Greed <C>	Cleric	WIS 21	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	Banishment <C>	Cleric	CHA 21	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 217	D: 1m, V/S/M
O	Death Ward	Cleric	--	1A	Touch	V,S	8 hours	PHB 230	D: 8h, V/S
P	Guardian of Faith	Cleric (Always Prepared)	DEX 21	1A	30 ft.	V	8 hours	PHB 246	D: 8h, V
P	Wall of Fire <C>	Cleric (Always Prepared)	DEX 21	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 285	D: 1m, V/S/M
O	Control Water <C>	Cleric	STR 21	1A	300 ft.	V,S,M	Concentration, up to 10 minutes	PHB 227	D: 10m, 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	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	Mass Cure Wounds	Cleric	--	1A	60 ft./30 ft. Sphere	V,S	Instantaneous	PHB 258	30 ft. Sphere, V/S
O	Holy Weapon <C>	Cleric	CON 21	1BA	Touch	V,S	Concentration, up to 1 hour	XGtE 157	D: 1h, V/S
P	Flame Strike	Cleric (Always Prepared)	DEX 21	1A	60 ft./10 ft. Cylinder	V,S,M	Instantaneous	PHB 242	10 ft. Cylinder, V/S/M
P	Scrying <C>	Cleric (Always Prepared)	WIS 21	10m	Self	V,S,M	Concentration, up to 10 minutes	PHB 273	D: 10m, 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 21 / +13	1A	Touch	V,S	7 days	PHB 227	D: 7d, V/S
O	Dispel Evil and Good <C>	Cleric	CHA 21 / +13	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 233	D: 1m, V/S/M
O	Geas	Cleric	WIS 21	1m	60 ft.	V	30 days	PHB 244	Ext. D: (See Description)*, D: 30d, V
O	Greater Restoration	Cleric	--	1A	Touch	V,S,M	Instantaneous	PHB 246	V/S/M

SPELLS

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Cleric

SPELLCASTING CLASS

WIS	21	+13
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 21	24h	Touch/60 ft. Sphere	V,S,M	Until dispelled	PHB 249	D: Until Dispelled, 60 ft. Sphere, V/S/M
O	Insect Plague <C>	Cleric	CON 21	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	Legend Lore	Cleric	--	10m	Self	V,S,M	Instantaneous	PHB 254	V/S/M
O	Planar Binding	Cleric	CHA 21	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	Dawn <C>	Cleric	CON 21	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	Summon Celestial <C>	Cleric	--	1A	90 ft.	V,S,M	Concentration, up to 1 hour	TCoE 110	D: 1h, V/S/M
	=== 6th LEVEL ===	1 Slots O							
O	Heal	Cleric	--	1A	60 ft.	V,S	Instantaneous	PHB 250	V/S
O	Harm	Cleric	CON 21	1A	60 ft.	V,S	Instantaneous	PHB 249	V/S
O	Word of Recall	Cleric	--	1A	5 ft.	V	Instantaneous	PHB 289	V
O	Blade Barrier <C>	Cleric	DEX 21	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	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	Resurrection	Cleric	--	1h	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
O	Fire Storm	Cleric	DEX 21	1A	150 ft.	V,S	Instantaneous	PHB 242	V/S
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 21	1BA	30 ft.	V	Instantaneous	PHB 234	V
O	Etherealness	Cleric	--	1A	Self	V,S	8 hours	PHB 238	D: 8h, V/S
O	Plane Shift	Cleric	CHA 21	1A	Touch	V,S,M	Instantaneous	PHB 266	V/S/M
O	Regenerate	Cleric	--	1m	Touch	V,S,M	1 hour	PHB 271	D: 1h, 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 21	1h	120 ft.	V,S,M	24 hours	XGtE 167	D: 24h, V/S/M
	=== 8th LEVEL ===	1 Slots O							
O	Holy Aura <C>	Cleric	CON 21	1A	Self/30 ft. Sphere	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, 30 ft. Sphere, V/S/M
O	Earthquake <C>	Cleric	DEX 21	1A	500 ft.	V,S,M	Concentration, up to 1 minute	PHB 236	D: 1m, V/S/M
O	Antimagic Field <C>	Cleric	--	1A	Self/10 ft. Sphere	V,S,M	Concentration, up to 1 hour	PHB 213	D: 1h, 10 ft. Sphere, V/S/M
O	Control Weather <C>	Cleric	--	10m	Self/5 miles Sphere	V,S,M	Concentration, up to 8 hours	PHB 228	D: 8h, 5 miles Sphere, V/S/M
	=== 9th LEVEL ===	1 Slots O							
O	Mass Heal	Cleric	--	1A	60 ft.	V,S	Instantaneous	PHB 258	V/S
O	Astral Projection	Cleric	--	1h	10 ft.	V,S,M	Special	PHB 215	D: Special, V/S/M
O	Gate <C>	Cleric	--	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 244	D: 1m, V/S/M
O	True Resurrection	Cleric	--	1h	Touch	V,S,M	Instantaneous	PHB 284	V/S/M

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