D&D BEYOND

Squall Talonwind

CHARACTER NAME

Cleric 11		
CLASS & LEVEL		PLAYER NAME
Aarakocra	Sailor	
RACE	BACKGROUND	EXPERIENCE POINTS

STRENGTH	+4 (19)
DEXTERITY	+3 (16)
CONSTITUTION	+2 (14)
INTELLIGENCE	-1 (8)
WISDOM	+4 (18)
CHARISMA	+1 (12)

○	+5	Strength
○	+4	Dexterity
○	+3	Constitution
○	+0	Intelligence
⊙	+9	Wisdom
⊙	+6	Charisma

Saving Throw Modifiers

+1 Bonus on saves Advantage made to maintain your concentration on a spell

SAVING THROWS

○	+3	Acrobatics DEX
○	+4	Animal Handling WIS
○	-1	Arcana INT
Ⓟ	+8	Athletics STR
○	+1	Deception CHA
○	-1	History INT
Ⓟ	+8	Insight WIS
○	+1	Intimidation CHA
○	-1	Investigation INT
○	+4	Medicine WIS
○	-1	Nature INT
Ⓟ	+8	Perception WIS
○	+1	Performance CHA
○	+1	Persuasion CHA
Ⓟ	+3	Religion INT
○	+3	Sleight of Hand DEX
○	+3	Stealth DEX
○	+4	Survival WIS
○		
○		
○		

SKILLS

INITIATIVE: +3

ARMOR CLASS: 20

DEFENSES

INSPIRATION

PROFICIENCY BONUS: +4

ABILITY SAVE DC

SPEED: 30 ft. (Walking), 30 ft. (Flying)

Max HP	Current HP	Temp HP
80		--

HIT POINTS

Total 11d8

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, you can request your deity's aid and roll percentile dice. If your roll is equal to or less than 11, 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.

=== REACTIONS ===
War Caster
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.

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 the creature to make a DEX saving throw (DC 16 or it takes 2d8 lightning or thunder damage (your choice), half damage on success).

=== SPECIAL ===

ACTIONS

18	PASSIVE WISDOM (PERCEPTION)
18	PASSIVE WISDOM (INSIGHT)
9	PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Longbow, +1	+8	1d8+4 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)
Rapier, +1	+9	1d8+5 Piercing	Martial, Finesse
Unarmed Strike	+8	5 Bludgeoning	
Talons	+8	1d6+4 Slashing	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Squall Talonwind

CHARACTER NAME

Cleric 11		
CLASS & LEVEL		PLAYER NAME
Aarakocra	Sailor	
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 16, Spell Attack +8) 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 16 or it takes 2d8 lightning or thunder damage (your choice), half damage on success).

| 4 / 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: Destructive Wrath • PHB 62
You can use Channel Divinity to deal maximum damage instead of rolling for lightning or thunder damage.

| Special

* 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

* 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.

* Divine Strike • PHB 62
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 thunder damage.

* 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 11, 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

=== AARAKOCRA 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 6
You are a Humanoid.

* Size • MotM 6
Your size is Medium.

* Speed • MotM 6
Your walking speed is 30 ft.

* Flight • MotM 6
You have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

* Talons • MotM 6
You have talons that you can use to make unarmed strikes. When you hit with them, you deal 1d6+4 slashing damage.

| 1 Action

* Wind Caller • MotM 6
Once per long rest, you can cast gust of wind without requiring a material component. You can also cast this spell normally using any spell slots of 2nd level or higher.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	16
PP	15

WEIGHT CARRIED	93.62 lb.
ENCUMBERED	285 lb.
PUSH/DRAG/LIFT	570 lb.

NAME	QTY	WEIGHT
Bag of Holding	1	15 lb.
Bracers of Archery	1	--
Cloak of Protection	1	--
Decanter of Endless Water	1	2 lb.
Gauntlets of Ogre Power	1	--
Immovable Rod	1	--
Shield, +1	1	6 lb.
Winged Boots	1	--
Studded Leather, +1	1	13 lb.
Quiver of Ehlonna	1	2 lb.
Shiftweave	1	--
Amulet of the Devout, +1	1	--
Arrows	60	3 lb.
Backpack	1	5 lb.
Component Pouch	1	2 lb.

NAME	QTY	WEIGHT
Pouch	1	1 lb.
Alms Box	1	--
Potion of Healing (Greater)	2	1 lb.
Potion of Comprehension	1	--
Scroll of Mass Healing Word	1	--
Scroll of Remove Curse	1	--
Scroll of Tongues	1	--
Case, Map or Scroll	1	1 lb.
Navigator's Tools	1	2 lb.
Longbow, +1	1	2 lb.
Rapier, +1	1	2 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Cloak of Protection	1	--
Gauntlets of Ogre Power	1	--
Amulet of the Devout, +1	1	--

EQUIPMENT

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Squall Talonwind

CHARACTER NAME

Cleric 11

CLASS & LEVEL

PLAYER NAME

Aarakocra

RACE

Sailor

BACKGROUND

EXPERIENCE POINTS

Your spellcasting modifier is either Intelligence, Wisdom, or Charisma (choose when you select this race).

| Wisdom ?
Wisdom is your spellcasting ability for this spell.

=== 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

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Bead of Nourishment	10	--			
Bedroll	1	7 lb.			
Blanket	1	3 lb.			
Candle	10	--			
Mess Kit	1	1 lb.			
Oil (flask)	4	4 lb.			
Rope, Silk (50 feet)	1	5 lb.			
Tinderbox	1	1 lb.			
Torch	10	10 lb.			
Waterskin	1	5 lb.			
Block of Incense	2	--			
Censer	1	--			
Vestments	1	--			
Diamonds (300 gp)	1	--			

ADDITIONAL EQUIPMENT

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Squall Talonwind

CHARACTER NAME

Male	19	Medium	5' 6"	90
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Talos		Electric Blue	Stormy Grey v
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I never pass up a friendly wager. I work hard so that I can play hard when the work is done.

PERSONALITY TRAITS

People. I'm committed to my crewmates, not to ideals. (Neutral)

IDEALS

In a harbor town, I have a paramour whose eyes nearly stole me from the sea.

BONDS

I can't help but pocket loose coins and other trinkets I come across.

FLAWS

In the craggy peaks of the Skyreach Mountains, where the air thinned and the eagles soared, Squall Talonwind first opened his eyes to the world. His early years as an Aarakocra in the high nests were marked by the boundless freedom of the skies. However, unlike his kin, Squall's heart was drawn not to the vast expanse above but to the mysterious, undulating world of the seas below.

As a young Aarakocra, Squall's fascination with the ocean was unusual, his tribe being traditionally wary of the vast waters. His parents, skilled hunters who revered the wind and sky, often found Squall gazing longingly at the distant blue horizon, lost in thoughts they couldn't fathom. Despite their attempts to train him in the ways of their people, Squall's dreams were filled with rolling waves and salty breezes.

Squall's life changed the day he encountered an old seafarer, a retired sailor named Old Jenkins, who had somehow managed to climb their mountain abode. The tales Jenkins told of his life at sea - of storms, creatures of the deep, and lands beyond imagination - captivated Squall. Jenkins spoke of a world where the horizon stretched endlessly and the sky met the ocean, a world Squall knew he was destined to explore.

At the age of 19, Squall bade farewell to his tribe and soared down the mountains, following the rivers that led to the sea. In the bustling port city of Mariner's Landing, he found work on a merchant vessel named the "Crimson Wave." The ship's captain, a stern but fair human named Captain Eliza Blackwater, quickly recognized Squall's natural agility and sharp eyesight. He started as a lookout, climbing the tallest masts with ease, his keen vision spotting obstacles and land long before anyone else.

Life at sea was not without its challenges. Squall faced monstrous sea creatures, treacherous storms, and the ever-present danger of piracy. But with each challenge, Squall's love for the sea deepened. He learned to read the moods of the ocean, to feel the rhythm of the waves, and to harness the power of the wind. His unique perspective as an Aarakocra allowed him to excel in tasks that were challenging for others, earning him a place of respect among the crew.

Squall's adventures on the "Crimson Wave" shaped him in ways he never expected. He learned the importance of teamwork and the value of hard work. Captain Blackwater became a mentor to him, teaching him not only the ways of the sea but also the morals and ethics of life as a sailor. The crew of the "Crimson Wave," a motley mix of races and backgrounds, became his family, their shared experiences forging bonds stronger than steel.

However, Squall's journey took a turn when they encountered a tempest unlike any other. It was during this storm that Squall's latent powers as a Tempest Domain Cleric were awakened. He discovered he could channel the power of the storm, guiding the ship through the raging seas. This revelation marked the beginning of a new path for Squall, one that intertwined his destiny with the forces of nature.

After several years at sea, Squall's adventures led him to a hidden cove where he encountered an ancient shrine dedicated to Talos, the god of storms. It was here, in the midst of thunder and lightning, that Squall felt a divine connection, an unspoken bond with the deity of storms. He realized his true calling was to be a cleric, a conduit for Talos's will, using his powers to protect those at the mercy of the sea's wrath.

With Captain Blackwater's blessing, Squall left the "Crimson Wave" to pursue his newfound calling. He traveled to remote temples, studying under various clerics, honing his abilities, and deepening his understanding of Talos's teachings. Squall embraced his role as a protector, a guardian of those who braved the treacherous seas.

Squall's reputation as a Tempest Domain Cleric grew with each passing year. Tales of his deeds spread from port to port – how he calmed raging storms, fought off sea monsters, and saved ships from certain doom. Yet, despite his growing fame, Squall remained humble, always remembering the lessons he learned during his early days at sea.

Now, standing at the edge of a new adventure, Squall Talonwind is ready to embark on a journey that will take him beyond the seas. With the blessings of Talos, the skills honed on the "Crimson Wave," and the spirit of the Skyreach Mountains in his heart, Squall steps into the wider world. He seeks to spread the teachings of Talos, to protect those in need, and to explore the mysteries that lie beyond the horizon.

His journey is a testament to the power of dreams and the courage to follow one's heart. For Squall Talonwind, the sky is not the limit, but the beginning of a vast, unexplored expanse waiting to be discovered.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Cleric	WIS	17	+9
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	Guidance <C>	Cleric	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
O	Sacred Flame	Cleric	DEX 17	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	Resistance <C>	Cleric	--	1A	Touch	V,S,M	Concentration, up to 1 minute	PHB 272	D: 1m, V/S/M
O	Toll the Dead	Cleric	WIS 17	1A	60 ft.	V,S	Instantaneous	XGtE 169	V/S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Bless <C>	Cleric	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
O	Command	Cleric	WIS 17	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	Shield of Faith <C>	Cleric	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, 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 17	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, V/S
O	Bane <C>	Cleric	CHA 17	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, 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	Guiding Bolt	Cleric	+9	1A	120 ft.	V,S	1 round	PHB 248	D: 1Rnd, V/S
O	Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
O	Inflict Wounds	Cleric	+9	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	Sanctuary	Cleric	WIS 17	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	Spiritual Weapon	Cleric	+9	1BA	60 ft.	V,S	1 minute	PHB 278	D: 1m, V/S
O	Aid	Cleric	--	1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Lesser Restoration	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
P	Gust of Wind <C>	Cleric (Always Prepared)	STR 17	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	D: 1m, V/S/M
P	Shatter	Cleric (Always Prepared)	CON 17	1A	60 ft./10 ft. Sphere	V,S,M	Instantaneous	PHB 275	10 ft. Sphere, V/S/M
O	Augury [R]	Cleric	--	11m	Self	V,S,M	Instantaneous	PHB 215	V/S/M
O	Blindness/Deafness	Cleric	CON 17	1A	30 ft.	V	1 minute	PHB 219	D: 1m, V
O	Calm Emotions <C>	Cleric	CHA 17	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 17	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	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	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 17	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
O	Gust of Wind <C>	Wind Caller	STR 17	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	1/LR, D: 1m, V/S/M
P	Gust of Wind <C>	Wind Caller (Always Prepared)	STR 17	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	D: 1m, V/S/M

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D&D BEYOND

Cleric	WIS	17	+9
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	Revivify	Cleric	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
O	Dispel Magic	Cleric	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
P	Call Lightning <C>	Cleric (Always Prepared)	DEX 17	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 17	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 17	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 17	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 17	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	Spirit Guardians <C>	Cleric	WIS 17	1A	Self/15 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 278	D: 10m, 15 ft. Sphere, 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 17	1A	30 ft.	V	Concentration, up to 1 hour	AI 75	D: 1h, V
O	Incite Greed <C>	Cleric	WIS 17	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	Freedom of Movement	Cleric	--	1A	Touch	V,S,M	1 hour	PHB 244	D: 1h, V/S/M
O	Banishment <C>	Cleric	CHA 17	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 17	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 17	1A	300 ft./20 ft. Cylinder	V,S,M	Instantaneous	PHB 252	20 ft. Cylinder, V/S/M
O	Death Ward	Cleric	--	1A	Touch	V,S	8 hours	PHB 230	D: 8h, V/S
O	Divination [R]	Cleric	--	1A + 10m	Self	V,S,M	Instantaneous	PHB 234	V/S/M
O	Guardian of Faith	Cleric	DEX 17	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	Mass Cure Wounds	Cleric	--	1A	60 ft./30 ft. Sphere	V,S	Instantaneous	PHB 258	30 ft. Sphere, V/S
O	Flame Strike	Cleric	DEX 17	1A	60 ft./10 ft. Cylinder	V,S,M	Instantaneous	PHB 242	10 ft. Cylinder, V/S/M
P	Insect Plague <C>	Cleric (Always Prepared)	CON 17	1A	300 ft./20 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 254	D: 10m, 20 ft. Sphere, V/S/M
P	Destructive Wave	Cleric (Always Prepared)	CON 17	1A	Self/30 ft. Sphere	V	Instantaneous	PHB 231	30 ft. Sphere, V
O	Commune [R]	Cleric	--	11m	Self	V,S,M	1 minute	PHB 223	D: 1m, V/S/M
O	Contagion	Cleric	CON 17 / +9	1A	Touch	V,S	7 days	PHB 227	D: 7d, V/S
O	Dispel Evil and Good <C>	Cleric	CHA 17 / +9	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 233	D: 1m, V/S/M
O	Geas	Cleric	WIS 17	1m	60 ft.	V	30 days	PHB 244	Ext. D: (See Description)*, D: 30d, V

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Cleric

SPELLCASTING CLASS

WIS	17	+9
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Greater Restoration	Cleric	--	1A	Touch	V,S,M	Instantaneous	PHB 246	V/S/M
O	Hallow	Cleric	CHA 17	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	Planar Binding	Cleric	CHA 17	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 17	10m	Self	V,S,M	Concentration, up to 10 minutes	PHB 273	D: 10m, V/S/M
O	Dawn <C>	Cleric	CON 17	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 17	1BA	Touch	V,S	Concentration, up to 1 hour	XGtE 157	D: 1h, V/S
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	Blade Barrier <C>	Cleric	DEX 17	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 17	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
O	Word of Recall	Cleric	--	1A	5 ft.	V	Instantaneous	PHB 289	V

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