

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ ___ Strength
- ☐ ___ Dexterity
- ☐ ___ Constitution
- ☐ ___ Intelligence
- ☐ ___ Wisdom
- ☐ ___ Charisma

SAVING THROWS

- ☐ ___ 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)

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

TREASURE

EQUIPMENT



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN

<div> <div>Aid</div> <div>Cleric Level 2 Abjuration DC 12 Spell Mod +4</div> <div> <div>1 Act.</div> <div>30 ft</div> <div>V,S,M</div> <div>8 hrs</div> </div> <div>A tiny strip of white cloth</div> </div> <div> <p>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.</p> </div>	<div> <div>Augury (ritual)</div> <div>Cleric Level 2 Divination DC 12 Spell Mod +4</div> <div> <div>1 min</div> <div>Self</div> <div>V,S,M</div> <div>Inst</div> </div> <div>Specially marked sticks, bones, or similar tokens worth at least 25 gp</div> </div> <div> <p>By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The GM chooses from the following possible omens: • Weal, for good results • Woe, for bad results • Weal and woe, for both good and bad results • Nothing, for results that aren't especially good or bad The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The GM makes this roll in secret.</p> </div>	<div> <div>Bane</div> <div>Cleric Level 1 Enchantment DC 12 Spell Mod +4</div> <div> <div>1 Act.</div> <div>30 ft</div> <div>V,S,M</div> <div>Conc, 1 min</div> </div> <div>A drop of blood</div> </div> <div> <p>Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.</p> </div>
<div> <div>Bless</div> <div>Cleric Level 1 Enchantment DC 12 Spell Mod +4</div> <div> <div>1 Act.</div> <div>30 ft</div> <div>V,S,M</div> <div>Conc, 1 min</div> </div> <div>A sprinkling of holy water</div> </div> <div> <p>You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.</p> </div>	<div> <div>Blindness/Deafness</div> <div>Cleric Level 2 Necromancy DC 12 Spell Mod +4</div> <div> <div>1 Act.</div> <div>30 ft</div> <div>V</div> <div>1 min</div> </div> </div> <div> <p>You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.</p> </div>	<div> <div>Calm Emotions</div> <div>Cleric Level 2 Enchantment DC 12 Spell Mod +4</div> <div> <div>1 Act.</div> <div>60 ft</div> <div>V,S</div> <div>Conc, 1 min</div> </div> </div> <div> <p>You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime. Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the GM rules otherwise.</p> </div>
<div> <div>Ceremony</div> <div>Cleric Level 1 Abjuration DC 12 Spell Mod +4</div> <div> <div>1 hr</div> <div>Touch</div> <div>V,S,M</div> <div>Inst</div> </div> <div>25 gp worth of powdered silver, which the spell consumes</div> </div> <div> <p>You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting. Atonement: You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment. Bless Water: You touch one vial of water and cause it to become holy water. Coming of Age: You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once. Dedication: You touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target</p> </div>	<div> <div>Command</div> <div>Cleric Level 1 Enchantment DC 12 Spell Mod +4</div> <div> <div>1 Act.</div> <div>60 ft</div> <div>V</div> <div>1 Rnd</div> </div> </div> <div> <p>You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone</p> </div>	<div> <div>Continual Flame</div> <div>Cleric Level 2 Evocation DC 12 Spell Mod +4</div> <div> <div>1 Act.</div> <div>Touch</div> <div>V,S,M</div> <div>Until dispelled</div> </div> <div>Ruby dust worth 50 gp, which the spell consumes</div> </div> <div> <p>A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered or hidden but not smothered or quenched.</p> </div>

	<p>Command <i>(reverse)</i> and then ends its turn. Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.</p>	<p>Ceremony <i>(reverse)</i> makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once. Funeral Rite: You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell. Wedding: You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.</p>

Create or Destroy Water

Cleric Level 1 Transmutation DC 12 Spell Mod +4

1 Act. **30 ft** **V,S,M** **Inst***A drop of water if creating water or a few grains of sand if destroying it*

You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Cure Wounds

Cleric Level 1 Evocation DC 12 Spell Mod +4

1 Act. **Touch** **V,S** **Inst**

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.

Detect Evil and Good

Cleric Level 1 Divination DC 12 Spell Mod +4

1 Act. **Self** **V,S** **Conc, 10 mins**

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Magic (ritual)

Cleric Level 1 Divination DC 12 Spell Mod +4

1 Act. **Self** **V,S** **Conc, 10 mins**

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Poison and Disease (ritual)

Cleric Level 1 Divination DC 12 Spell Mod +4

1 Act. **Self** **V,S,M** **Conc, 10 mins***A yew leaf*

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Enhance Ability

Cleric Level 2 Transmutation DC 12 Spell Mod +4

1 Act. **Touch** **V,S,M** **Conc, 1 hr.***Fur or a feather from a beast*

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends. Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends. Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles. Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated. Eagle's Splendor. The target has advantage on Charisma checks. Fox's Cunning. The target has advantage on Intelligence checks. Owl's Wisdom. The target has advantage on Wisdom checks. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each

Find Traps

Cleric Level 2 Divination DC 12 Spell Mod +4

1 Act. **120 ft** **V,S** **Inst**

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole. This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

Gentle Repose (ritual)

Cleric Level 2 Necromancy DC 12 Spell Mod +4

1 Act. **Touch** **V,S,M** **10 days***A pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration*

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead. The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as raise dead.

Guidance

Cleric - Divination cantrip DC 12 Spell Mod +4

1 Act. **Touch** **V,S** **Conc, 1 min**

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Enhance Ability (reverse) slot level above 2nd.		

<h3>Guiding Bolt</h3> <p>Cleric Level 1 Evocation DC 12 Spell Mod +4</p> <p>1 Act. 120 ft V,S 1 Rnd</p> <p>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.</p>	<h3>Guiding Hand</h3> <p>Cleric Level 1 Divination DC 12 Spell Mod +4</p> <p>1 min 5 ft V,S Conc, 8 hrs</p> <p>You create a Tiny incorporeal hand of shimmering light in an unoccupied space you can see within range. The hand exists for the duration, but it disappears if you teleport or you travel to a different plane of existence. When the hand appears, you name one major landmark, such as a city, mountain, castle, or battlefield on the same plane of existence as you. Someone in history must have visited the site and mapped it. If the landmark appears on no map in existence, the spell fails. Otherwise, whenever you move toward the hand, it moves away from you at the same speed you moved, and it moves in the direction of the landmark, always remaining 5 feet away from you. If you don't move toward the hand, it remains in place until you do and beckons for you to follow once every 1d4 minutes.</p>	<h3>Healing Word</h3> <p>Cleric Level 1 Evocation DC 12 Spell Mod +4</p> <p>1 B.A. 60 ft V Conc, 8 hrs</p> <p>A creature of your choice that you can see within range regains 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 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.</p>
<h3>Hold Person</h3> <p>Cleric Level 2 Enchantment DC 12 Spell Mod +4</p> <p>1 Act. 60 ft V,S,M Conc, 1 min</p> <p>A small, straight piece of iron</p> <p>Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.</p>	<h3>Inflict Wounds</h3> <p>Cleric Level 1 Necromancy DC 12 Spell Mod +4</p> <p>1 Act. Touch V,S Inst</p> <p>Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.</p>	<h3>Lesser Restoration</h3> <p>Cleric Level 2 Abjuration DC 12 Spell Mod +4</p> <p>1 Act. Touch V,S Inst</p> <p>You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.</p>
<h3>Light</h3> <p>Cleric - Evocation cantrip DC 12 Spell Mod +4</p> <p>1 Act. Touch V,M 1 hr</p> <p>A firefly or phosphorescent moss</p> <p>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.</p>	<h3>Locate Object</h3> <p>Cleric Level 2 Divination DC 12 Spell Mod +4</p> <p>1 Act. Self V,S,M Conc, 10 mins</p> <p>A forked twig</p> <p>Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.</p>	<h3>Mending</h3> <p>Cleric - Transmutation cantrip DC 12 Spell Mod +4</p> <p>1 min Touch V,S,M Inst</p> <p>Two lodestones</p> <p>This spell repairs a single break or tear in an object you touch, such as a 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.</p>

Prayer of Healing

Cleric Level 2 Evocation DC 12 Spell Mod +4

10 mins 30 ft V Inst

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + 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 3rd level or higher, the healing increases by 1d8 for each slot level above 2nd.

Protection from Evil and Good

Cleric Level 1 Abjuration DC 12 Spell Mod +4

1 Act. Touch V,S,M Conc, 10 mins

Holy water or powdered silver and iron, which the spell consumes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Protection from Poison

Cleric Level 2 Abjuration DC 12 Spell Mod +4

1 Act. Touch V,S 1 hr

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

Purify Food and Drink (ritual)

Cleric Level 1 Transmutation DC 12 Spell Mod +4

1 Act. 10 ft V,S Inst

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Sanctuary

Cleric Level 1 Abjuration DC 12 Spell Mod +4

1 B.A. 30 ft V,S,M 1 min

A small silver mirror

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

Shield of Faith

Cleric Level 1 Abjuration DC 12 Spell Mod +4

1 B.A. 60 ft V,S,M Conc, 10 mins

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.

Silence (ritual)

Cleric Level 2 Illusion DC 12 Spell Mod +4

1 Act. 120 ft V,S Conc, 10 mins

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Spiritual Weapon

Cleric Level 2 Evocation DC 12 Spell Mod +4

1 B.A. 60 ft V,S 1 min

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 2nd.









Warding Bond

Cleric Level 2 Abjuration DC 12 Spell Mod +4

1 Act. Touch V,S,M 1 hr

A pair of platinum rings worth at least 50 gp each, which you and the 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.

<div data-bbox="118 48 342 79" data-label="Section-Header"> <h3>Word of Radiance</h3> </div> <div data-bbox="118 86 492 113" data-label="Text"> <p>Cleric - Evocation cantrip DC 12 Spell Mod +4</p> </div> <div data-bbox="118 119 444 155" data-label="Text"> <p>  1 Act.  5 ft  V,M  Inst </p> </div> <div data-bbox="118 157 233 180" data-label="Text"> <p>A holy symbol</p> </div> <div data-bbox="118 258 545 422" data-label="Text"> <p>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).</p> </div>	<div data-bbox="597 48 768 79" data-label="Section-Header"> <h3>Zone of Truth</h3> </div> <div data-bbox="597 86 984 113" data-label="Text"> <p>Cleric Level 2 Enchantment DC 12 Spell Mod +4</p> </div> <div data-bbox="597 119 961 155" data-label="Text"> <p>  1 Act.  60 ft  V,S  10 mins </p> </div> <div data-bbox="597 258 1024 604" data-label="Text"> <p>You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.</p> </div>	
