

## Corona Firebrand

CHARACTER NAME

Cleric 10  
CLASS & LEVEL

Fire Genasi  
SPECIES

Acolyte  
BACKGROUND

thekackler  
PLAYER NAME  
(Milestone)  
EXPERIENCE POINTS

### STRENGTH

17

+3

### DEXTERITY

10

+0

### CONSTITUTION

12

+1

### INTELLIGENCE

8

-1

### WISDOM

20

+5

### CHARISMA

16

+3

- ☐ +3 Strength
- ☐ +0 Dexterity
- ☐ +1 Constitution
- ☐ -1 Intelligence
- ☒ +9 Wisdom
- ☒ +7 Charisma

Saving Throw Modifiers

### SAVING THROWS

- ☒ +4 Acrobatics DEX
- ☐ +5 Animal Handling WIS
- ☐ +4 Arcana INT
- ☐ +3 Athletics STR
- ☐ +3 Deception CHA
- ☐ -1 History INT
- ☒ +9 Insight WIS
- ☒ +7 Intimidation CHA
- ☐ -1 Investigation INT
- ☐ +5 Medicine WIS
- ☐ -1 Nature INT
- ☐ +5 Perception WIS
- ☐ +3 Performance CHA
- ☒ +7 Persuasion CHA
- ☒ +8 Religion INT
- ☐ +0 Sleight of Hand DEX
- ☐ +0 Stealth DEX
- ☐ +5 Survival WIS
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

### SKILLS

+0

INITIATIVE

### ARMOR

15

CLASS

### Resistances - Fire

### DEFENSES

### HEROIC INSPIRATION

+4

### PROFICIENCY BONUS

### ABILITY SAVE DC

30 ft. (Walking)

### SPEED

Max HP

Current HP

Temp HP

63

--

### HIT POINTS

Total 10d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

### === ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

### === WEAPONS ===

Simple Weapons

### === TOOLS ===

Calligrapher's Supplies

### === LANGUAGES ===

Common, Primordial

### PROFICIENCIES & TRAINING

### === ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

### Channel Divinity • 3 / Long Rest

You can channel energy directly from the Outer Planes to fuel magical effects. When you use this class's Channel Divinity, you can choose which effect to create. You can use this class's Channel Divinity 3 times per Long Rest, but can regain one expended use after finishing a Short Rest.

### === BONUS ACTIONS ===

### Embodiment of the Law • 5 / Long Rest

If you cast a spell of the enchantment school using a spell slot of 1st level or higher, you can change the spell's casting time to 1 bonus action for this casting, provided the spell's casting time is normally 1 action.

### === SPECIAL ===

Voice of Authority

If you cast a spell with a spell slot of 1st level or higher and target an ally with the spell, that ally can use their reaction immediately after the spell to make one weapon attack against a creature of your choice that you can see.

### ACTIONS

15

PASSIVE PERCEPTION

19

PASSIVE INSIGHT

9

PASSIVE INVESTIGATION

Darkvision 60 ft.

### SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Corona's Eternal Brand

+10

1d6+6 Bludgeoning

+2d8 Fire, Simple, Sap

Produce Flame

+9

2d8 Fire

D: 10m, V/S

Unarmed Strike

+7

4 Bludgeoning

### WEAPON ATTACKS & CANTRIPS



Corona Firebrand

CHARACTER NAME

Cleric 10	thekackler
CLASS & LEVEL	PLAYER NAME
Fire Genasi	Acolyte
SPECIES	BACKGROUND
	(Milestone)
	EXPERIENCE POINTS

=== CLERIC FEATURES ===

\* Core Cleric Traits • PHB-2024 69

\* Spellcasting • PHB-2024 69

\* Divine Order • PHB-2024 70

| Thaumaturge •  
You know one extra cantrip from the Cleric spell list. You also have a +5 bonus to your Arcana and Religion checks.

\* Channel Divinity • PHB-2024 70  
You can channel energy directly from the Outer Planes to fuel magical effects. When you use this class's Channel Divinity, you can choose which effect to create. You can use this class's Channel Divinity 3 times per Long Rest, but can regain one expended use after finishing a Short Rest.

If your Channel Divinity requires a saving throw, the DC equals your Cleric spell save DC (DC 17).

| 3 / Long Rest • 1 Action

| Channel Divinity: Divine Spark: 1 Action

| Channel Divinity: Turn Undead: 1 Action

\* Cleric Subclass • PHB-2024 71

| Order Domain (TCoE)

\* Domain Spells • TCoE  
You gain additional domain spells based on your cleric level.

\* Bonus Proficiencies • TCoE  
You gain proficiency with heavy armor. You also gain proficiency in the Intimidation or Persuasion skill (your

choice).

\* Voice of Authority • TCoE  
If you cast a spell with a spell slot of 1st level or higher and target an ally with the spell, that ally can use their reaction immediately after the spell to make one weapon attack against a creature of your choice that you can see.

| Special

\* Channel Divinity: Order's Demand • TCoE

| Channel Divinity: Order's Demand: 1 Action

\* Ability Score Improvement • PHB-2024 71

\* Sear Undead • PHB-2024 71  
Whenever you use Turn Undead, any Undead that fail its saving throw takes 5d8 Radiant damage. This damage doesn't end the turn effect.

| Channel Divinity: Sear Undead: 1 Action

\* Embodiment of the Law • TCoE  
If you cast a spell of the enchantment school using a spell slot of 1st level or higher, you can change the spell's casting time to 1 bonus action for this casting, provided the spell's casting time is normally 1 action.

| 5 / Long Rest • 1 Bonus Action

\* Blessed Strikes • PHB-2024 71

| Divine Strike •  
Once on each of your turns when you hit a creature with an attack roll using a weapon, you can cause it to take an extra 1d8 Necrotic or Radiant damage (your choice).

| 1 Action

\* 8: Ability Score Improvement • PHB-2024 71

\* Divine Intervention • PHB-2024 71  
As a Magic action, you can cast any Cleric spell of level 5 or lower that doesn't require a Reaction to cast, without expending a spell slot or needing Material Components. You can't use this feature again until you finish a Long Rest.

=== FIRE GENASI SPECIES TRAITS ===

\* 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 17  
You are a Humanoid.

\* Size • MotM 17  
You choose between Medium or Small when you select this race.

\* Speed • MotM 17  
Your walking speed is 30 ft.

\* Darkvision • MotM 17  
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, only discerning colors in that darkness as shades of gray.

\* Fire Resistance • MotM 17  
You have resistance to fire damage.

\* Reach to the Blaze • MotM 17  
You learn produce flame. At 3rd level you can cast burning hands, and at 5th level you can cast flame blade, without requiring material components. Once you cast either spell, you can't cast that spell again

FEATURES & TRAITS

CP0

SP0

EP0

GP15

PP0

WEIGHT CARRIED

73 lb.

ENCUMBERED

255 lb.

PUSH/DRAG/LIFT

510 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Corona's Eternal Brand	1	4 lb.	Holy Water	1	1 lb.
Shield	1	6 lb.			
Chain Shirt	1	20 lb.			
Parchment	10	--			
Backpack	1	5 lb.			
Calligrapher's Supplies	1	5 lb.			
Robe	1	4 lb.			
Book	1	5 lb.			
Holy Symbol	1	--			
Holy Symbol	1	--			
Rations	7	14 lb.			
Robe	1	4 lb.			
Blanket	1	3 lb.			
Tinderbox	1	1 lb.			
Lamp	1	1 lb.			

ATTUNED MAGIC ITEMS

NAME	QTY	WEIGHT
Corona's Eternal Brand	1	4 lb.

EQUIPMENT

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## Corona Firebrand

CHARACTER NAME

Female	30	Medium	5' 6"	140
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	Ignis Solara, the	Ember-toned, v	Glowing molten	Fiery flames ir
ALIGNMENT	FAITH	SKIN	EYES	HAIR

### === Organizations ===

#### Ignis Solara, the Radiant Flame

- Title: The Ever-Burning Light
- Alignment: Lawful Good
- Domains: Light, Forge, Life
- Symbol: A golden flame encased within a perfect circle, representing eternal light and divine balance.
- Portfolio: Fire, Renewal, Justice, Creativity, Purity
- Favored Weapon: A flaming longsword or a hammer wreathed in golden flames.

#### Description:

Ignis Solara is the goddess of righteous fire, embodying the warmth and life-giving aspects of flame, as well as its purifying and transformative power. Her fire does not destroy recklessly but rather burns away corruption and illuminates the path of truth and justice. Fire Genasi are often drawn to her because she represents their elemental heritage in its most noble and controlled form.

### ALLIES & ORGANIZATIONS

### PERSONALITY TRAITS

### IDEALS

### BONDS

### FLAWS

### CHARACTER APPEARANCE

### CHARACTER BACKSTORY

### ADDITIONAL NOTES

Cleric

SPELLCASTING  
CLASS

WIS

SPELLCASTING  
ABILITY

17

SPELL SAVE DC

+9

SPELL ATTACK  
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)							
<input type="radio"/> Guidance	Magic Initiate (Cleric)	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB-2024 282	D: 1m, V/S
<input type="radio"/> Light	Magic Initiate (Cleric)	--	1A	Touch	V,M	1 hour	PHB-2024 292	D: 1h, V/M
<input type="radio"/> Produce Flame	Reach to the Blaze	+9	1A	Self	V,S	10 minutes	PHB 269	D: 10m, V/S
<input type="radio"/> Thaumaturgy	Divine Order	--	1A	30 ft.	V	1 minute	PHB-2024 333	D: 1m, V
=== 1st LEVEL ===	4 Slots OOOO							
<input type="radio"/> Command	Cleric (Always Prepared)	WIS 17	1A	60 ft.	V	Instantaneous	PHB-2024 251	V
<input type="radio"/> Heroism	Cleric (Always Prepared)	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB-2024 285	D: 1m, V/S
<input type="radio"/> Ceremony [R]	Cleric	--	1h + 10m	Touch	V,S,M	Instantaneous	XGtE 151	V/S/M
<input type="radio"/> Bane	Cleric	CHA 17	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 245	D: 1m, V/S/M
<input type="radio"/> Protection from Evil and Good	Cleric	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB-2024 309	D: 10m, V/S/M
<input type="radio"/> Purify Food and Drink [R]	Cleric	--	1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB-2024 310	5 ft. Sphere, V/S
<input type="radio"/> Bless	Cleric	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 247	D: 1m, V/S/M
<input type="radio"/> Sanctuary	Cleric	WIS 17	1BA	30 ft.	V,S,M	1 minute	PHB-2024 313	D: 1m, V/S/M
<input type="radio"/> Shield of Faith	Cleric	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB-2024 316	D: 10m, V/S/M
<input type="radio"/> Create or Destroy Water	Cleric	--	1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB-2024 258	30 ft. Cube, V/S/M
<input type="radio"/> Cure Wounds	Cleric	--	1A	Touch	V,S	Instantaneous	PHB-2024 259	V/S
<input type="radio"/> Detect Evil and Good	Cleric	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 261	D: 10m, 30 ft. Sphere, V/S
<input type="radio"/> Detect Poison and Disease [R]	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB-2024 262	D: 10m, 30 ft. Sphere, V/S/M
<input type="radio"/> Detect Magic [R]	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 262	D: 10m, 30 ft. Sphere, V/S
<input type="radio"/> Guiding Bolt	Cleric	+9	1A	120 ft.	V,S	1 round	PHB-2024 282	D: 1Rnd, V/S
<input type="radio"/> Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB-2024 284	V
<input type="radio"/> Inflict Wounds	Cleric	CON 17	1A	Touch	V,S	Instantaneous	PHB-2024 288	V/S
<input type="radio"/> Protection from Evil and Good	Magic Initiate (Cleric)	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB-2024 309	1/LR, D: 10m, V/S/M
<input type="radio"/> Burning Hands	Reach to the Blaze	DEX 17	1A	Self/15 ft. Cone	V,S	Instantaneous	PHB 220	1/LR, 15 ft. Cone, V/S
<input type="radio"/> Burning Hands	Reach to the Blaze	DEX 17	1A	Self/15 ft. Cone	V,S	Instantaneous	PHB 220	15 ft. Cone, V/S
=== 2nd LEVEL ===	3 Slots OOO							
<input type="radio"/> Hold Person	Cleric (Always Prepared)	WIS 17	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 286	D: 1m, V/S/M
<input type="radio"/> Zone of Truth	Cleric (Always Prepared)	CHA 17	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB-2024 343	D: 10m, 15 ft. Sphere, V/S
<input type="radio"/> Aid	Cleric	--	1A	30 ft.	V,S,M	8 hours	PHB-2024 239	D: 8h, V/S/M
<input type="radio"/> Augury [R]	Cleric	--	11m	Self	V,S,M	Instantaneous	PHB-2024 244	V/S/M
<input type="radio"/> Find Traps	Cleric	--	1A	120 ft.	V,S	Instantaneous	PHB-2024 273	V/S
<input type="radio"/> Prayer of Healing	Cleric	--	10m	30 ft.	V	Instantaneous	PHB-2024 307	V
<input type="radio"/> Protection from Poison	Cleric	--	1A	Touch	V,S	1 hour	PHB-2024 310	D: 1h, V/S
<input type="radio"/> Blindness/Deafness	Cleric	CON 17	1A	120 ft.	V	1 minute	PHB-2024 248	D: 1m, V
<input type="radio"/> Gentle Repose [R]	Cleric	--	1A + 10m	Touch	V,S,M	10 days	PHB-2024 278	D: 10d, V/S/M
<input type="radio"/> Calm Emotions	Cleric	CHA 17	1A	60 ft./20 ft. Sphere	V,S	Concentration, up to 1 minute	PHB-2024 249	D: 1m, 20 ft. Sphere, V/S
<input type="radio"/> Locate Object	Cleric	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB-2024 293	D: 10m, V/S/M
<input type="radio"/> Lesser Restoration	Cleric	--	1BA	Touch	V,S	Instantaneous	PHB-2024 291	V/S
<input type="radio"/> Silence [R]	Cleric	--	1A + 10m	120 ft./20 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 316	D: 10m, 20 ft. Sphere, V/S
<input type="radio"/> Continual Flame	Cleric	--	1A	Touch	V,S,M	Until dispelled	PHB-2024 256	D: Until Dispelled, V/S/M
<input type="radio"/> Spiritual Weapon	Cleric	+9	1BA	60 ft.	V,S	Concentration, up to 1 minute	PHB-2024 318	D: 1m, V/S
<input type="radio"/> Enhance Ability	Cleric	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB-2024 268	D: 1h, V/S/M
<input type="radio"/> Warding Bond	Cleric	--	1A	Touch	V,S,M	1 hour	PHB-2024 340	D: 1h, V/S/M
<input type="radio"/> Flame Blade	Reach to the Blaze	+9	1BA	Self	V,S,M	Concentration, up to 10 minutes	PHB 242	1/LR, D: 10m, V/S/M
<input type="radio"/> Flame Blade	Reach to the Blaze	+9	1BA	Self	V,S,M	Concentration, up to 10 minutes	PHB 242	D: 10m, V/S/M
=== 3rd LEVEL ===	3 Slots OOO							

## SPELLS

Cleric

SPELLCASTING  
CLASS

WIS

SPELLCASTING  
ABILITY

17

SPELL SAVE DC

+9

SPELL ATTACK  
BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
P	Mass Healing Word	Cleric (Always Prepared)	--	1BA	60 ft.	V	Instantaneous	PHB-2024 296	V
P	Slow	Cleric (Always Prepared)	WIS 17	1A	120 ft./40 ft. Cube	V,S,M	Concentration, up to 1 minute	PHB-2024 318	D: 1m, 40 ft. Cube, V/S/M
O	Life Transference	Cleric	--	1A	30 ft.	V,S	Instantaneous	XGtE 160	V/S
O	Fast Friends	Cleric	WIS 17	1A	30 ft.	V	Concentration, up to 1 hour	AI 75	D: 1h, V
O	Incite Greed	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	Cleric	--	1BA	Self	V,S	Concentration, up to 1 minute	TCoE 108	D: 1m, V/S
O	Animate Dead	Cleric	--	1m	10 ft.	V,S,M	Instantaneous	PHB-2024 240	V/S/M
O	Protection from Energy	Cleric	--	1A	Touch	V,S	Concentration, up to 1 hour	PHB-2024 309	D: 1h, V/S
O	Beacon of Hope	Cleric	--	1A	30 ft.	V,S	Concentration, up to 1 minute	PHB-2024 245	D: 1m, V/S
O	Bestow Curse	Cleric	WIS 17	1A	Touch	V,S	Concentration, up to 1 minute	PHB-2024 246	D: 1m, V/S
O	Remove Curse	Cleric	--	1A	Touch	V,S	Instantaneous	PHB-2024 312	V/S
O	Glyph of Warding	Cleric	DEX 17	1h	Touch	V,S,M	Until dispelled or triggered	PHB-2024 279	D: Until Dispelled or Triggered, V/S/M
O	Revivify	Cleric	--	1A	Touch	V,S,M	Instantaneous	PHB-2024 312	V/S/M
O	Clairvoyance	Cleric	--	10m	1 mile	V,S,M	Concentration, up to 10 minutes	PHB-2024 250	D: 10m, V/S/M
O	Sending	Cleric	--	1A	Unlimited	V,S,M	Instantaneous	PHB-2024 314	V/S/M
O	Magic Circle	Cleric	CHA 17	1m	10 ft./10 ft. Cylinder	V,S,M	1 hour	PHB-2024 293	D: 1h, 10 ft. Cylinder, V/S/M
O	Meld into Stone [R]	Cleric	--	1A + 10m	Touch	V,S	8 hours	PHB-2024 296	D: 8h, V/S
O	Speak with Dead	Cleric	--	1A	10 ft.	V,S,M	10 minutes	PHB-2024 318	D: 10m, V/S/M
O	Create Food and Water	Cleric	--	1A	30 ft.	V,S	Instantaneous	PHB-2024 258	V/S
O	Spirit Guardians	Cleric	WIS 17	1A	Self/15 ft. Emanation	V,S,M	Concentration, up to 10 minutes	PHB-2024 318	D: 10m, 15 ft. Emanation, V/S/M
O	Daylight	Cleric	--	1A	60 ft./60 ft. Sphere	V,S	1 hour	PHB-2024 260	D: 1h, 60 ft. Sphere, V/S
O	Dispel Magic	Cleric	--	1A	120 ft.	V,S	Instantaneous	PHB-2024 265	Special: (See Description)*, V/S
O	Tongues	Cleric	--	1A	Touch	V,M	1 hour	PHB-2024 334	D: 1h, V/M
O	Water Walk [R]	Cleric	--	1A + 10m	30 ft.	V,S,M	1 hour	PHB-2024 340	D: 1h, V/S/M

=== 4th LEVEL ===

3 Slots OOO

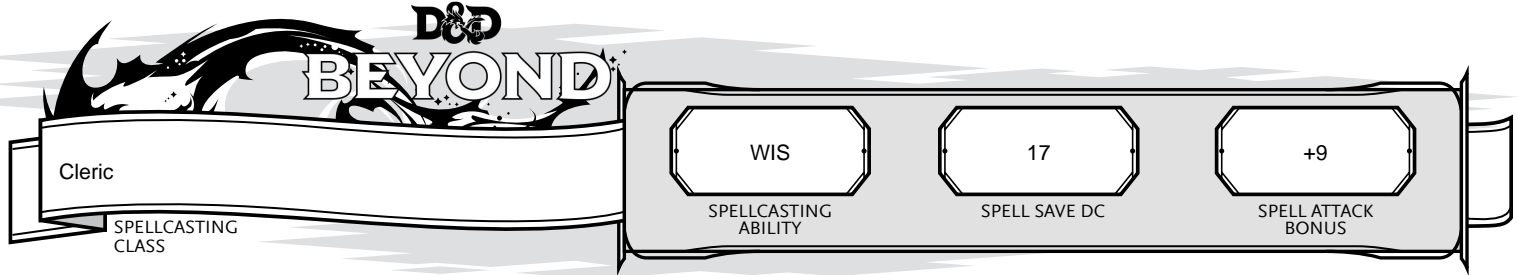
P	Locate Creature	Cleric (Always Prepared)	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB-2024 292	D: 1h, V/S/M
P	Compulsion	Cleric (Always Prepared)	WIS 17	1A	30 ft.	V,S	Concentration, up to 1 minute	PHB-2024 252	D: 1m, V/S
O	Aura of Life	Cleric	--	1A	Self/30 ft. Emanation	V	Concentration, up to 10 minutes	PHB-2024 244	D: 10m, 30 ft. Emanation, V
O	Banishment	Cleric	CHA 17	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 245	D: 1m, V/S/M
O	Freedom of Movement	Cleric	--	1A	Touch	V,S,M	1 hour	PHB-2024 277	D: 1h, V/S/M
O	Control Water	Cleric	STR 17	1A	300 ft.	V,S,M	Concentration, up to 10 minutes	PHB-2024 256	D: 10m, V/S/M
O	Death Ward	Cleric	--	1A	Touch	V,S	8 hours	PHB-2024 261	D: 8h, V/S
O	Stone Shape	Cleric	--	1A	Touch	V,S,M	Instantaneous	PHB-2024 320	V/S/M
O	Guardian of Faith	Cleric	DEX 17	1A	30 ft.	V	8 hours	PHB-2024 281	D: 8h, V
O	Divination [R]	Cleric	--	1A + 10m	Self	V,S,M	Instantaneous	PHB-2024 264	V/S/M

=== 5th LEVEL ===

2 Slots OO

P	Commune [R]	Cleric (Always Prepared)	--	1m	Self	V,S,M	1 minute	PHB-2024 252	D: 1m, V/S/M
P	Dominate Person	Cleric (Always Prepared)	WIS 17	1A	60 ft.	V,S	Concentration, up to 1 minute	PHB-2024 266	D: 1m, V/S
O	Dawn	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	Cleric	CON 17	1BA	Touch	V,S	Concentration, up to 1 hour	XGtE 157	D: 1h, V/S
O	Planar Binding	Cleric	CHA 17	1h	60 ft.	V,S,M	24 hours	PHB-2024 305	D: 24h, V/S/M
O	Flame Strike	Cleric	DEX 17	1A	60 ft./10 ft. Cylinder	V,S,M	Instantaneous	PHB-2024 275	10 ft. Cylinder, V/S/M
O	Raise Dead	Cleric	--	1h	Touch	V,S,M	Instantaneous	PHB-2024 310	V/S/M
O	Geas	Cleric	WIS 17	1m	60 ft.	V	30 days	PHB-2024 278	D: 30d, V
O	Greater Restoration	Cleric	--	1A	Touch	V,S,M	Instantaneous	PHB-2024 281	V/S/M
O	Scrying	Cleric	WIS 17	10m	Self	V,S,M	Concentration, up to 10 minutes	PHB-2024 314	D: 10m, V/S/M
O	Legend Lore	Cleric	--	10m	Self	V,S,M	Instantaneous	PHB-2024 290	V/S/M

SPELLS



PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
<input type="radio"/> Mass Cure Wounds	Cleric	--	1A	60 ft./30 ft. Sphere	V,S	Instantaneous	PHB-2024 296	30 ft. Sphere, V/S
<input type="radio"/> Contagion	Cleric	CON 17	1A	Touch	V,S	7 days	PHB-2024 256	D: 7d, V/S
<input type="radio"/> Dispel Evil and Good	Cleric	CHA 17	1A	Self	V,S,M	Concentration, up to 1 minute	PHB-2024 263	D: 1m, V/S/M
<input type="radio"/> Hallow	Cleric	--	24h	Touch	V,S,M	Until dispelled	PHB-2024 283	D: Until Dispelled, V/S/M
<input type="radio"/> Insect Plague	Cleric	CON 17	1A	300 ft./20 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB-2024 289	D: 10m, 20 ft. Sphere, V/S/M

## SPELLS