Divine Spell List

**Cantrips**

* **Druidcraft**: Cantrip, 1-minute duration (concentration). Whispering to the spirits of nature, you create one of the following effects within 30 feet:
  + You create a tiny, fleeting sensory effect that predicts what the weather will be at your location for the next 24 hours.
  + You instantly make a plant bloom.
  + You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect fills a 5-foot cube.
  + You instantly light or snuff out a candle, a torch, or a small campfire.
* **Guidance**: Cantrip, 1-minute duration (concentration). You touch one willing creature. Once before the spell ends, the target can add 1d4 to any roll of its choice. It can add the d4 the die before or after making roll. The spell then ends.
* **Light**: Cantrip, 1-hour duration. You touch a Large or smaller creature or object. Until the spell ends, the target 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.
* **Mending**: Cantrip. 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.
* **Sacred Flame**: Cantrip. Flame-like radiance descends on a creature that you can see within 60 feet. The target takes 1d8 radiant damage.
* **Shillelagh**: Cantrip, 1-minute duration. The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.
* **Spare the Dying**: Cantrip, 1-minute duration. You touch a living creature that has negative hit points. For the duration the target will not tick down rounds toward death, unless because of damage. This spell has no effect on undead or constructs.
* **True Strike**: Cantrip, 1-round duration (concentration). You point a finger at a target you can see, marking them. The next attack made against that target automatically succeeds, provided this spell hasn't ended.
* **Word of Radiance**: Cantrip. You utter a divine word, and burning radiance erupts from you. Each creature of your choice that you can see within range takes 1d6 radiant damage.

**1st Level**

* **Cure Wounds**: 1st level. One creature you touch regains 2d8 hit points.
* **Detect Evil and Good**: 1st level, 10-minute duration (concentration). You can sense the location aberrations, celestials, elementals, fey, fiends, or undead within 30 feet of you. Similarly, you know if there is a place or object within 30 feet of you that has been consecrated or desecrated.
* **Divine Favor**: 1st level, 1-minute duration. Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d6 radiant damage on a hit.
* **Grant Boon**: 1st level, 1-minute duration. One creature of your choice within 30 feet adds 1d4 to each of their rolls for the duration.
* **Protection from Good and Evil**: 1st level, 10-minute duration (concentration). One willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. If cast at 2nd level or above, you may choose one additional creature for each level above 1st.
  + Creatures of the listed types have disadvantage on attack rolls against the target, and cannot *charm*, *frighten*, or possess them.
* **Goodberry**: 1st level, 24-hour duration. You create up to 10 magic-infused berries that rot rapidly after the duration. A creature can use its action to eat one berry, restoring1 hit point and providing enough nourishment to sustain that creature for one day.
* **Gift of Alacrity**: 1st level, 8-hour duration. You touch a willing creature. For the duration, the target can add 1d8 to its initiative rolls.
* **Guiding Bolt**: 1st level. A flash of light streaks toward a creature of your choice within 120 feet. 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.

**2nd Level**

* **Cure Disease**:2nd level. One creature you touch immediately reduces their Exhaustion by one level, provided the Exhaustion is caused by a disease.
* **Cure Poison**: 2nd level. One creature you touch is cured of all poisons affecting them and the *poisoned* condition.

**3rd Level**

* **Ceremony**: 3rd level, requires a 1-hour ritual. 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, which makes a Wisdom saving throw equal to 10 + their current Corruption level. On a success they remove all non-permanent Corruption levels. A creature can benefit from this rite only once.
  + **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 Era’s service. For the next 24 hours, as long as they hold true to her tenets they are immune to Corruption. 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.
  + **Wedding**. You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target has advantage on saving throws against being *frightened* and Stress while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.

**4th Level**

**5th Level**

* **Bless**: 5th level. Removes any curse afflicting the target, including from the *curse*spell. It does not remove any levels of corruption caused by a curse.

**6th Level**

**7th Level**

**8th Level**

**9th Level**