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.
* **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.
* **Healing Word**: 1st level. A creature of your choice that can hear you regains 1d4 + INT hit points. This spell has no effect on undead or constructs.
* **Heroism**: 1st level, 1-minute duration (concentration). A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being *frightened* and gains 5 \* INT temporary hit points 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.
* **Purify Food and Drink**: 1st level. All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within 10 feet is purified and rendered free of poison and disease.
* **Sanctuary**: 1st level, 1-minute duration. You ward a creature within 30 feet against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must succeed a WIS saving throw. choose a new target. If no other target is available their attack or spell is lost to their indecision. 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, casts a spell that affects an enemy, or deals damage to another creature, this spell ends.
* **Searing Smite**: 1st level, 1-minute duration (concentration). The next time you hit a creature with a weapon attack during the spell’s duration, your weapon flares with white-hot intensity, dealing an extra 1d6 fire damage to the target igniting them. The target takes an additional 1d6 fire damage at the start of each of their turns for the duration.
  + The flames cannot be doused by nonmagical means.
* **Shield of Faith**: 1st level, 10-minute duration (concentration). A shimmering field appears and surrounds a creature of your choice within 60 feet, granting them +2 to DEF and saving throws.
* **Speak with Animals**: 1st level, 10-minute duration. You gain the ability to comprehend and verbally communicate with Beasts for the duration.
* **Thunderous Smite**: 1st level, 1-minute duration (concentration). The next time you hit a creature with a weapon attack during the spell’s duration, your weapon rings with thunder audible out to 300 feet, and the attack deals an extra 2d6 thunder damage to the target. Additionally, the target is pushed 10 feet away from you and knocked *prone*.

**2nd Level**

* **Aid**: 2nd level, 8-hour duration.. Up to three creatures of your choice within 30 feet increase their current and maximum hit points by 5.
* **Barkskin**: 2nd level, 1-hour duration (concentration). You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.
* **Branding Smite**: 2nd level, 1-minute duration (concentration). The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it is *invisible*, and the target sheds dim light in a 5-foot radius and can’t become *invisible* until the spell ends.
* **Calm Emotions**: 2nd level, 1-minute duration (concentration). You attempt to suppress strong emotions in a group of people. Each humanoid in a 10-foot-radius sphere centered on a point you choose within 60 feet is no longer *charmed*, *frightened*, or otherwise emotionally charged. If cast at 3rd level or higher, the radius of the spell increases by 10 feet for each level above 2nd.
* **Continual Flame**: 2nd level, lasts until dispelled. 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. It can be covered or hidden but not smothered or quenched.
* **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, 1-hour duration, requires a 1-minute ritual. One creature you touch is cured of all poisons affecting them and the *poisoned* condition.
* **Fortune’s Favor**: 2nd level. You impart latent luck to yourself or one willing creature you can see within range. When the chosen creature makes an a roll before the spell ends, it can dismiss this spell on itself to roll with advantage, even if it would normally have disadvantage.
* **Gentle Repose**: 2nd level, 10-day duration. You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead. Days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*.
* **Healing Spirit**: 2nd level, 1-minute duration (concentration). You call forth a nature spirit to soothe the wounded. The intangible spirit appears in an empty 5-foot cube you can see within 60 feet. The spirit looks like a transparent beast or fey (your choice). Whenever a friendly creature starts, moves, or ends its turn within 5 feet of the healing spirit rolls a hit die and regains hit points equal to the roll (maximum once per turn). As a free action each turn, you can move the spirit up to 30 feet to a space you can see.
* **Lesser Restoration**: 2nd level. You touch a creature and end either one disease or one condition afflicting it. The condition can be *blinded*, *deafened*, *paralyzed*, or *poisoned*.
* **Locate Animal or Plant**: 2nd level. Choose one kind of Beast or Plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest specimen of that kind of creature within 5 miles, if any.
* **Moonbeam**: 2nd level, 1-minute duration (concentration). A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder. When a creature enters or starts its turn in the spell’s area it is engulfed in ghostly flames that cause searing pain, taking 2d10 radiant damage. Creatures with illusions affecting them have all such illusions whose level is equal to 2nd or lower, dispelled.
  + On each of your turns after you cast this spell, you can use an action to move the beam up to 60 feet in any direction.
* **Prayer of Healing**: 2nd level, requires a 10-minute ritual. Up to six creatures of your choice that can hear you within 30 feet regain 4d8 hit points.
* **Protection From Poison**: 2nd level, 1-hour duration. You touch a creature. If it is *poisoned*, you neutralize the poison(s). For the duration, the target has advantage on saving throws against being *poisoned*, and it has resistance to poison damage.
* **See Invisibility**: 2nd level, 1-minute duration. For the duration, you see *invisible* creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.
* **Skywrite**: 2nd level, 1-hour duration (concentration). You cause up to ten words to form in a part of the sky you can see. The words appear to be made of cloud and remain in place for the spell’s duration. The words dissipate when the spell ends. A strong wind can disperse the clouds and end the spell early.
* **Spiritual Weapon**: 2nd level, 1-minute duration. You create a floating, spectral weapon within 60 feet that lasts for the duration or until you cast this spell again. As a free action on each of your turns, you can move the weapon up to 20 feet make a melee attack using your INT modifier against a creature within 5 feet of the weapon. On a hit, the target takes radiant damage equal to 1d8 + your INT modifier.
  + The weapon can take whatever appearance you choose.
* **Summon Beast**: 2nd level, 1-hour duration (concentration). You summon a Beast of your choosing whose CR is lower than 2. If you attempt to summon a Beast whose CR is greater than 2, the spell fails. If such a creature is within 1 mile it will approach at best speed without endangering itself. For the duration, the creature is friendly to you and your allies, obeying any verbal commands you give it as a free action (even in combat). The creature acts of its own accord again once the spell ends.
* **Summon Steed**: 2nd level, requires a 10-minute ritual. You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed. Appearing in an unoccupied space within range, the steed takes on a form that you choose: a warhorse, a pony, a camel, an elk, or a mastiff. Regardless, the steed uses the statistics of a warhorse, except that it is a celestial, its Intelligence is 6, you choose its size (maximum Large), and it gains the ability to understand one language of your choice that you speak.
  + You require no training to ride the steed in or out of combat.
  + When the steed drops to 0 hit points or you dismiss it as an action, it disappears. In either case, casting this spell again summons the same steed, restored to its hit point maximum.
* **Warding Bond**: 2nd level, 1-hour duration. This spell wards you and 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, whenever either of you takes damage, the other takes half of the damage on your behalf. The spell ends if either of you drop to 0 hit points, cast the spell again, move more than 60 feet apart, or dismiss the spell as an action.
* **Warding Wind**: 2nd level, 10-minute duration (concentration). A strong wind (20 miles per hour) blows around you for the duration in a 10-foot radius and moves with you, remaining centered on you. The wind has the following effects:
  + Unprotected flames in the radius are extinguished.
  + Vapor, gas, and fog are dispersed and cannot enter the radius.
  + Ranged weapon attacks have disadvantage if at any point they pass through the radius.
* **Zone of Truth**: 2nd level, 10-minute duration. You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within 60 feet. Until the spell ends, creatures inside the radius cannot speak a deliberate lie. 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.

**3rd Level**

* **Aura of Vitality**: 3rd level, 1-minute duration (concentration). Healing energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you. As a free action on your turns you can cause one creature in the aura (including you) to regain 2d6 hit points.
* **Beacon of Hope**: 3rd level, 1-minute duration (concentration). This spell bestows hope and vitality. Choose any number of creatures within 30 feet. For the duration, each target regains the maximum number of hit points possible from any healing.
* **Blinding Smite**: 3rd level, 1-minute duration (concentration). The next time you hit a creature with a weapon attack during the spell’s duration, your weapon flares with a bright light. The attack deals an extra 3d8 radiant damage to the target and leaves them *blinded* until the start of their next turn.
* **Brief Respite**: 3rd level, 10-minute duration. You make a calming gesture, and up to three willing creature of your choice that you can see within 30 feet fall unconscious for the full duration. Each target gains the full benefits of a short rest and can’t be affected by this spell again until it finishes a long rest. The spell ends early and provides no benefits for a creature woken before the full duration is complete.
* **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.
* **Create Food and Water**: 3rd level. You create enough food and water on the ground, or in containers, within 30 feet to sustain up to four Medium creatures for 24 hours. The food and water are bland but nourishing, and spoil if uneaten after 24 hours.
* **Crusader’s Mantle**: 3rd level, 1-minute duration (concentration). Holy power radiates from you in an aura with a 30-foot radius, awakening boldness in friendly creatures. Until the spell ends, the aura moves with you, centered on you. While in the aura, you and friendly creature deal an extra 1d4 radiant damage on hit with weapon attacks.
* **Daylight**: 3rd level, 1-hour duration. A 60-foot-radius sphere of light spreads out from a point you choose within 60 feet. The sphere is considered *daylight* (bright light) and sheds dim light for an additional 60 feet. If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light. If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.
* **Life Transference**: 3rd level. You sacrifice some of your health to mend another creature’s injuries. You take 4d8 necrotic damage, which can’t be reduced in any way, and one creature of your choice that you can see within 30 feet regains a number of hit points equal to twice the necrotic damage you take.
* **Lightning Arrow**: 3rd level, 1-minute duration (concentration). The next time you make a ranged weapon attack during the spell’s duration, the weapon’s ammunition, or the weapon itself if thrown, transforms into a bolt of lightning. Make the attack roll as normal. On a hit, the target takes 4d8 lightning damage instead of the weapon’s normal damage, and each creature within 10 feet of the target takes 2d8 lightning damage.
* **Protective Circle**: 3rd level, 1-hour duration, requires a 1-minute ritual. You draw with your hand a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground, glowing runes appearing across its circumference. Elementals, fey, fiends, and undead can’t willingly enter the cylinder by nonmagical means; magical attempts require a successful DC 13 CHA save. Additionally, creatures inside the cylinder cannot be attacked, *charmed*, *frightened*, or possessed by the specified creature types.
  + When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified types from leaving the cylinder and protecting targets outside it.
* **Tranquil Hut**: 3rd level, 8-hour duration, requires a 1-minute ritual. A 10-foot-radius immovable dome of force springs into existence around you. Nothing can pass through the dome but you, including projectiles and magical effects. However, if you leave the dome the spell ends. The atmosphere inside the space is comfortable and dry, but dimly lit. The dome is opaque from the outside, of any color you choose, but it is a warm orange from the inside.

**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.
* **Conjure Animals**: 5th level, 1-hour duration (concentration). You summon up to four Beasts of your choosing whose CR is 1/4 or lower. If you attempt to summon Beasts whose CR is greater than 1/4, the spell fails. If such creatures are within 1 mile they will approach at best speed without endangering themselves. For the duration, the creatures are friendly to you and your allies, obeying any verbal commands you give as a free action (even in combat). The creature acts of its own accord again once the spell ends.

**6th Level**

**7th Level**

**8th Level**

**9th Level**

**Wildshape** (druid ability)