

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



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

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 data-bbox="115 50 237 79">Guidance</div> <div data-bbox="115 86 493 111">Cleric Cantrip Divination DC 14 Spell Mod +6</div> <div data-bbox="115 121 526 153">1 Act. Touch V,S Conc, 1 min</div> <div data-bbox="115 258 540 375"> <p>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.</p> </div>	<div data-bbox="592 50 711 79">Mending</div> <div data-bbox="592 86 1005 111">Cleric Cantrip Transmutation DC 14 Spell Mod +6</div> <div data-bbox="592 121 922 153">1 min Touch V,S,M Inst</div> <div data-bbox="592 157 717 178">Two lodestones</div> <div data-bbox="592 258 1015 468"> <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> </div>	<div data-bbox="1070 50 1240 79">Sacred Flame</div> <div data-bbox="1070 86 1440 111">Cleric Cantrip Evocation DC 14 Spell Mod +6</div> <div data-bbox="1070 121 1398 153">1 Act. 60 ft V,S Inst</div> <div data-bbox="1070 258 1500 443"> <p>Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).</p> </div>
<div data-bbox="115 718 284 747">Toll the Dead</div> <div data-bbox="115 753 506 779">Cleric Cantrip Necromancy DC 14 Spell Mod +6</div> <div data-bbox="115 789 444 821">1 Act. 60 ft V,S Inst</div> <div data-bbox="115 926 550 1136"> <p>You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage. The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).</p> </div>	<div data-bbox="592 718 659 747">Bane</div> <div data-bbox="592 753 982 779">Cleric Level 1 Enchantment DC 14 Spell Mod +6</div> <div data-bbox="592 789 1002 821">1 Act. 30 ft V,S,M Conc, 1 min</div> <div data-bbox="592 825 717 846">A drop of blood</div> <div data-bbox="592 926 1024 1178"> <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 data-bbox="1070 718 1136 747">Bless</div> <div data-bbox="1070 753 1459 779">Cleric Level 1 Enchantment DC 14 Spell Mod +6</div> <div data-bbox="1070 789 1479 821">1 Act. 30 ft V,S,M Conc, 1 min</div> <div data-bbox="1070 825 1282 846">A sprinkling of holy water</div> <div data-bbox="1070 926 1502 1136"> <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 data-bbox="115 1390 248 1419">Ceremony</div> <div data-bbox="115 1425 485 1451">Cleric Level 1 Abjuration DC 14 Spell Mod +6</div> <div data-bbox="115 1461 444 1493">1 hr (ritual) Touch V,S,M Inst</div> <div data-bbox="115 1497 490 1539">25 gp worth of powdered silver, which the spell consumes</div> <div data-bbox="115 1598 550 2039"> <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 data-bbox="592 1390 812 1419">Chaos Bolt (Izzet)</div> <div data-bbox="592 1425 953 1451">Cleric Level 1 Evocation DC 14 Spell Mod +6</div> <div data-bbox="592 1461 922 1493">1 Act. 120 ft V,S Inst</div> <div data-bbox="592 1598 1024 2039"> <p>You hurl an undulating, warbling mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown below. 1 Acid 2 Cold 3 Fire 4 Force 5 Lightning 6 Poison 7 Psychic 8 Thunder If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again. A creature can be targeted only once by this casting of the spell. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, each target takes 1d6 extra damage of the type rolled for each slot level</p> </div>	<div data-bbox="1070 1390 1203 1419">Command</div> <div data-bbox="1070 1425 1459 1451">Cleric Level 1 Enchantment DC 14 Spell Mod +6</div> <div data-bbox="1070 1461 1419 1493">1 Act. 60 ft V 1 Rnd</div> <div data-bbox="1070 1598 1502 2039"> <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>

<p><b>Command</b> <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><b>Chaos Bolt (Izzet)</b> <i>(reverse)</i> above 1st</p>	<p><b>Ceremony</b> <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>

<p><b>Create or Destroy Water</b> </p> <p>Cleric Level 1 Transmutation DC 14 Spell Mod +6</p> <p><b>1 Act.</b> <b>30 ft</b> <b>V,S,M</b> <b>Inst</b></p> <p><i>A drop of water if creating water or a few grains of sand if destroying it</i></p> <p>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.</p>	<p><b>Cure Wounds</b> </p> <p>Cleric Level 1 Evocation DC 14 Spell Mod +6</p> <p><b>1 Act.</b> <b>Touch</b> <b>V,S</b> <b>Inst</b></p> <p>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.</p>	<p><b>Detect Evil and Good</b> </p> <p>Cleric Level 1 Divination DC 14 Spell Mod +6</p> <p><b>1 Act.</b> <b>Self</b> <b>V,S</b> <b>Conc, 10 mins</b></p> <p>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.</p>
<p><b>Detect Magic (ritual)</b> </p> <p>Cleric Level 1 Divination DC 14 Spell Mod +6</p> <p><b>1 Act.</b> <b>Self</b> <b>V,S</b> <b>Conc, 10 mins</b></p> <p>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.</p>	<p><b>Detect Poison and Disease (ritual)</b> </p> <p>Cleric Level 1 Divination DC 14 Spell Mod +6</p> <p><b>1 Act.</b> <b>Self</b> <b>V,S,M</b> <b>Conc, 10 mins</b></p> <p><i>A yew leaf</i></p> <p>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.</p>	<p><b>Divine Favor</b> </p> <p>Cleric Level 1 Evocation DC 14 Spell Mod +6</p> <p><b>1 B.A.</b> <b>Self</b> <b>V,S</b> <b>Conc, 1 min</b></p> <p>Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.</p>
<p><b>Gift of Alacrity (Dunamancy)</b> </p> <p>Cleric Level 1 Divination DC 14 Spell Mod +6</p> <p><b>1 min</b> <b>Touch</b> <b>V,S</b> <b>8 hrs</b></p> <p>You touch a willing creature. For the duration, the target can add 1d8 to its initiative rolls.</p>	<p><b>Guiding Bolt</b> </p> <p>Cleric Level 1 Evocation DC 14 Spell Mod +6</p> <p><b>1 Act.</b> <b>120 ft</b> <b>V,S</b> <b>1 Rnd</b></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>	<p><b>Healing Word</b> </p> <p>Cleric Level 1 Evocation DC 14 Spell Mod +6</p> <p><b>1 B.A.</b> <b>60 ft</b> <b>V</b> <b>Inst</b></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>Inflict Wounds</h3> <p>Cleric Level 1 Necromancy DC 14 Spell Mod +6</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>Magnify Gravity (Dunamancy)</h3> <p>Cleric Level 1 Transmutation DC 14 Spell Mod +6</p> <p>1 Act. 60 ft V,S 1 Rnd</p> <p>The gravity in a 10-foot-radius sphere centered on a point you can see within range increases for a moment. Each creature in the sphere on the turn when you cast the spell must make a Constitution saving throw. On a failed save, a creature takes 2d8 force damage, and its speed is halved until the end of its next turn. On a successful save, a creature takes half as much damage and suffers no reduction to its speed. Until the start of your next turn, any object that isn't being worn or carried in the sphere requires a successful Strength check against your spell save DC to pick up or move. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.</p>	<h3>Protection from Evil and Good</h3> <p>Cleric Level 1 Abjuration DC 14 Spell Mod +6</p> <p>1 Act. Touch V,S,M Conc, 10 mins</p> <p>Holy water or powdered silver and iron, which the spell consumes</p> <p>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.</p>
<h3>Purify Food and Drink (ritual)</h3> <p>Cleric Level 1 Transmutation DC 14 Spell Mod +6</p> <p>1 Act. 10 ft V,S Inst</p> <p>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.</p>	<h3>Sanctuary</h3> <p>Cleric Level 1 Abjuration DC 14 Spell Mod +6</p> <p>1 B.A. 30 ft V,S,M 1 min</p> <p>A small silver mirror</p> <p>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.</p>	<h3>Shield of Faith</h3> <p>Cleric Level 1 Abjuration DC 14 Spell Mod +6</p> <p>1 B.A. 60 ft V,S,M Conc, 10 mins</p> <p>A small parchment with a bit of holy text written on it</p> <p>A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.</p>
<h3>Aid</h3> <p>Cleric Level 2 Abjuration DC 14 Spell Mod +6</p> <p>1 Act. 30 ft V,S,M 8 hrs</p> <p>A tiny strip of white cloth</p> <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>	<h3>Augury (ritual)</h3> <p>Cleric Level 2 Divination DC 14 Spell Mod +6</p> <p>1 min Self V,S,M Inst</p> <p>Specially marked sticks, bones, or similar tokens worth at least 25 gp</p> <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>	<h3>Blindness/Deafness</h3> <p>Cleric Level 2 Necromancy DC 14 Spell Mod +6</p> <p>1 Act. 30 ft V 1 min</p> <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>


**Calm Emotions**

Cleric Level 2 Enchantment DC 14 Spell Mod +6

**1 Act.** **60 ft** **V,S** **Conc, 1 min**

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.

**Continual Flame**

Cleric Level 2 Evocation DC 14 Spell Mod +6

**1 Act.** **Touch** **V,S,M** **Until dispelled***Ruby dust worth 50 gp, which the spell consumes*

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.

**Enhance Ability**

Cleric Level 2 Transmutation DC 14 Spell Mod +6

**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 14 Spell Mod +6

**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.

**Fortune's Favor (Dunamancy)**

Cleric Level 2 Divination DC 14 Spell Mod +6

**1 min** **60 ft** **V,S,M** **1 hr***A white pearl worth at least 100 gp, which the spell consumes*

You impart latent luck to yourself or one willing creature you can see within range. When the chosen creature makes an attack roll, an ability check, or a saving throw before the spell ends, it can dismiss this spell on itself to roll an additional d20 and choose which of the d20s to use. Alternatively, when an attack roll is made against the chosen creature, it can dismiss this spell on itself to roll a d20 and choose which of the d20s to use, the one it rolled or the one the attacker rolled. If the original d20 roll has advantage or disadvantage, the creature rolls the additional d20 after advantage or disadvantage has been applied to the original roll. 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.

**Gentle Repose (ritual)**

Cleric Level 2 Necromancy DC 14 Spell Mod +6

**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.

**Hold Person**

Cleric Level 2 Enchantment DC 14 Spell Mod +6

**1 Act.** **60 ft** **V,S,M** **Conc, 1 min***A small, straight piece of iron*

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.

**Immovable Object (Dunamancy)**

Cleric Level 2 Transmutation DC 14 Spell Mod +6

**1 Act.** **Touch** **V,S,M** **1 hr***Gold dust worth at least 25 gp, which the spell consumes*

You touch an object that weighs no more than 10 pounds and cause it to become magically fixed in place. You and the creatures you designate when you cast this spell can move the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. If the object is fixed in the air, it can hold up to 4,000 pounds of weight. More weight causes the object to fall. Otherwise, a creature can use an action to make a Strength check against your spell save DC. On a success, the creature can move the object up to 10 feet. At Higher Levels. If you cast this spell using a spell slot of 4th or 5th level, the DC to move the object increases by 5, it can carry up to 8,000 pounds of weight, and the duration increases to 24 hours. If you cast this spell using a spell slot of 6th level or higher, the DC to move the object

**Lesser Restoration**

Cleric Level 2 Abjuration DC 14 Spell Mod +6

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

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

**Enhance Ability** *(reverse)*  
slot level above 2nd.

**Immovable Object (Dunamancy)** *(reverse)*  
increases by 10, it can carry up to 20,000  
pounds of weight, and the effect is permanent  
until dispelled.

<p><b>Locate Object</b></p> <p>Cleric Level 2 Divination DC 14 Spell Mod +6</p> <p>1 Act. Self V,S,M Conc, 10 mins</p> <p><i>A forked twig</i></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>	<p><b>Magic Weapon</b></p> <p>Cleric Level 2 Transmutation DC 14 Spell Mod +6</p> <p>1 B.A. Touch V,S Conc, 1 hr</p> <p>You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.</p>	<p><b>Prayer of Healing</b></p> <p>Cleric Level 2 Evocation DC 14 Spell Mod +6</p> <p>10 mins 30 ft V,S Inst</p> <p>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.</p>
<p><b>Protection from Poison</b></p> <p>Cleric Level 2 Abjuration DC 14 Spell Mod +6</p> <p>1 Act. Touch V,S 1 hr</p> <p>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.</p>	<p><b>Silence (ritual)</b></p> <p>Cleric Level 2 Illusion DC 14 Spell Mod +6</p> <p>1 Act. 120 ft V,S Conc, 10 mins</p> <p>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.</p>	<p><b>Spiritual Weapon</b></p> <p>Cleric Level 2 Evocation DC 14 Spell Mod +6</p> <p>1 B.A. 60 ft V,S 1 min</p> <p>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.</p>
<p><b>Warding Bond</b></p> <p>Cleric Level 2 Abjuration DC 14 Spell Mod +6</p> <p>1 Act. Touch V,S,M 1 hr</p> <p><i>A pair of platinum rings worth at least 50 gp each, which you and the target must wear for the duration</i></p> <p>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.</p>	<p><b>Wristpocket (Dunamancy)</b></p> <p>Cleric Level 2 Conjuration DC 14 Spell Mod +6</p> <p>1 Act. Self S Conc, 1 hr</p> <p>You flick your wrist, causing one object in your hand to vanish. The object, which only you can be holding and can weigh no more than 5 pounds, is transported to an extradimensional space, where it remains for the duration. Until the spell ends, you can use your action to summon the object to your free hand, and you can use your action to return the object to the extradimensional space. An object still in the pocket plane when the spell ends appears in your space, at your feet.</p>	<p><b>Zone of Truth</b></p> <p>Cleric Level 2 Enchantment DC 14 Spell Mod +6</p> <p>1 Act. 60 ft V,S 10 mins</p> <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>
