

## GUIDANCE

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | Touch                         |
| V, S         | Concentration, up to 1 minute |

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.

Cleric

Divination cantrip



## LIGHT

| CASTING TIME | RANGE  |
|--------------|--------|
| 1 action     | Touch  |
| V, M         | 1 hour |

a firefly or phosphorescent moss

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.

Cleric

Evocation cantrip



## MENDING

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 minute     | Touch         |
| V, S, M      | Instantaneous |

two lodestones

This spell repairs a single break or tear in an object you touch, such as 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.

Cleric

Transmutation cantrip



## RESISTANCE

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | Touch                         |
| V, S, M      | Concentration, up to 1 minute |

a miniature cloak

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

Cleric

Abjuration cantrip



## SACRED FLAME

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 60 feet       |
| V, S         | Instantaneous |

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).

Cleric

Evocation cantrip



## SPARE THE DYING

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | Touch         |
| V, S         | Instantaneous |

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

Cleric

Necromancy cantrip



## THAUMATURGY

| CASTING TIME | RANGE          |
|--------------|----------------|
| 1 action     | 30 feet        |
| V            | Up to 1 minute |

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range.

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Cleric

Transmutation cantrip



## TOLL THE DEAD

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 60 feet       |
| V, S         | Instantaneous |

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).

Cleric (XGE)

Necromancy cantrip



## WORD OF RADIANCE

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 5 feet        |
| V, M         | Instantaneous |

a holy symbol

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).

Cleric (XGE)

Evocation cantrip



## ANIMAL FRIENDSHIP

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | 30 feet  |
| COMPONENTS   | DURATION |
| V, S, M      | 24 hours |

a morsel of food

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

**At Higher Levels:** When you cast this spell using a 2nd level spell slot or higher, you can affect one additional beast for each slot level above 1st.



Cleric (Nature) 1st level Enchantment

## BANE

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 30 feet                       |
| COMPONENTS   | DURATION                      |
| V, S, M      | Concentration, up to 1 minute |

a drop of blood

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.



Cleric (\*) (Grave) 1st level Enchantment

## BLESS

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 30 feet                       |
| COMPONENTS   | DURATION                      |
| V, S, M      | Concentration, up to 1 minute |

a sprinkling of holy water

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.



Cleric (\*) (Life) 1st level Enchantment

## BURNING HANDS

| CASTING TIME | RANGE               |
|--------------|---------------------|
| 1 action     | Self (15-foot cone) |
| COMPONENTS   | DURATION            |
| V, S         | Instantaneous       |

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

**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.



Cleric (Light) 1st level Evocation

## CEREMONY (RITUAL) [1/2]

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 hour       | Touch         |
| COMPONENTS   | DURATION      |
| V, S, M      | Instantaneous |

25 gp worth of powdered silver, which the spell consumes

You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target or 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 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



Cleric (XGE) 1st level Abjuration

## CEREMONY (RITUAL) [2/2]

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 hour       | Touch         |
| COMPONENTS   | DURATION      |
| V, S, M      | Instantaneous |

25 gp worth of powdered silver, which the spell consumes

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.



Cleric (XGE) 1st level Abjuration

## CHARM PERSON

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | 30 feet  |
| COMPONENTS   | DURATION |
| V, S         | 1 hour   |

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

**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. The creatures must be within 30 feet of each other when you target them.



Cleric (Trickery) 1st level Enchantment

## COMMAND [1/2]

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | 60 feet  |
| COMPONENTS   | DURATION |
| V            | 1 round  |

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 DM 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 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



Cleric (\*) (Knowledge) 1st level Enchantment

## COMMAND [2/2]

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | 60 feet  |
| COMPONENTS   | DURATION |
| V            | 1 round  |

each slot level above 1st. The creatures must be within 30 feet of each other when you target them.



Cleric (\*) (Knowledge) 1st level Enchantment

#### CREATE OR DESTROY WATER

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 30 feet       |
| COMPONENTS   | DURATION      |
| V, S, M      | Instantaneous |

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.



Cleric 1st level Transmutation

#### CURE WOUNDS

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | Touch         |
| COMPONENTS   | DURATION      |
| V, S         | Instantaneous |

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.



Cleric (\*)Life 1st level Evocation

#### DETECT EVIL AND GOOD

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | Self                            |
| COMPONENTS   | DURATION                        |
| V, S         | Concentration, up to 10 minutes |

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 of 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.



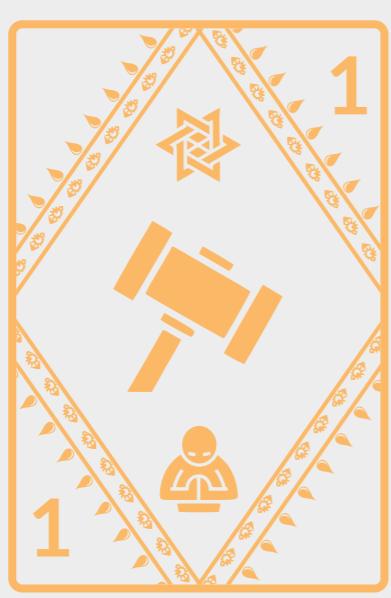
Cleric 1st level Divination

#### DETECT MAGIC (RITUAL)

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | Self                            |
| COMPONENTS   | DURATION                        |
| V, S         | Concentration, up to 10 minutes |

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 is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.



Cleric (\*)Arcana 1st level Divination

#### DETECT POISON AND DISEASE

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | Self                            |
| COMPONENTS   | DURATION                        |
| V, S, M      | Concentration, up to 10 minutes |

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 is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.



Cleric 1st level Divination

#### DISGUISE SELF

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | Self     |
| COMPONENTS   | DURATION |
| V, S         | 1 hour   |

You make yourself, including your clothing, armor, weapons, and other belongings on your person, look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

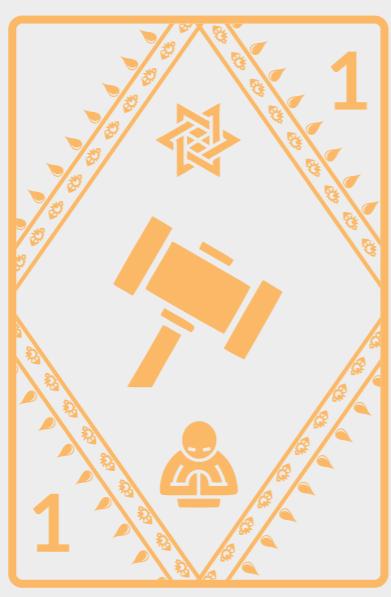


Cleric (Trickery) 1st level Illusion

#### DIVINE FAVOR

| CASTING TIME   | RANGE                         |
|----------------|-------------------------------|
| 1 bonus action | Self                          |
| COMPONENTS     | DURATION                      |
| V, S           | Concentration, up to 1 minute |

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra  $1d4$  radiant damage on a hit.



Cleric (War) 1st level Evocation

#### FAERIE FIRE

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 60 feet                       |
| COMPONENTS   | DURATION                      |
| V            | Concentration, up to 1 minute |

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.



Cleric (Light) 1st level Evocation

#### FALSE LIFE

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | Self     |
| COMPONENTS   | DURATION |
| V, S, M      | 1 hour   |

a small amount of alcohol or distilled spirits

Bolstering yourself with a necromantic facsimile of life, you gain  $1d4+4$  temporary hit points for the duration.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.



Cleric (Death)(Grave) 1st level Necromancy

## FOG CLOUD

| CASTING TIME | RANGE                       |
|--------------|-----------------------------|
| 1 action     | 120 feet                    |
| COMPONENTS   | DURATION                    |
| V, S         | Concentration, up to 1 hour |

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.



Cleric (Tempest) 1st level Conjuration

## GUIDING BOLT

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | 120 feet |
| COMPONENTS   | DURATION |
| V, S         | 1 round  |

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.



Cleric 1st level Evocation

## HEALING WORD

| CASTING TIME   | RANGE         |
|----------------|---------------|
| 1 bonus action | 60 feet       |
| COMPONENTS     | DURATION      |
| V              | Instantaneous |

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.



Cleric 1st level Evocation

## IDENTIFY (RITUAL)

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 minute     | Touch         |
| COMPONENTS   | DURATION      |
| V, S, M      | Instantaneous |

a pearl worth at least 100 gp and an owl feather

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.



Cleric (Knowledge)(Forge) 1st level Divination

## INFILCT WOUNDS

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | Touch         |
| COMPONENTS   | DURATION      |
| V, S         | Instantaneous |

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.



Cleric 1st level Necromancy

## MAGIC MISSILE

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 120 feet      |
| COMPONENTS   | DURATION      |
| V, S         | Instantaneous |

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously and you can direct them to hit one creature or several.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot above 1st.



Cleric (Arcana) 1st level Evocation

## PROTECTION FROM EVIL AND GOOD

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | Touch                           |
| COMPONENTS   | DURATION                        |
| V, S, M      | Concentration, up to 10 minutes |

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.



Cleric 1st level Abjuration

## PURIFY FOOD AND DRINK (RITUAL)

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 10 feet       |
| COMPONENTS   | DURATION      |
| V, S         | Instantaneous |

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.



Cleric 1st level Transmutation

## RAY OF SICKNESS

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 60 feet       |
| COMPONENTS   | DURATION      |
| V, S         | Instantaneous |

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

**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.



Cleric (Death) 1st level Necromancy

## SANCTUARY

| CASTING TIME   | RANGE    |
|----------------|----------|
| 1 bonus action | 30 feet  |
| COMPONENTS     | DURATION |
| V, S, M        | 1 minute |

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.



Cleric

1st level Abjuration

## SEARING SMITE

| CASTING TIME   | RANGE                         |
|----------------|-------------------------------|
| 1 bonus action | Self                          |
| COMPONENTS     | DURATION                      |
| V              | Concentration, up to 1 minute |

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spell ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot above the 1st.



Cleric

1st level Evocation

## SHIELD OF FAITH

| CASTING TIME   | RANGE                           |
|----------------|---------------------------------|
| 1 bonus action | 60 feet                         |
| COMPONENTS     | DURATION                        |
| V, S, M        | Concentration, up to 10 minutes |

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.



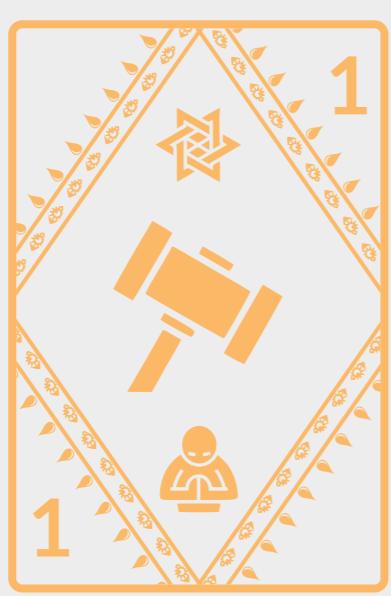
Cleric (\*)(War)

1st level Abjuration

## SPEAK WITH ANIMALS (RITUAL)

| CASTING TIME | RANGE      |
|--------------|------------|
| 1 action     | Self       |
| COMPONENTS   | DURATION   |
| V, S         | 10 minutes |

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.



Cleric (Nature)

1st level Divination

## THUNDERWAVE

| CASTING TIME | RANGE               |
|--------------|---------------------|
| 1 action     | Self (15-foot cube) |
| COMPONENTS   | DURATION            |
| V, S         | Instantaneous       |

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

**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.



Cleric (Tempest)

1st level Evocation

## COMMAND [1/2]

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | 60 feet  |
| COMPONENTS   | DURATION |
| V            | 1 round  |

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 DM 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 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



Cleric (Order)

1st level Enchantment

## COMMAND [2/2]

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | 60 feet  |
| COMPONENTS   | DURATION |
| V            | 1 round  |

each slot level above 1st. The creatures must be within 30 feet of each other when you target them.



Cleric (Order)

1st level Enchantment

## HEROISM

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | Touch                         |
| COMPONENTS   | DURATION                      |
| V, S         | Concentration, up to 1 minute |

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can target 1 additional creature for each slot level above 1st.



Cleric (Order)

1st level Enchantment

## HEROISM

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | Touch                         |
| COMPONENTS   | DURATION                      |
| V, S         | Concentration, up to 1 minute |

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can target 1 additional creature for each slot level above 1st.



Cleric (Peace)

1st level Enchantment

## SANCTUARY

| CASTING TIME   | RANGE    |
|----------------|----------|
| 1 bonus action | 30 feet  |
| COMPONENTS     | DURATION |
| V, S, M        | 1 minute |

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.

Cleric (Peace)

1st level Abjuration

## FAERIE FIRE

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 60 feet                       |
| COMPONENTS   | DURATION                      |
| V            | Concentration, up to 1 minute |

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Cleric (Twilight)

1st level Evocation

## SLEEP

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | 90 feet  |
| COMPONENTS   | DURATION |
| V, S, M      | 1 minute |

A pinch of fine sand, rose petals, or a cricket

This spell sends creatures into a magical slumber. Roll 5d8, the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Cleric (Twilight)

1st level Enchantment

## AID

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | 30 feet  |
| COMPONENTS   | DURATION |
| V, S, M      | 8 hours  |

a tiny strip of white cloth

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.

Cleric

2nd level Abjuration

## AUGURY (RITUAL)

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 minute     | Self          |
| COMPONENTS   | DURATION      |
| V, S, M      | Instantaneous |

specially marked sticks, bones, or similar tokens worth at least 25 gp

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 DM 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 DM makes this roll in secret.

Cleric (\*)(Knowledge)

2nd level Divination

## BARKSKIN

| CASTING TIME | RANGE                       |
|--------------|-----------------------------|
| 1 action     | Touch                       |
| COMPONENTS   | DURATION                    |
| V, S, M      | Concentration, up to 1 hour |

a handful of oak bark

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.

Cleric (Nature)

2nd level Transmutation

## BLINDNESS/DEAFNESS

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | 30 feet  |
| COMPONENTS   | DURATION |
| V            | 1 minute |

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.

Cleric (\*)(Death)

2nd level Necromancy

## CALM EMOTIONS

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 60 feet                       |
| COMPONENTS   | DURATION                      |
| V, S         | Concentration, up to 1 minute |

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 DM rules otherwise.

Cleric

2nd level Enchantment

## CONTINUAL FLAME

| CASTING TIME | RANGE           |
|--------------|-----------------|
| 1 action     | Touch           |
| COMPONENTS   | DURATION        |
| 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.

Cleric

2nd level Evocation

## ENHANCE ABILITY

| CASTING TIME | RANGE                       |
|--------------|-----------------------------|
| 1 action     | Touch                       |
| V, S, M      | Concentration, up to 1 hour |

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 the 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 slot level above 2nd.

Cleric

2nd level Transmutation



## FIND TRAPS

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 120 feet      |
| V, S         | Instantaneous |

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.

Cleric

2nd level Divination



## GENTLE REPOSE (RITUAL)

| CASTING TIME | RANGE   |
|--------------|---------|
| 1 action     | 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*.

Cleric (\*) (Grave)

2nd level Necromancy



## GUST OF WIND

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | Self (60-foot line)           |
| V, S, M      | Concentration, up to 1 minute |

a legume seed

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

Cleric (Tempest)

2nd level Evocation



## HOLD PERSON

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 60 feet                       |
| V, S, M      | Concentration, up to 1 minute |

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.

Cleric

2nd level Enchantment



## LESSER RESTORATION

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | Touch         |
| V, S         | Instantaneous |

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

Cleric (\*) (Life)

2nd level Abjuration



| FLAMING SPHERE   |                               |
|--|-------------------------------|
| CASTING TIME   | RANGE                         |
| 1 action   | 60 feet                       |
| <b>COMPONENTS</b>  |                               |
| V, S, M  | Concentration, up to 1 minute |
| <i>a bit of tallow, a pinch of brimstone, and a dusting of powdered iron</i> |                               |

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Cleric (Light)

2nd level Conjuration



| HEAT METAL                         |                               |
|------------------------------------|-------------------------------|
| CASTING TIME                       | RANGE                         |
| 1 action                           | 60 feet                       |
| <b>COMPONENTS</b>                  |                               |
| V, S, M                            | Concentration, up to 1 minute |
| <i>a piece of iron and a flame</i> |                               |

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot above 2nd.

Cleric (Forge)

2nd level Transmutation



| LOCATE OBJECT        |                                 |
|----------------------|---------------------------------|
| CASTING TIME         | RANGE                           |
| 1 action             | Self                            |
| <b>COMPONENTS</b>    |                                 |
| V, S, M              | Concentration, up to 10 minutes |
| <i>a forked twig</i> |                                 |

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.

Cleric

2nd level Divination



## MAGIC WEAPON

| CASTING TIME   | RANGE                       |
|----------------|-----------------------------|
| 1 bonus action | Touch                       |
| V, S           | Concentration, up to 1 hour |

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.



Cleric (War)(Forge)(Arcana) 2nd level Transmutation

## MIRROR IMAGE

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | Self     |
| V, S         | 1 minute |

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.



Cleric (Trickery) 2nd level Illusion

## NYSTUL'S MAGIC AURA [1/2]

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | Touch    |
| V, S, M      | 24 hours |

a small square of silk  
You place an illusion on a creature or an object you touch so that divination spells reveal false information about it. The target can be a willing creature or an object that isn't being carried or worn by another creature.

When you cast the spell, choose one or both of the following effects. The effect lasts for the duration. If you cast this spell on the same creature or object every day for 30 days, placing the same effect on it each time, the illusion lasts until it is dispelled.

**False Aura:** You change the way the target appears to spells and magical effects, such as *detect magic*, that detect magical auras. You can make a nonmagical object appear magical, a magical object appear nonmagical, or change the object's magical aura so that it appears to belong to a specific school of magic that you choose. When you use this effect on an object, you can make the false magic apparent to any creature that handles the item.

**Mask:** You change the way the target appears to spells and magical effects that detect creature types, such as a paladin's Divine Sense or the trigger of a *symbol* spell.

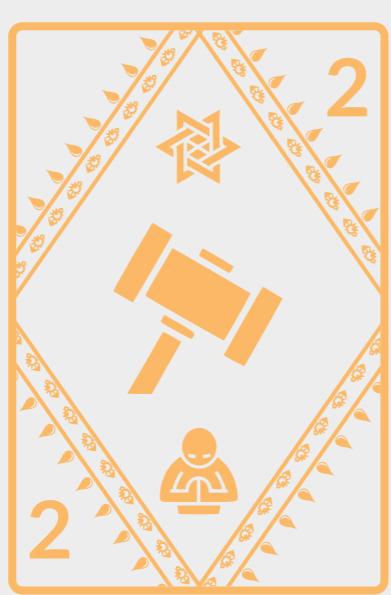


Cleric (Arcana) 2nd level Illusion

## NYSTUL'S MAGIC AURA [2/2]

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | Touch    |
| V, S, M      | 24 hours |

a small square of silk  
You choose a creature type and other spells and magical effects treat the target as if it were a creature of that type or of that alignment.



Cleric (Arcana) 2nd level Illusion

## PASS WITHOUT TRACE

| CASTING TIME | RANGE                       |
|--------------|-----------------------------|
| 1 action     | Self                        |
| V, S, M      | Concentration, up to 1 hour |

ashes from a burned leaf of mistletoe and a sprig of spruce  
A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.



Cleric (Trickery) 2nd level Abjuration

## PRAYER OF HEALING

| CASTING TIME | RANGE         |
|--------------|---------------|
| 10 minutes   | 30 feet       |
| V            | Instantaneous |

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.

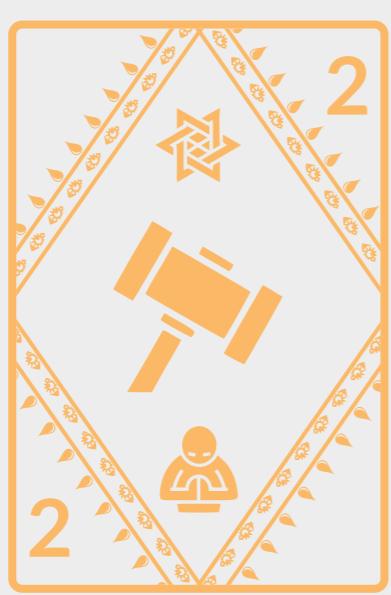


Cleric 2nd level Evocation

## PROTECTION FROM POISON

| CASTING TIME | RANGE  |
|--------------|--------|
| 1 action     | Touch  |
| V, S         | 1 hour |

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.



Cleric 2nd level Abjuration

## RAY OF ENFEEBLEMENT

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 60 feet                       |
| V, S         | Concentration, up to 1 minute |

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends. At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.



Cleric (Death)(Grave) 2nd level Necromancy

## SCORCHING RAY

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 120 feet      |
| V, S         | Instantaneous |

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.



Cleric (Light) 2nd level Evocation

## SHATTER

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 60 feet       |
| COMPONENTS   | DURATION      |
| V, S, M      | Instantaneous |

a chip of mica

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.



Cleric (Tempest) 2nd level Evocation

## SILENCE (RITUAL)

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | 120 feet                        |
| COMPONENTS   | DURATION                        |
| V, S         | Concentration, up to 10 minutes |

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.



Cleric

2nd level Illusion

## SPIKE GROWTH

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | 150 feet                        |
| COMPONENTS   | DURATION                        |
| V, S, M      | Concentration, up to 10 minutes |

seven sharp thorns or seven small twigs, each sharpened to a point

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.



Cleric (Nature) 2nd level Transmutation

## SPIRITUAL WEAPON

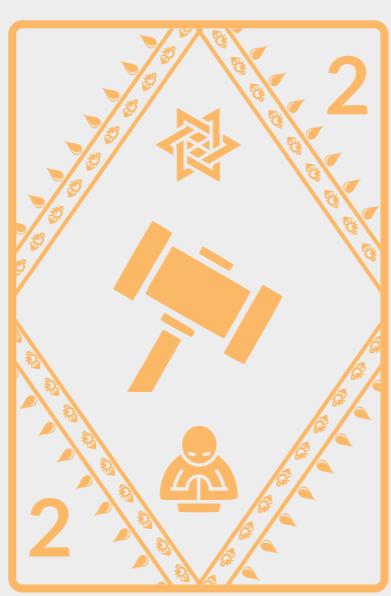
| CASTING TIME   | RANGE    |
|----------------|----------|
| 1 bonus action | 60 feet  |
| COMPONENTS     | DURATION |
| V, S           | 1 minute |

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 3rd level or higher, the damage increases by 1d8 for every two slot levels above the 2nd.



Cleric (\*)(War)(Life) 2nd level Evocation

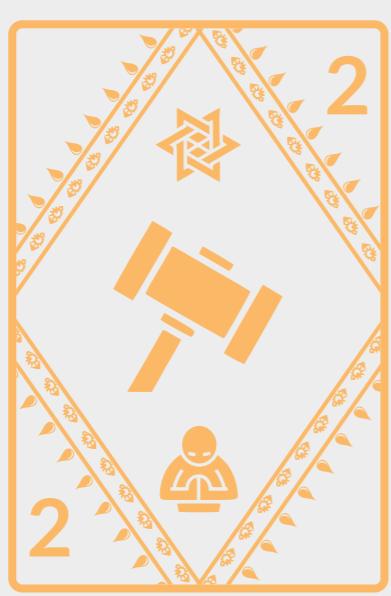
## SUGGESTION [1/2]

| CASTING TIME | RANGE                        |
|--------------|------------------------------|
| 1 action     | 30 feet                      |
| COMPONENTS   | DURATION                     |
| V, M         | Concentration, up to 8 hours |

a snake's tongue and either a bit of honeycomb or a drop of sweet oil

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw it onto a spear, immolate itself, or do some other obviously harmful act ends the spell. The target must make a Wisdom saving throw. On a failed save, it purses the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight fire her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed. If you or any of your companions



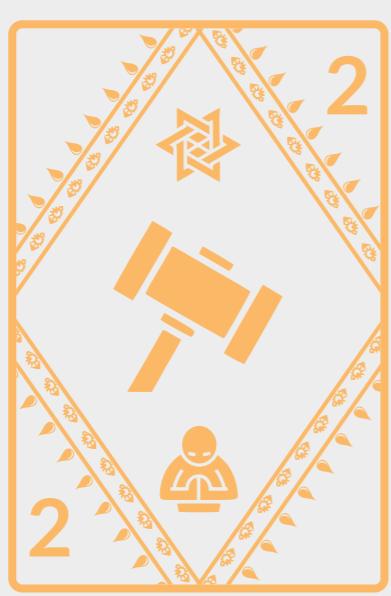
Cleric (Knowledge) 2nd level Enchantment

## SUGGESTION [2/2]

| CASTING TIME | RANGE                        |
|--------------|------------------------------|
| 1 action     | 30 feet                      |
| COMPONENTS   | DURATION                     |
| V, M         | Concentration, up to 8 hours |

a snake's tongue and either a bit of honeycomb or a drop of sweet oil

damage the target, the spell ends.



Cleric (Knowledge) 2nd level Enchantment

## WARDING BOND

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | Touch    |
| COMPONENTS   | DURATION |
| V, S, M      | 1 hour   |

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



Cleric

2nd level Abjuration

## ZONE OF TRUTH

| CASTING TIME | RANGE      |
|--------------|------------|
| 1 action     | 60 feet    |
| COMPONENTS   | DURATION   |
| V, S         | 10 minutes |

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 creatures can be evasive in its answers as long as it remains within the boundaries of the truth.



Cleric

2nd level Enchantment

## HOLD PERSON

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 60 feet                       |
| COMPONENTS   | DURATION                      |
| V, S, M      | Concentration, up to 1 minute |

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 on additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.



Cleric (Order) 2nd level Enchantment

## ZONE OF TRUTH

| CASTING TIME | RANGE      |
|--------------|------------|
| 1 action     | 60 feet    |
| COMPONENTS   | DURATION   |
| V, S         | 10 minutes |

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 creatures can be evasive in its answers as long as it remains within the boundaries of the truth.



Cleric (Order) 2nd level Enchantment

## AID

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | 30 feet  |
| COMPONENTS   | DURATION |
| V, S, M      | 8 hours  |

a tiny strip of white cloth

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.



Cleric (Peace) 2nd level Abjuration

## WARDING BOND

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | Touch    |
| COMPONENTS   | DURATION |
| V, S, M      | 1 hour   |

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



Cleric (Peace) 2nd level Abjuration

## MOONBEAM

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 120 feet                      |
| COMPONENTS   | DURATION                      |
| V, S, M      | Concentration, up to 1 minute |

several seeds of any moonseed plant and a piece of opalescent feldspar

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 the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one. A shapeshifter makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light. On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction. **At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.



Cleric (Twilight) 2nd level Evocation

## SEE INVISIBILITY

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | Self     |
| COMPONENTS   | DURATION |
| V, S, M      | 1 hour   |

A pinch of Talc and a small sprinkling of powdered silver

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.



Cleric (Twilight) 2nd level Divination

## ANIMATE DEAD [1/2]

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 minute     | 10 feet       |
| COMPONENTS   | DURATION      |
| V, S, M      | Instantaneous |

a drop of blood, a piece of flesh, and a pinch of bone dust

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the DM has the creature's game statistics). On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain the control of



Cleric (\*)(Death) 3rd level Necromancy

## ANIMATE DEAD [2/2]

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 minute     | 10 feet       |
| COMPONENTS   | DURATION      |
| V, S, M      | Instantaneous |

a drop of blood, a piece of flesh, and a pinch of bone dust

the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot above 3rd. Each of the creatures must come from a different corpse or pile of bones.



Cleric (\*)(Death) 3rd level Necromancy

## BEACON OF HOPE

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 30 feet                       |
| COMPONENTS   | DURATION                      |
| V, S         | Concentration, up to 1 minute |

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.



Cleric (\*)(Life) 3rd level Abjuration

## BESTOW CURSE [1/2]

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | Touch                         |
| COMPONENTS   | DURATION                      |
| V, S         | Concentration, up to 1 minute |

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options.

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target. A remove curse spell ends this effect. At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.

**At Higher Levels:** If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell



Cleric 3rd level Necromancy

## BESTOW CURSE [2/2]

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | Touch                         |
| V, S         | Concentration, up to 1 minute |

lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.



## BLINK

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | Self     |
| V, S         | 1 minute |

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

Cleric

3rd level Necromancy

Cleric (Trickery)

3rd level Transmutation

## CALL LIGHTNING

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | 120 feet                        |
| V, S         | Concentration, up to 10 minutes |

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see 100 feet directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud).

When you cast the spell, choose a point you can see within range. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one.

If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

Cleric (Tempest)

3rd level Conjuration



## CLAIRVOYANCE [1/2]

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 10 minutes   | 1 mile                          |
| V, S, M      | Concentration, up to 10 minutes |

a focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for scrying

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with. When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing. A creature that can see the sensor (such as a creature benefitting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.

When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing. A creature that can see the sensor (such as a creature benefitting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.

A creature that can



## CLAIRVOYANCE [2/2]

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 10 minutes   | 1 mile                          |
| V, S, M      | Concentration, up to 10 minutes |

a focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for scrying

see the sensor (such as a creature benefitting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.

Cleric

3rd level Divination

Cleric

3rd level Divination

## CREATE FOOD AND WATER

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 30 feet       |
| V, S         | Instantaneous |

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.



## CRUSADER'S MANTLE

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | Self                          |
| V            | Concentration, up to 1 minute |

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, each non-hostile creature in the aura (including you) deals an extra 1d4 radiant damage when it hits with a weapon attack.



## DAYLIGHT

| CASTING TIME | RANGE   |
|--------------|---------|
| 1 action     | 60 feet |
| V, S         | 1 hour  |

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is 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 with 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 9th level or lower, the spell that created the darkness is dispelled.

Cleric (War)

3rd level Evocation

Cleric (\*)Light

3rd level Evocation

## DISPEL MAGIC

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 120 feet      |
| V, S         | Instantaneous |

Choose any creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.



### FEIGN DEATH (RITUAL)

| CASTING TIME | RANGE  |
|--------------|--------|
| 1 action     | Touch  |
| V, S, M      | 1 hour |

a pinch of graveyard dirt

You touch a willing creature and put it into a cataleptic state that is indistinguishable from death. For the spell's duration, or until you use an action to touch the target and dismiss the spell, the target appears dead to all outward inspection and to spells used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0. The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you cast the spell, or becomes diseased or poisoned while under the spell's effect, the disease and poison have no effect until the spell ends.



### FIREBALL

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 150 feet      |
| V, S, M      | Instantaneous |

a tiny ball of bat guano and sulfur

A bright streak flashes from your pointing finger to a point you choose within range then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot radius must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Cleric

3rd level Necromancy



### GLYPH OF WARDING [1/3]

| CASTING TIME | RANGE                        |
|--------------|------------------------------|
| 1 hour       | Touch                        |
| V, S, M      | Until dispelled or triggered |

incense and powdered diamond worth at least 200 gp, which the spell consumes

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place, if the object is moved more than 10 feet from where you cast this spell, the glyph is broken and the spell ends without being triggered.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers

Cleric

3rd level Abjuration



### GLYPH OF WARDING [2/3]

| CASTING TIME | RANGE                        |
|--------------|------------------------------|
| 1 hour       | Touch                        |
| V, S, M      | Until dispelled or triggered |

incense and powdered diamond worth at least 200 gp, which the spell consumes

include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends. You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password. When you inscribe the glyph, choose explosive runes or a spell glyph.

**Explosive Runes:** When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the aura must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

**Spell Glyph:** You can store a prepared spell of or lower in the



### GLYPH OF WARDING [3/3]

| CASTING TIME | RANGE                        |
|--------------|------------------------------|
| 1 hour       | Touch                        |
| V, S, M      | Until dispelled or triggered |

incense and powdered diamond worth at least 200 gp, which the spell consumes

glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack. If the spell requires concentration, it lasts until the end of its full duration.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage of an explosive runes glyph increases by 1d8 for each slot level above 3rd. If you create a spell glyph, you can store any spell of up to the same level as the slot you use for the glyph of warding.

Cleric

3rd level Abjuration



### LIFE TRANSFERENCE

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 30 feet       |
| V, S         | Instantaneous |

You sacrifice some of your health to mend another creature's injuries. You take 4d8 necrotic damage, and one creature of your choice that you can see within range regains a number of hit points equal to twice the necrotic damage you take. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Cleric (XGE)

3rd level Necromancy



### MAGIC CIRCLE [1/2]

| CASTING TIME | RANGE   |
|--------------|---------|
| 1 minute     | 10 feet |
| V, S, M      | 1 hour  |

holy water or powdered silver and iron worth at least 100 gp, which the spell consumes

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface.

Choose one or more of the following types of creatures - celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways.

- The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.
- The creature has disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by the creature. When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level,



### MAGIC CIRCLE [2/2]

| CASTING TIME | RANGE   |
|--------------|---------|
| 1 minute     | 10 feet |
| V, S, M      | 1 hour  |

holy water or powdered silver and iron worth at least 100 gp, which the spell consumes

or higher, the duration increases by 1 hour for each slot level above 3rd.

Cleric (\*)(Arcana)

3rd level Abjuration



### MASS HEALING WORD

| CASTING TIME   | RANGE         |
|----------------|---------------|
| 1 bonus action | 60 feet       |
| V              | Instantaneous |

As you call out words of restoration, up to six creatures of your choice that you can see within range regain 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 4th level or higher, the healing increases by 1d4 for each slot level above 3rd.

Cleric

3rd level Evocation



**MELD INTO STONE (RITUAL)**

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | Touch    |
| COMPONENTS   | DURATION |
| V, S         | 8 hours  |

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses. While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move. Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals  $6d6$  bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals  $50$  bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

Cleric

3rd level Transmutation

**NONDETECTION**

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | Touch    |
| COMPONENTS   | DURATION |
| V, S, M      | 8 hours  |

a pinch of diamond dust worth  $25$  gp sprinkled over the target, which the spell consumes

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature or a place or an object no larger than  $10$  feet in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.

**PLANT GROWTH****PLANT GROWTH**

| CASTING TIME        | RANGE         |
|---------------------|---------------|
| 1 action or 8 hours | 150 feet      |
| COMPONENTS          | DURATION      |
| V, S                | Instantaneous |

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits.

If you cast this spell using 1 action, choose a point within range. All normal plants in a  $100$ -foot radius centered on that point become thick and overgrown. A creature moving through the area must spend  $4$  feet of movement for every  $1$  foot it moves.

You can exclude one or more areas of any size within the spell's area from being affected. If you cast this spell over  $8$  hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for  $1$  year. The plants yield twice the normal amount of food when harvested.

**PROTECTION FROM ENERGY**

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | Touch                         |
| COMPONENTS   | DURATION                      |
| V, S         | Concentration, up to $1$ hour |

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

Cleric

3rd level Abjuration

**REMOVE CURSE**

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | Touch         |
| COMPONENTS   | DURATION      |
| V, S         | Instantaneous |

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

**SENDING**

| CASTING TIME | RANGE     |
|--------------|-----------|
| 1 action     | Unlimited |
| COMPONENTS   | DURATION  |
| V, S, M      | 1 round   |

A short piece of fine copper wire

You send a short message of twenty-five words or less to a creature with whom you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least  $1$  to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a  $5$  percent chance that the message doesn't arrive.

Cleric

3rd level Evocation

**SLEET STORM**

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | 150 feet                        |
| COMPONENTS   | DURATION                        |
| V, S, M      | Concentration, up to $1$ minute |

a pinch of dust and a few drops of water

Until the spell ends, freezing rain and sleet fall in a  $20$ -foot-tall cylinder with a  $40$ -foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone. If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

**SPEAK WITH DEAD**

| CASTING TIME | RANGE      |
|--------------|------------|
| 1 action     | 10 feet    |
| COMPONENTS   | DURATION   |
| V, S, M      | 10 minutes |

burning incense

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The spell fails if the corpse was the target of this spell within the last  $10$  days. Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

**Cleric (Tempest)****3rd level Conjuration**

Cleric

3rd level Necromancy

**Cleric (\*)Knowledge)**

3rd level Necromancy



## SPIRIT GUARDIANS

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | Self (15-foot-radius)           |
| V, S, M      | Concentration, up to 10 minutes |

a holy symbol

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Cleric (\*)(War)

3rd level Conjuration



## SPIRIT SHROUD

| CASTING TIME   | RANGE                         |
|----------------|-------------------------------|
| 1 bonus action | Self                          |
| V, S           | Concentration, up to 1 minute |

You call forth spirits of the dead, which flit around you for the spell's duration. The spirits are intangible and invulnerable.

Until the spell ends, any attack you make deals 1d8 extra damage when you hit a creature within 10 feet of you. This damage is radiant, necrotic, or cold (your choice when you cast the spell). Any creature that takes this damage can't regain hit points until the start of your next turn.

In addition, any creature of your choice that you can see that starts its turn within 10 feet of you has its speed reduced by 10 feet until the start of your next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for every two slot levels above 3rd.

Cleric (TCE)

3rd-level necromancy



## TONGUES

| CASTING TIME | RANGE  |
|--------------|--------|
| 1 action     | Touch  |
| V, M         | 1 hour |

a small clay model of a ziggurat

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

Cleric

3rd level Divination



## VAMPIRIC TOUCH

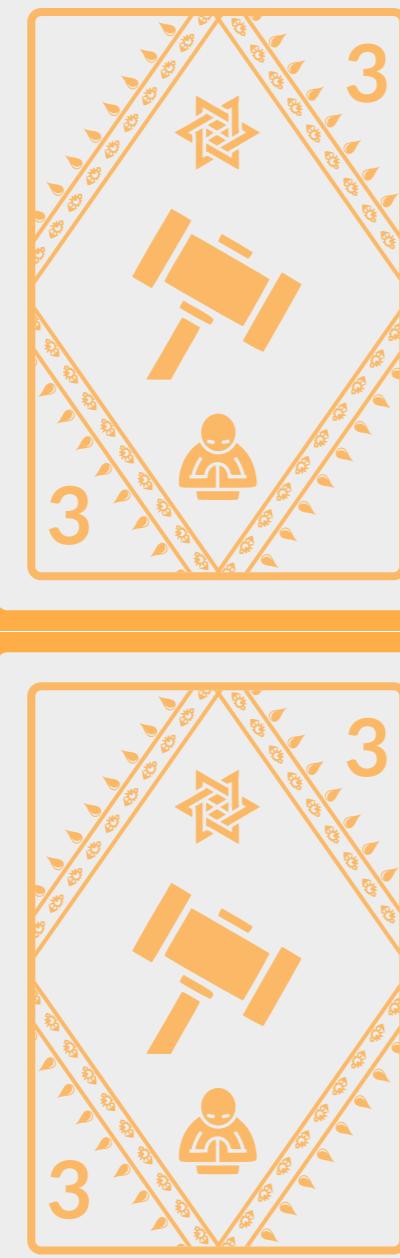
| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | Self                          |
| V, S         | Concentration, up to 1 minute |

The touch of your shadow-wreathed hand can siphon force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Cleric (Death)(Grave)

3rd level Necromancy



## WATER WALK (RITUAL)

| CASTING TIME | RANGE   |
|--------------|---------|
| 1 action     | 30 feet |
| V, S, M      | 1 hour  |

a piece of cork

This spell grants the ability to move across any liquid surface - such as water, acid, mud, snow, quicksand, or lava - as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration.

If your target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

Cleric

3rd level Transmutation



## WIND WALL

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 120 feet                      |
| V, S, M      | Concentration, up to 1 minute |

a tiny fan and a feather of exotic origin

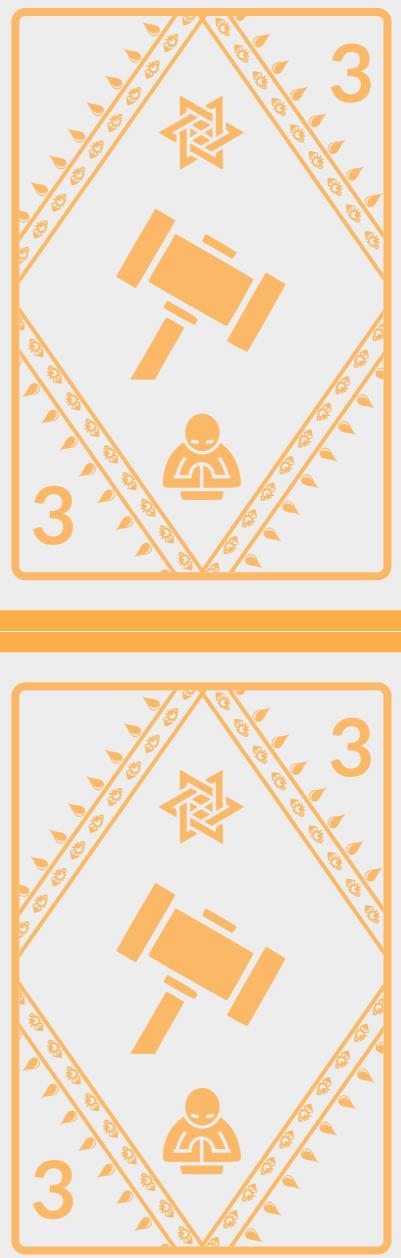
A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

Cleric (Nature)

3rd level Evocation



## MASS HEALING WORD

| CASTING TIME   | RANGE         |
|----------------|---------------|
| 1 bonus action | 60 feet       |
| V              | Instantaneous |

As you call out words of restoration, up to six creatures of your choice that you can see within range regain 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 4th level or higher, the healing increases by 1d4 for each slot level above 3rd.

Cleric (Order)

3rd level Evocation



## SLOW

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 120 feet                      |
| V, S, M      | Concentration, up to 1 minute |

a drop of molasses

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

Cleric (Order)

3rd level Transmutation



## BEACON OF HOPE

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 30 feet                       |
| V, S         | Concentration, up to 1 minute |

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

Cleric (Peace)

3rd level Abjuration



## SENDING

| CASTING TIME | RANGE     |
|--------------|-----------|
| 1 action     | Unlimited |
| V, S, M      | 1 round   |

A short piece of fine copper wire

You send a short message of twenty-five words or less to a creature with you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.



Cleric (Peace) 3rd level Evocation

## AURA OF VITALITY

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | Self (30-foot radius)         |
| V            | Concentration, up to 1 minute |

Healing energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. You can use a bonus action to cause one creature in the aura (including you) to regain 2d6 hit points.



Cleric (TCE) 3rd level Evocation

## AURA OF VITALITY

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | Self (30-foot radius)         |
| V            | Concentration, up to 1 minute |

Healing energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. You can use a bonus action to cause one creature in the aura (including you) to regain 2d6 hit points.



Cleric (Twilight) 3rd level Evocation

## LEOMUND'S TINY HUT (RITUAL)

| CASTING TIME | RANGE                            |
|--------------|----------------------------------|
| 1 minute     | Self (10-foot-radius hemisphere) |
| V, S, M      | 8 hours                          |

A small crystal bead

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area. 9 creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than 9 creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside. Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

Cleric (Twilight) 3rd level Evocation



## ARCANE EYE

| CASTING TIME | RANGE                       |
|--------------|-----------------------------|
| 1 action     | 30 feet                     |
| V, S, M      | Concentration, up to 1 hour |

a bit of bat fur

You create an invisible, magical eye within range that hovers in the air for the duration. You mentally receive visual information from the eye, which has normal vision and darkvision out to 30 feet. The eye can look in every direction. As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.



Cleric (Knowledge)(Arcana) 4th level Divination

## BANISHMENT

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 60 feet                       |
| V, S, M      | Concentration, up to 1 minute |

an item distasteful to the target

You attempt to send one creature that you can see within range to another place of existence. The target must succeed on a Charisma saving throw or be banished. If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.



Cleric 4th level Abjuration

## BLIGHT

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 30 feet       |
| V, S         | Instantaneous |

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs.

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw, it simply withers and dies.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Cleric (Death)(Grave) 4th level Necromancy



## CONFUSION [1/2]

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 90 feet                       |
| V, S, M      | Concentration, up to 1 minute |

three nut shells

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrollable actions. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it. An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn. 1: The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. 2-6: The creature doesn't move or take actions this turn. 7-8: The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn. 9-10: The creature can act and move normally. At the end of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

**At Higher Levels:** When you cast this spell using a



Cleric (Knowledge) 4th level Enchantment

## CONFUSION [2/2]

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 90 feet                       |
| V, S, M      | Concentration, up to 1 minute |

three nut shells

radius of the sphere increases by 5 feet for each slot above 4th.



Cleric (Knowledge) 4th level Enchantment

### CONTROL WATER [1/3]

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | 300 feet                        |
| V, S, M      | Concentration, up to 10 minutes |

a drop of water and a pinch of dust

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

**Flood:** You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land.

If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing.

The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

**Part Water:** You cause water in the area to move apart and create a trench. The trench extends across the

Cleric (\*)Tempest 4th level Transmutation

### DEATH WARD

| CASTING TIME | RANGE   |
|--------------|---------|
| 1 action     | Touch   |
| V, S         | 8 hours |

You touch a creature and grant it a measure of protection from death.

The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends. If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.

Cleric (\*)Life)(Grave) 4th level Abjuration

### DOMINATE BEAST [1/2]

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 60 feet                       |
| V, S         | Concentration, up to 1 minute |

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as Attack that creature, Run over there, or Fetch that object. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do.

During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

Cleric (Nature) 4th level Enchantment

### CONTROL WATER [2/3]

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | 300 feet                        |
| V, S, M      | Concentration, up to 10 minutes |

a drop of water and a pinch of dust

spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

**Redirect Flow:** You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

**Whirlpool:** This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage, this damage occurs each round it remains in the vortex.

Cleric (\*)Tempest 4th level Transmutation

### DEATH WARD

| CASTING TIME | RANGE   |
|--------------|---------|
| 1 action     | Touch   |
| V, S         | 8 hours |

You touch a creature and grant it a measure of protection from death.

The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends. If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.

Cleric (\*)Life)(Grave) 4th level Abjuration

### DOMINATE BEAST [2/2]

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 60 feet                       |
| V, S         | Concentration, up to 1 minute |

**At Higher Levels:** When you cast this spell with a 5th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 6th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 7th level or higher, the duration is concentration, up to 8 hours.

Cleric (Nature) 4th level Enchantment

### CONTROL WATER [3/3]

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | 300 feet                        |
| V, S, M      | Concentration, up to 10 minutes |

a drop of water and a pinch of dust

(Athletics) check against your spell save DC. When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage, this damage occurs each round it remains in the vortex.

Cleric (\*)Tempest 4th level Transmutation

### DEATH WARD

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | Touch         |
| V, S, M      | Instantaneous |

Your magic and an offering put you in contact with a god or a god's servants. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

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 this spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.

Cleric 4th level Divination

### DOMINATE BEAST [1/2]

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 60 feet                       |
| V, S         | Concentration, up to 1 minute |

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as Attack that creature, Run over there, or Fetch that object. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do.

During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

Cleric (Nature) 4th level Enchantment

### DOMINATE BEAST [2/2]

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 60 feet                       |
| V, S         | Concentration, up to 1 minute |

**At Higher Levels:** When you cast this spell with a 5th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 6th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 7th level or higher, the duration is concentration, up to 8 hours.

Cleric (Nature) 4th level Enchantment

### FREEDOM OF MOVEMENT

| CASTING TIME | RANGE  |
|--------------|--------|
| 1 action     | Touch  |
| V, S, M      | 1 hour |

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained. The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

Cleric (\*)War 4th level Abjuration

### GRASPING VINE

| CASTING TIME   | RANGE                         |
|----------------|-------------------------------|
| 1 bonus action | 30 feet                       |
| COMPONENTS     | DURATION                      |
| V, S           | Concentration, up to 1 minute |

You conjure a vine that sprouts from the ground in an unoccupied space of your choice that you can see within range. When you cast this spell, you can direct the vine to lash out at a creature within 30 feet of it that you can see. That creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the vine. Until the spell ends, you can direct the vine to lash out at the same creature or another one as a bonus action on each of your turns.

Cleric (Nature)

4th level Conjuration



### GUARDIAN OF FAITH

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | 30 feet  |
| COMPONENTS   | DURATION |
| V            | 8 hours  |

A Large spectral guardian appears and hovers for the duration in an unoccupied space of your choice that you can see within range. The guardian occupies that space and is indistinct except for a gleaming sword and shield emblazoned with the symbol of your deity. Any creature hostile to you that moves to a space within 10 feet of the guardian for the first time on a turn must succeed on a Dexterity saving throw. The creature takes 20 radiant damage on a failed save, or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 60 damage.

Cleric (\*)(Light)(Life)

4th level Conjuration



### LEOMUND'S SECRET CHEST

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | Touch         |
| COMPONENTS   | DURATION      |
| V, S, M      | Instantaneous |

*an exquisite chest, 3 feet by 2 feet by 2 feet, constructed from rare materials worth at least 5,000 gp, and a tiny replica made from the same materials worth at least 50 gp*

You hide a chest, and all its contents, on the Ethereal Plane. You must touch the chest and the miniature replica that serves as a material component for the spell. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet). While the chest remains on the Ethereal Plane, you can use an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the Ethereal Plane by using an action and touching both the chest and the replica. After 60 days, there is a cumulative 5 percent chance per day that the spell's effect ends. This effect ends if you cast this spell again, if the smaller replica chest is destroyed, or if you choose to end the spell as an action. If the spell ends and the larger chest is on the Ethereal Plane, it is irretrievably lost.

Cleric (Arcana)

4th level Conjuration



### LOCATE CREATURE

| CASTING TIME | RANGE                       |
|--------------|-----------------------------|
| 1 action     | Self                        |
| COMPONENTS   | DURATION                    |
| V, S, M      | Concentration, up to 1 hour |

*a bit of fur from a bloodhound*

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement. The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close - within 30 feet - at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature. This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Cleric

4th level Divination



### POLYMORPH [1/2]

| CASTING TIME | RANGE                       |
|--------------|-----------------------------|
| 1 action     | 60 feet                     |
| COMPONENTS   | DURATION                    |
| V, S, M      | Concentration, up to 1 hour |

*a caterpillar cocoon*

can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Cleric (Trickery)

4th level Transmutation



### STONE SHAPE

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | Touch         |
| COMPONENTS   | DURATION      |
| V, S, M      | Instantaneous |

*soft clay, which must be worked into roughly the desired shape of the stone object*

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Cleric

4th level Transmutation



### ICE STORM

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 300 feet      |
| COMPONENTS   | DURATION      |
| V, S, M      | Instantaneous |

*a pinch of dust and a few drops of water*

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one. Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.

Cleric (Tempest)

4th level Evocation



### POLYMORPH [2/2]

| CASTING TIME | RANGE                       |
|--------------|-----------------------------|
| 1 action     | 60 feet                     |
| COMPONENTS   | DURATION                    |
| V, S, M      | Concentration, up to 1 hour |

*a caterpillar cocoon*

can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Cleric (Trickery)

4th level Transmutation



### STONE SKIN

| CASTING TIME | RANGE                       |
|--------------|-----------------------------|
| 1 action     | Touch                       |
| COMPONENTS   | DURATION                    |
| V, S, M      | Concentration, up to 1 hour |

*diamond dust worth 100 gp, which the spell consumes*

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

Cleric (War)

4th level Abjuration



## WALL OF FIRE

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 120 feet                      |
| COMPONENTS   | DURATION                      |
| V, S, M      | Concentration, up to 1 minute |

a small piece of phosphorus

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save. One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage. **At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Cleric (Light)(Forge) 4th level Evocation

## COMPULSION

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 30 feet                       |
| COMPONENTS   | DURATION                      |
| V, S         | Concentration, up to 1 minute |

Creatures of your choice that you can see within range and that can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this spell. Until the spell ends, you can use a bonus action on each of your turns to designate a direction that is horizontal to you. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another Wisdom saving throw to try to end the effect. A target isn't compelled to move into an obviously deadly hazard, such as a fire pit, but it will provoke opportunity attacks to move in the designated direction.

Cleric (Order) 4th level Enchantment

## LOCATE CREATURE

| CASTING TIME | RANGE                       |
|--------------|-----------------------------|
| 1 action     | Self                        |
| COMPONENTS   | DURATION                    |
| V, S, M      | Concentration, up to 1 hour |

A bit of fur from a bloodhound  
Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement. The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close - within 30 feet - at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature. This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Cleric (Order) 4th level Divination

## AURA OF PURITY

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | Self (30-foot radius)           |
| COMPONENTS   | DURATION                        |
| V            | Concentration, up to 10 minutes |

Purifying energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each non-hostile creature in the aura (including you) can't become diseased, has resistance to poison damage, and has advantage on saving throws against effects that cause any of the following conditions: blinded, charmed, deafened, frightened, paralyzed, poisoned, and stunned.

Cleric (Peace) 4th level Abjuration

## OTILUKE'S RESILIENT SPHERE

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 30 feet                       |
| COMPONENTS   | DURATION                      |
| V, S, M      | Concentration, up to 1 minute |

a hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic

A sphere of shimmering force encloses a creature or object of Large size or smaller within range. An unwilling creature must make a Dexterity saving throw. On a failed save, the creature is enclosed for the duration. Nothing, not physical objects, energy, or other spell effects, can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it. The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures. A *disintegrate* spell targeting the globe destroys it without harming anything inside it.

Cleric (Peace) 4th level Evocation

## AURA OF LIFE

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | Self (30-foot radius)           |
| COMPONENTS   | DURATION                        |
| V            | Concentration, up to 10 minutes |

Life-preserving energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each non-hostile creature in the aura (including you) has resistance to necrotic damage, and its hit point maximum can't be reduced. In addition, a non-hostile, living creature regains 1 hit point when it starts its turn in the aura with 0 hit points.

Cleric (TCE) 4th level Abjuration

## AURA OF PURITY

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | Self (30-foot radius)           |
| COMPONENTS   | DURATION                        |
| V            | Concentration, up to 10 minutes |

Purifying energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each non-hostile creature in the aura (including you) can't become diseased, has resistance to poison damage, and has advantage on saving throws against effects that cause any of the following conditions: blinded, charmed, deafened, frightened, paralyzed, poisoned, and stunned.

Cleric (TCE) 4th level Abjuration

## AURA OF LIFE

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | Self (30-foot radius)           |
| COMPONENTS   | DURATION                        |
| V            | Concentration, up to 10 minutes |

Life-preserving energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each non-hostile creature in the aura (including you) has resistance to necrotic damage, and its hit point maximum can't be reduced. In addition, a non-hostile, living creature regains 1 hit point when it starts its turn in the aura with 0 hit points.

Cleric (Twilight) 4th level Abjuration

## GREATER INVISIBILITY

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | Touch                         |
| COMPONENTS   | DURATION                      |
| V, S         | Concentration, up to 1 minute |

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

Cleric (Twilight) 4th level Illusion

## ANIMATE OBJECTS [1/2]

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 120 feet                      |
| COMPONENTS   | DURATION                      |
| V, S         | Concentration, up to 1 minute |

Objects come to life at your command. Choose up to ten nonmagical objects within range that are not being worn or carried. Medium targets count as two objects. Large targets count as four objects. Huge targets count as eight objects. You can't animate any object larger than Huge. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points.

As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet, if the objects lack legs or other

Cleric

5th level Transmutation

## ANIMATE OBJECTS [2/2]

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 120 feet                      |
| COMPONENTS   | DURATION                      |
| V, S         | Concentration, up to 1 minute |

appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determine by its size. The DM might rule that a specific object inflicts slashing or piercing damage based on its form.

Animated Object Statistics

Size..., HP, AC, Hit, Damage, Str, Dex

Tiny, 20, 18, +8, 1d4 + 4, 4, 18

Small, 25, 16, +6, 1d8 + 2, 6, 14

Med., 40, 13, +5, 2d6 + 1, 10, 12

Large, 50, 10, +6, 2d10 + 2, 14, 10

Huge, 80, 10, +8, 2d12 + 4, 18, 16

**At Higher Levels:** If you cast this spell using a spell slot of 6th level or higher, you can animate two additional objects for each slot level above 5th.

Cleric

5th level Transmutation

## ANTILIFE SHELL

| CASTING TIME | RANGE                       |
|--------------|-----------------------------|
| 1 action     | Self (10-foot radius)       |
| COMPONENTS   | DURATION                    |
| V, S         | Concentration, up to 1 hour |

A shimmering barrier extends out from you in a 10-foot radius and moves with you, remaining centered on you and hedging out creatures other than undead and constructs.

The barrier lasts for the duration. The barrier prevents an affected creature from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier.

If you move so that an affected creature is forced to pass through the barrier, the spell ends.

Cleric (Death)(Grave)

5th level Abjuration

## CLOUDKILL

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | 120 feet                        |
| COMPONENTS   | DURATION                        |
| V, S         | Concentration, up to 10 minutes |

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, the creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings. **At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Cleric (Death)

5th level Conjuration

## COMMUNE (RITUAL)

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 minute     | Self     |
| COMPONENTS   | DURATION |
| V, S, M      | 1 minute |

incense and a vial of holy or unholy water

You contact your deity or a divine proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question.

Divine beings aren't necessarily omniscient, so you might receive unclear as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the DM might offer a short phrase as an answer instead. If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The DM makes this roll in secret.

Cleric

5th level Divination

## CONTAGION [1/2]

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | Touch    |
| COMPONENTS   | DURATION |
| V, S         | 7 days   |

Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice from any of the ones described below.

At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends. Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

**Blinding Sickness:** Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

**Filth Fever:** A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

**Flesh Rot:** The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

**Mindfire:** The creature's mind becomes feverish. The

Cleric

5th level Necromancy

## CONTAGION [2/2]

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | Touch    |
| COMPONENTS   | DURATION |
| V, S         | 7 days   |

disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the confusion spell during combat.

**Seizure:** The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

**Slimy Doom:** The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

Cleric

5th level Necromancy

## CREATION

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 minute     | 30 feet  |
| COMPONENTS   | DURATION |
| V, S, M      | Special  |

a tiny piece of matter of the same type of the item you plan to create

You pull wisps of shadow material from the Shadowfell to create a nonliving object of vegetable matter within range - soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5-foot cube, and the object must be of a form and material that you have seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

**Duration:** Vegetable matter - 1 day. Stone/crystal - 12 hours. Precious metals - 1 hour. Gems - 10 minutes.

Adamantine/Mithral - 1 minute.

Using any material created by this spell as another spell's material component causes that spell to fail.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the cube increases by 5 feet for each slot level above 5th.

Cleric

5th level Illusion

## DAWN

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 60 feet                       |
| COMPONENTS   | DURATION                      |
| V, S, M      | Concentration, up to 1 minute |

The Light of dawn shines down on a location you specify within range. Until the spell ends, a 30-foot-radius, 40-foot-high cylinder of bright light glimmers there. This light is sunlight.

When the cylinder appears, each creature in it must make a Constitution saving throw, taking 4d10 radiant damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw whenever it ends its turn in the cylinder.

If you're within 60 feet of the cylinder, you can move it up to 60 feet as a bonus action on your turn.

Cleric (XGE)

5th level Evocation

## DESTRUCTIVE WAVE

| CASTING TIME | RANGE                 |
|--------------|-----------------------|
| 1 action     | Self (30-foot radius) |

| COMPONENTS | DURATION      |
|------------|---------------|
| V          | Instantaneous |

You strike the ground, creating a burst of divine energy that ripples outward from you. Each creature you choose within 30 feet of you must succeed on a Constitution saving throw or take 5d6 thunder damage, as well as 5d6 radiant or necrotic damage (your choice), and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

Cleric (Tempest)

5th level Evocation



## DISPEL EVIL AND GOOD

| CASTING TIME | RANGE |
|--------------|-------|
| 1 action     | Self  |

| COMPONENTS | DURATION                      |
|------------|-------------------------------|
| V, S, M    | Concentration, up to 1 minute |

holy water or powdered silver and iron

Shimmering energy surrounds and protects you from fey, undead, and creatures originating from beyond the Material Plane. For the duration, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against you. You can end the spell early by using either of the following special functions.

**Break Enchantment:** As your action, you touch a creature you can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures. **Dismissal:** As your action, make a melee spell attack against a celestial, an elemental, a fey, a fiend, or an undead you can reach. On a hit, you attempt to drive the creature back to its home plane. The creature must succeed on a Charisma saving throw or be sent back to its home plane (if it isn't there already). If they aren't on their home plane, undead are sent to the Shadowfell, and fey are sent to the Feywild.

Cleric

5th level Abjuration



## DOMINATE PERSON [1/2]

| CASTING TIME | RANGE   |
|--------------|---------|
| 1 action     | 60 feet |

| COMPONENTS | DURATION                      |
|------------|-------------------------------|
| V, S       | Concentration, up to 1 minute |

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as Attack that creature, Run over there, or Fetch that object. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell

Cleric (Trickery)

5th level Enchantment



## DOMINATE PERSON [2/2]

| CASTING TIME | RANGE   |
|--------------|---------|
| 1 action     | 60 feet |

| COMPONENTS | DURATION                      |
|------------|-------------------------------|
| V, S       | Concentration, up to 1 minute |

ends.  
**At Higher Levels:** When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

Cleric (Trickery)

5th level Enchantment



## FLAME STRIKE

| CASTING TIME | RANGE   |
|--------------|---------|
| 1 action     | 60 feet |

| COMPONENTS | DURATION      |
|------------|---------------|
| V, S, M    | Instantaneous |

pinch of sulfur

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10-foot radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each slot level above 5th.

Cleric (\*)(War)(Light)

5th level Evocation



## GEAS

| CASTING TIME | RANGE   |
|--------------|---------|
| 1 minute     | 60 feet |

| COMPONENTS | DURATION |
|------------|----------|
| V          | 30 days  |

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends. You can end the spell early by using an action to dismiss it. A remove curse, greater restoration, or wish spell also ends it.

**At Higher Levels:** When you cast this spell using a spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of the spell lasts until it is ended by one of the spells mentioned above.

Cleric

5th level Enchantment



## GREATER RESTORATION

| CASTING TIME | RANGE |
|--------------|-------|
| 1 action     | Touch |

| COMPONENTS | DURATION      |
|------------|---------------|
| V, S, M    | Instantaneous |

diamond dust worth 100 gp, which the spell consumes

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target.

- One effect that charmed or petrified the target
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum

Cleric

5th level Abjuration



## HALLOW [1/3]

| CASTING TIME | RANGE |
|--------------|-------|
| 24 hours     | Touch |

| COMPONENTS | DURATION        |
|------------|-----------------|
| V, S, M    | Until dispelled |

herbs, oils, and incense worth at least 1,000 gp, which the spell consumes

You touch a point and infuse an area around it with holy (or unholy) power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect a hallow spell. The affected area is subject to the following effects. First, celestials, elementals, fey, fiends, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. You can exclude one or more of those types of creatures from this effect. Second, you can bind an extra effect to the area. Choose the effect from the following list, or choose an effect offered by the DM. Some of these effects apply to creatures in the area, you can designate whether the effect applies to all creatures, creatures that follow a specific deity or leader, or creatures of a specific sort, such as orcs or trolls. When a creature that would be affected enters the spell's area for the first time on a turn

Cleric

5th level Evocation



## HALLOW [2/3]

| CASTING TIME | RANGE |
|--------------|-------|
|--------------|-------|

| COMPONENTS | DURATION |
|------------|----------|
|------------|----------|

herbs, oils, and incense worth at least 1,000 gp, which the spell consumes

or starts its turn there, it can make a Charisma saving throw. On a success, the creature ignores the extra effect until it leaves the area.

**Courage:** Affected creatures can't be frightened while in the area.

**Darkness:** Darkness fills the area. Normal light, as well as magical light created by spells of a lower level than the slot you used to cast this spell, can't illuminate the area.

**Daylight:** Bright light fills the area. Magical darkness created by spells of a lower level than the slot you used to cast this spell can't extinguish the light.

**Energy Protection:** Affected creatures in the area have resistance to one damage type of your choice, except for bludgeoning, piercing, or slashing.

**Energy Vulnerability:** Affected creatures in the area have vulnerability to one damage type of your choice, except for bludgeoning, piercing, or slashing.

**Everlasting Rest:** Dead bodies interred in the area can't be turned into undead.

**Extradimensional Interference:** Affected creatures can't move or travel using

Cleric

5th level Evocation



### HALLOW [3/3]

| CASTING TIME | RANGE           |
|--------------|-----------------|
| 24 hours     | Touch           |
| V, S, M      | Until dispelled |

herbs, oils, and incense worth at least 1,000 gp, which the spell consumes

teleportation or by extradimensional or interplanar means.

**Fear:** Affected creatures are frightened while in the area.

**Silence:** No sound can emanate from within the area, and no sound can reach into it.

**Tongues:** Affected creatures can communicate with any other creature in the area, even if they don't share a common language.



Cleric

5th level Evocation

### HOLD MONSTER

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 90 feet                       |
| V, S, M      | Concentration, up to 1 minute |

a small, straight piece of iron

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. 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 6th level or higher, you can target an additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.



Cleric (War)

5th level Enchantment

### HOLY WEAPON

| CASTING TIME   | RANGE                       |
|----------------|-----------------------------|
| 1 bonus action | Touch                       |
| V, S           | Concentration, up to 1 hour |

You imbue a weapon you touch with holy power. Until the spell ends, the weapon emits bright light in a 30-foot radius and dim light for an additional 30 feet. In addition, weapon attacks made with it deal an extra 2d8 radiant damage on a hit. If the weapon isn't already a magic weapon, it becomes one for the duration. As a bonus action on your turn, you can dismiss this spell and cause the weapon to emit a burst of radiance. Each creature of your choice that you can see within 30 feet of you must make a Constitution saving throw. On a failed save, a creature takes 4d8 radiant damage, and it is blinded for 1 minute. On a successful save, a creature takes half as much damage and isn't blinded. At the end of each of its turns, a blinded creature can make a Constitution saving throw, ending the effect on itself on a success.



Cleric (XGE)

5th level Evocation

### INSECT PLAGUE

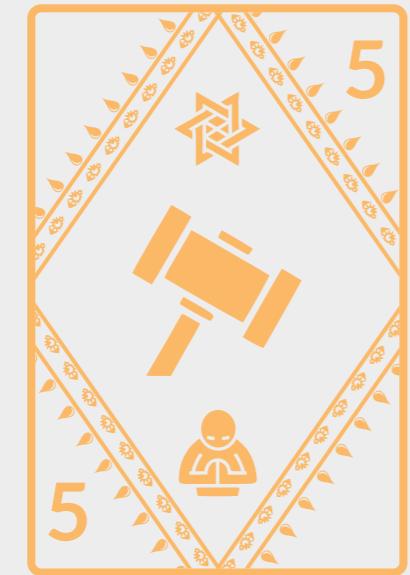
| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | 300 feet                        |
| V, S, M      | Concentration, up to 10 minutes |

a few grains of sugar, some kernels of grain, and a smear of fat

Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.



Cleric (\*) (Tempest) (Nature)

5th level Conjuration

### LEGEND LORE

| CASTING TIME | RANGE         |
|--------------|---------------|
| 10 minutes   | Self          |
| V, S, M      | Instantaneous |

incense worth at least 250 gp, which the spell consumes, and four ivy strips worth at least 50 gp each

Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is.

The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand, the spell might yield this information - Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a true Child of Stone, lover and beloved of Moradin, may awaken the true powers of the axe, and only with the sacred word Rudnogg on the lips.



Cleric (\*) (Knowledge)

5th level Divination

### MASS CURE WOUNDS

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 60 feet       |
| V, S         | Instantaneous |

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to  $3d8 +$  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 6th level or higher, the healing increases by 1d8 for each slot level above 5th.



Cleric (\*) (Life)

5th level Evocation

### MODIFY MEMORY [1/2]

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 30 feet                       |
| V, S         | Concentration, up to 1 minute |

You attempt to reshape another creature's memories. One creature that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another spell, this spell ends, and none of the target's memories are modified. While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the spell ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the spell



Cleric (Trickery)

5th level Enchantment

### MODIFY MEMORY [2/2]

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 30 feet                       |
| V, S         | Concentration, up to 1 minute |

ends. A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The DM might deem a modified memory too nonsensical to affect a creature in a significant manner. A remove curse or greater restoration spell cast on the target restores the creature's true memory.

**At Higher Levels:** If you cast this spell using a spell slot of 6th level or higher, you can alter the target's memories of an event that took place up to 7 days ago (6th level), 30 days ago (7th level), 1 year ago (8th level), or any time in the creature's past (9th level).



Cleric (Trickery)

5th level Enchantment

### PLANAR BINDING [1/2]

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 hour       | 60 feet  |
| V, S, M      | 24 hours |

a jewel worth at least 1,000 gp, which the spell consumes

With this spell, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted magic circle in order to keep it trapped while this spell is cast.) At the completion of the casting, the target must make a Charisma saving throw. On a failed save, it is bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell.

A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on



Cleric (\*) (Arcana)

5th level Abjuration

## PLANAR BINDING [2/2]

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 hour       | 60 feet  |
| V, S, M      | 24 hours |

a jewel worth at least 1,000 gp, which the spell consumes  
a different plane of existence, it returns to the place where you bound it and remains there until the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of a higher level, the duration increases to 10 days with a 6th-level slot, to 30 days with a 7th-level slot, to 180 days with an 8th-level slot, and to a year and a day with a 9th-level spell slot.



Cleric (\*)Arcana

5th level Abjuration

## RAISE DEAD

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 hour       | Touch         |
| V, S, M      | Instantaneous |

a diamond worth at least 500 gp, which the spell consumes  
You return a dead creature you touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point. This spell also neutralizes any poison and cures nonmagical diseases that affected the creature at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects, if these aren't first removed prior to casting the spell, they take effect when the creature returns to life. The spell can't return an undead creature to life.  
This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival - its head, for instance - the spell automatically fails.  
Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.



Cleric (\*)Life)(Grave)

5th level Necromancy

## SCRYING [1/2]

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 10 minutes   | Self                            |
| V, S, M      | Concentration, up to 10 minutes |

a focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed.

**Knowledge** - Secondhand (you have heard of the target) +5. Firsthand (you have met the target) +0.  
**Connection** Likeness or picture -2. Possession or garment -4. Body part, lock of hair, bit of nail, or the like -10.

On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours.  
On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous



Cleric (\*)Light)(Knowledge)

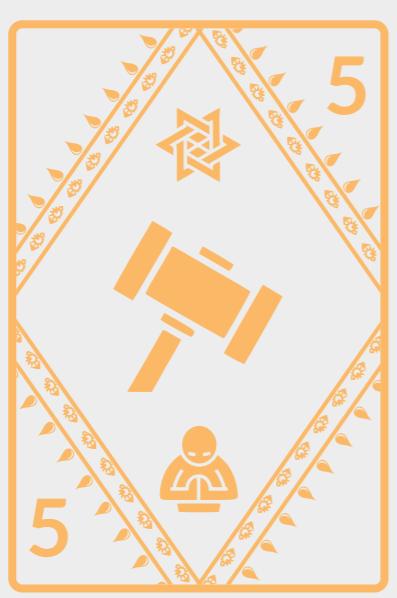
5th level Divination

## SCRYING [2/2]

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 10 minutes   | Self                            |
| V, S, M      | Concentration, up to 10 minutes |

a focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water

orb about the size of your fist.  
Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.



Cleric (\*)Light)(Knowledge)

5th level Divination

## SUMMON CELESTIAL

| CASTING TIME | RANGE                       |
|--------------|-----------------------------|
| 1 action     | 90 feet                     |
| V, S, M      | Concentration, up to 1 hour |

a golden reliquary worth at least 500 gp  
You call forth a celestial spirit. It manifests in an angelic form in an unoccupied space that you can see within range. This corporeal form uses the Celestial Spirit stat block. When you cast the spell, choose Avenger or Defender. Your choice determines the creature's attack in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.  
The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.  
**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, use the higher level whenever the spell's level appears in the stat block.



Cleric (TCE)

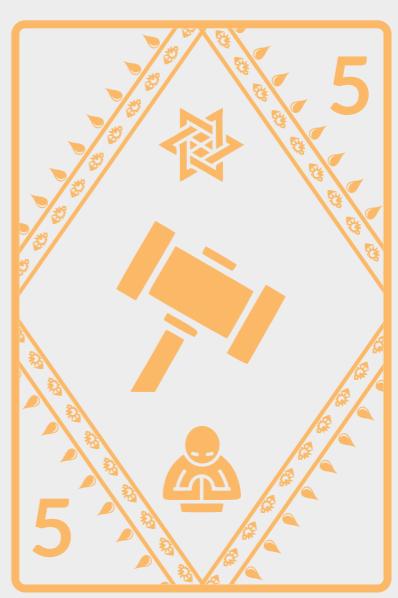
5th-level conjuration

## TELEPORTATION CIRCLE [1/2]

| CASTING TIME | RANGE   |
|--------------|---------|
| 1 minute     | 10 feet |
| V, M         | 1 round |

rare chalks and inks infused with precious gems with 50 gp, which the spell consumes

As you cast the spell, you draw a 10-foot-diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied.  
Many major temples, guilds, and other important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence - a string of magical runes arranged in a particular pattern. When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Material Plane, determined by the DM. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute.  
You can create a



Cleric (Arcana)

5th level Conjuration

## TELEPORTATION CIRCLE [2/2]

| CASTING TIME | RANGE   |
|--------------|---------|
| 1 minute     | 10 feet |
| V, M         | 1 round |

rare chalks and inks infused with precious gems with 50 gp, which the spell consumes

permanent teleportation circle by casting this spell in the same location every day for one year. You need not use the circle to teleport when you cast the spell in this way.



Cleric (Arcana)

5th level Conjuration

## TREE STRIDE

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | Self                          |
| V, S         | Concentration, up to 1 minute |

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered. You can use this transportation ability once per round for the duration. You must end each turn outside a tree.



Cleric (Nature)

5th level Conjuration

## COMMUNE (RITUAL)

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 minute     | Self     |
| V, S, M      | 1 minute |

incense and a vial of holy or unholy water

You contact your deity or a divine proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question.  
Divine beings aren't necessarily omniscient, so you might receive unclear as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the DM might offer a short phrase as an answer instead.  
If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The DM makes this roll in secret.



Cleric (Order)

5th level Divination

## DOMINATE PERSON [1/2]

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 60 feet                       |
| COMPONENTS   | DURATION                      |
| V, S         | Concentration, up to 1 minute |

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the 2 of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as Attack that creature, Run over there, or Fetch that object. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do.

During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the

Cleric (Order)

5th level Enchantment

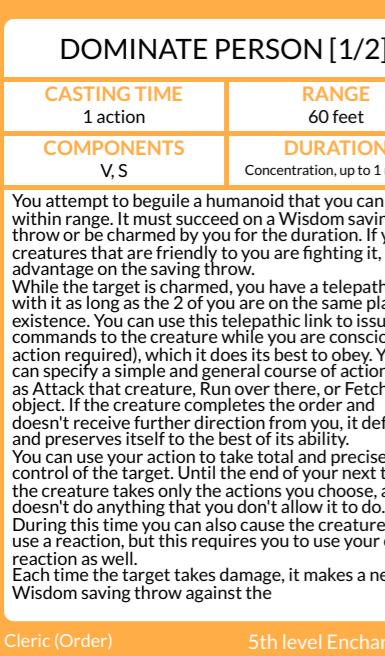


## DOMINATE PERSON [2/2]

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 60 feet                       |
| COMPONENTS   | DURATION                      |
| V, S         | Concentration, up to 1 minute |

spell. If the saving throw succeeds, the spell ends.

**At Higher Levels:** When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.



## GREATER RESTORATION

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | Touch         |
| COMPONENTS   | DURATION      |
| V, S, M      | Instantaneous |

diamond dust worth 100 gp, which the spell consumes

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target.

- One effect that charmed or petrified the target
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum



## RARY'S TELEPATHIC BOND (RITUAL)

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 action     | 30 feet  |
| COMPONENTS   | DURATION |
| V, S, M      | 1 hour   |

pieces of eggshell from two different kinds of creatures

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures with Intelligence scores of 2 or less aren't affected by this spell. Until the spell ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend to other planes of existence.

Cleric (Peace)

5th level Divination



## CIRCLE OF POWER

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | Self (30-foot radius)           |
| COMPONENTS   | DURATION                        |
| V            | Concentration, up to 10 minutes |

Divine energy radiates from you, distorting and diffusing magical energy within 30 feet of you. Until the spell ends, the sphere moves with you, centered on you. For the duration, each friendly creature in the area (including you) has advantage on saving throws against spells and other magical effects. Additionally, when an affected creature succeeds on a saving throw made against a spell or magical effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw.

Cleric (Twilight)

5th level Abjuration



## MISLEAD

| CASTING TIME | RANGE                       |
|--------------|-----------------------------|
| 1 action     | Self                        |
| COMPONENTS   | DURATION                    |
| S            | Concentration, up to 1 hour |

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell. You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose. You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Cleric (Twilight)

5th level Illusion



## BLADE BARRIER

| CASTING TIME | RANGE                           |
|--------------|---------------------------------|
| 1 action     | 90 feet                         |
| COMPONENTS   | DURATION                        |
| V, S         | Concentration, up to 10 minutes |

You create a vertical wall of whirling, razor-sharp blades made of magical energy. The wall appears within range and lasts for the duration. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 6d10 slashing damage. On a successful save, the creature takes half as much damage.

Cleric

6th level Evocation



## CREATE UNDEAD [1/2]

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 minute     | 10 feet       |
| COMPONENTS   | DURATION      |
| V, S, M      | Instantaneous |

one clay pot filled with grave dirt, one clay pot filled with brackish water, and one 150 gp black onyx stone for each corpse.

You can cast this spell only at night. Choose up to three corpses of Medium or Small humanoid within range. Each corpse becomes a ghoul under your control. (The DM has game statistics for these creatures.)

As a bonus action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the creature for another 24 hours, you must cast this spell on



## CREATE UNDEAD [2/2]

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 minute     | 10 feet       |
| COMPONENTS   | DURATION      |
| V, S, M      | Instantaneous |

one clay pot filled with grave dirt, one clay pot filled with brackish water, and one 150 gp black onyx stone for each corpse.

the creature before the current 24-hour period ends. This use of the spell reasserts your control over up to three creatures you have animated with this spell, rather than animating new ones.

**At Higher Levels:** When you cast this spell using a 7th-level spell slot, you can animate or reassert control over four ghouls. When you cast this spell using an 8th-level spell slot, you can animate or reassert control over five ghouls or two ghosts or wights. When you cast this spell using a 9th-level spell slot, you can animate or reassert control over six ghouls, three ghosts or wights, or two mummies



Cleric

6th level Necromancy

## FIND THE PATH

| CASTING TIME | RANGE                      |
|--------------|----------------------------|
| 1 minute     | Self                       |
| V, S, M      | Concentration, up to 1 day |

a set of divinatory tools - such as bones, ivory sticks, cards, teeth, or carved runes - worth 100 gp and an object from the location you wish to find

This spell allows you to find the shortest, most direct physical route to a specific fixed location that you are familiar with on the same plane of existence. If you name a destination on another plane of existence, a destination that moves (such as a mobile fortress), or a destination that isn't specific (such as a green dragon's lair), the spell fails.

For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.



Cleric      6th level Divination

## FORBIDDANCE (RITUAL) [1/2]

| CASTING TIME | RANGE |
|--------------|-------|
| 10 minutes   | Touch |
| V, S, M      | 1 day |

a sprinkling of holy water, rare incense, and powdered ruby worth at least 1,000 gp

You create a ward against magical travel that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the gate spell, to enter the area. The spell proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Astral Plane, Ethereal Plane, Feywild, Shadowfell, or the *plane shift* spell. In addition, the spell damages types of creatures that you choose when you cast it. Choose one or more of the following: celestials, elementals, fey, fiends, and undead. When a chosen creature enters the spell's area for the first time on a turn or starts its turn there, the creature takes 5d10 radiant or necrotic damage (your choice) when you cast this spell. When you cast this spell, you can designate a password. A creature that speaks the password as it enters the area takes no damage from the spell. The spell's area can't overlap with the area of another *forbiddance* spell. If



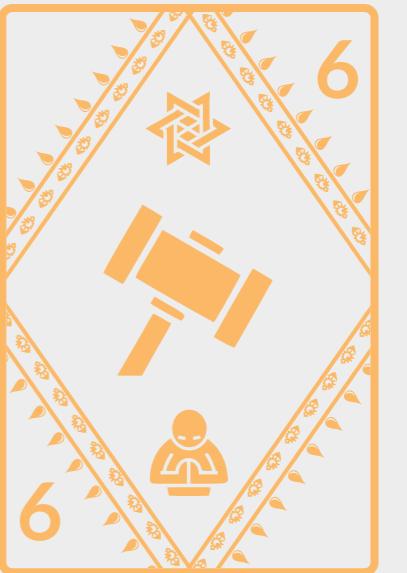
Cleric      6th level Abjuration

## FORBIDDANCE (RITUAL) [2/2]

| CASTING TIME | RANGE |
|--------------|-------|
| 10 minutes   | Touch |
| V, S, M      | 1 day |

a sprinkling of holy water, rare incense, and powdered ruby worth at least 1,000 gp

you cast *forbiddance* every day for 30 days in the same location, the spell lasts until it is dispelled, and the material components are consumed on the last casting.



Cleric      6th level Abjuration

## HARM

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 60 feet       |
| V, S         | Instantaneous |

You unleash a virulent disease on a creature that you can see within range. The target must make a Constitution saving throw. On a failed save, it takes 1d4d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.



Cleric      6th level Necromancy

## HEAL

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 60 feet       |
| V, S         | Instantaneous |

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. The spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs or undead.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the amount of healing increases by 10 for each slot level above 6th.



Cleric      6th level Evocation

## HEROES' FEAST

| CASTING TIME | RANGE         |
|--------------|---------------|
| 10 minutes   | 30 feet       |
| V, S, M      | Instantaneous |

a gem-encrusted bowl worth at least 1,000 gp, which the spell consumes

You bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve other creatures can partake of the feast. A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.



Cleric      6th level Conjuration

## PLANAR ALLY [1/2]

| CASTING TIME | RANGE         |
|--------------|---------------|
| 10 minutes   | 60 feet       |
| V, S         | Instantaneous |

You beseech an otherworldly entity for aid. The being must be known to you - a god, a primordial, a demon prince, or some other being of cosmic power. That entity sends a celestial, an elemental, or a fiend loyal to it to aid you, making the creature appear in an unoccupied space within range. If you know a specific creature's name, you can speak that name when you cast this spell to request that creature, though you might get a different creature anyway (DM's choice). When the creature appears, it is under no compulsion to behave in any particular way. You can ask the creature to perform a service in exchange for payment, but it isn't obliged to do so. The requested task could range from simple (fly us across the chasm, or help us fight a battle) to complex (spy on our enemies, or protect us during our foray into the dungeon). You must be able to communicate with the creature to bargain for its services.

Payment can take a variety of forms. A celestial might require a sizable donation of gold or magic items to an allied temple, while a fiend might demand a living sacrifice or a gift of treasure. Some creatures might exchange their service for a quest undertaken by you. As a rule of thumb, a task that can be measured in minutes



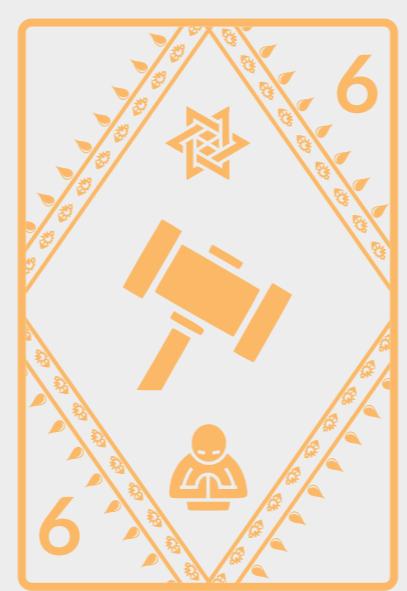
Cleric      6th level Conjuration

## PLANAR ALLY [2/2]

| CASTING TIME | RANGE         |
|--------------|---------------|
| 10 minutes   | 60 feet       |
| V, S         | Instantaneous |

requires a payment worth 100 gp per minute. A task measured in hours requires 1,000 gp per hour. And a task measured in days (up to 10 days) requires 10,000 gp per day. The DM can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's ethos, the payment might be halved or even waived. Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift. Creatures rarely accept tasks that seem suicidal.

After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you, if appropriate to the task and if possible. If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane. A creature enlisted to join your group counts as a member of it, receiving a full share of experience points awarded.



Cleric      6th level Conjuration

## TRUE SEEING

| CASTING TIME | RANGE  |
|--------------|--------|
| 1 action     | Touch  |
| V, S, M      | 1 hour |

an ointment for the eyes that costs 25 gp, is made from mushroom powder, saffron, and fat, and is consumed by the spell

This spell gives the willing creature you touch the ability to see things as they actually are. For the duration, the creature has truesight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.

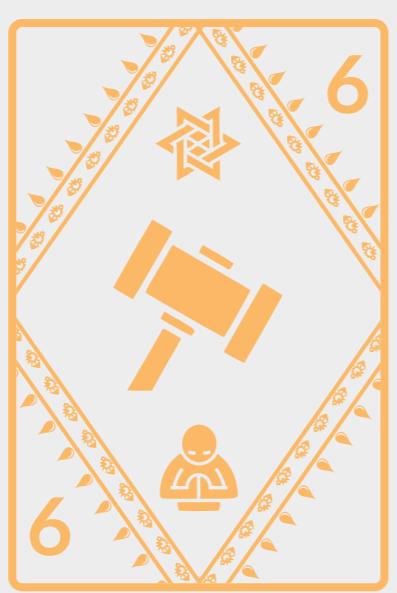


Cleric      6th level Divination

## WORD OF RECALL

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 5 feet        |
| COMPONENTS   | DURATION      |
| V, S, M      | Instantaneous |

You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect. You must designate a sanctuary by casting this spell within a location, such as a temple, dedicated to or strongly linked to your deity. If you attempt to cast the spell in this manner in an area that isn't dedicated to your deity, the spell has no effect.



Cleric 6th level Conjuration

## SUNBEAM

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | Self (60-foot line)           |
| COMPONENTS   | DURATION                      |
| V, S, M      | Concentration, up to 1 minute |

*a magnifying glass*

A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw. You can create a new line of radiance as your action on any turn until the spell ends. For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. The light is sunlight.



Cleric (TCE) 6th level Evocation

## CONJURE CELESTIAL

| CASTING TIME | RANGE                       |
|--------------|-----------------------------|
| 1 minute     | 90 feet                     |
| COMPONENTS   | DURATION                    |
| V, S         | Concentration, up to 1 hour |

You summon a celestial of challenge rating 4 or lower, which appears in an unoccupied space that you can see within range. The celestial disappears when it drops to 0 hit points or when the spell ends. The celestial is friendly to you and your companions for the duration. Roll initiative for the celestial, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the celestial, it defends itself from hostile creatures but otherwise takes no actions. The DM has the celestial's statistics. **At Higher Levels:** When you cast this spell using a 9th-level spell slot, you summon a celestial of challenge rating 5 or lower.



Cleric 7th level Conjuration

## DIVINE WORD

| CASTING TIME   | RANGE         |
|----------------|---------------|
| 1 bonus action | 30 feet       |
| COMPONENTS     | DURATION      |
| V              | Instantaneous |

You utter a divine word, imbued with the power that shaped the world at the dawn of creation. Choose any number of creatures you can see within range. Each creature that can hear you must make a Charisma saving throw. On a failed save, a creature suffers an effect based on its current hit points.

- 50 hit points or fewer: deafened for 1 minute
  - 40 hit points or fewer: deafened and blinded for 10 minutes
  - 30 hit points or fewer: blinded, deafened, and stunned for 1 hour
  - 20 hit points or fewer: killed instantly
- Regardless of its current hit points, a celestial, an elemental, a fey, or a fiend that fails its save is forced back to its plane of origin (if it isn't there already) and can't return to your current plane for 24 hours by any means short of a wish spell.



Cleric 7th level Evocation

## ETHEREALNESS [1/2]

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | Self          |
| COMPONENTS   | DURATION      |
| V, S         | Up to 8 hours |

You step into the border regions of the Ethereal Plane, in the area where it overlaps with your current plane. You remain in the Border Ethereal for the duration or until you use your action to dismiss the spell. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away. While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so. You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plane you originated from. When the spell ends, you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

Cleric 7th level Transmutation



## ETHEREALNESS [2/2]

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | Self          |
| COMPONENTS   | DURATION      |
| V, S         | Up to 8 hours |

If you cast it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes. **At Higher Levels:** When you cast this spell using a spell slot of 8th level or higher, you can target up to three willing creatures (including you) for each slot level above 7th. The creatures must be within 10 feet of you when you cast the spell.



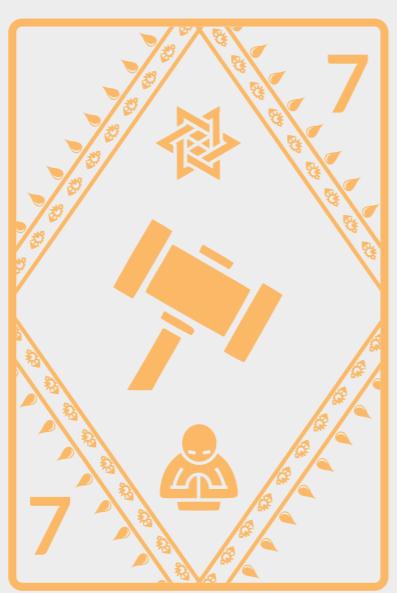
Cleric 7th level Transmutation

## FIRE STORM

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 150 feet      |
| COMPONENTS   | DURATION      |
| V, S         | Instantaneous |

A storm made up of sheets of roaring flame appears in a location you choose within range. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. It takes 7d10 fire damage on a failed save, or half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. If you choose, plant life in the area is unaffected by this spell.



Cleric 7th level Evocation

## PLANE SHIFT [1/2]

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | Touch         |
| COMPONENTS   | DURATION      |
| V, S, M      | Instantaneous |

*a forked, metal rod worth at least 250 gp, attuned to a particular plane of existence*

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispater on the second level of the Nine Hells, and you appear in or near that destination. If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the DM's discretion. Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle. You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails the



Cleric 7th level Conjuration

## PLANE SHIFT [2/2]

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | Touch         |
| COMPONENTS   | DURATION      |
| V, S, M      | Instantaneous |

*a forked, metal rod worth at least 250 gp, attuned to a particular plane of existence*

save, it is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.



Cleric 7th level Conjuration

## REGENERATE

| CASTING TIME | RANGE  |
|--------------|--------|
| 1 minute     | Touch  |
| V, S, M      | 1 hour |

a prayer wheel and holy water

You touch a creature and stimulate its natural healing ability. The target regains  $4d8 + 15$  hit points. For the duration of the spell, the target regains 1 hit point at the start of each of its turns ( $10$  hit points each minute).

The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.



Cleric

7th level Transmutation

## RESURRECTION

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 hour       | Touch         |
| V, S, M      | Instantaneous |

a diamond worth at least 1,000 gp, which the spell consumes

You touch a dead creature that has been dead for no more than a century, that didn't die of old age, and that isn't undead. If its soul is free and willing, the target returns to life with all its hit points.

This spell neutralizes any poisons and cures normal diseases afflicting the creature when it died. It doesn't, however, remove magical diseases, curses, and the like, if such affects aren't removed prior to casting the spell, they afflict the target on its return to life.

This spell closes all mortal wounds and restores any missing body parts.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears. Casting this spell to restore life to a creature that has been dead for one year or longer taxes you greatly. Until you finish a long rest, you can't cast spells again, and you have disadvantage on all attack rolls, ability checks, and saving throws.



Cleric

7th level Necromancy

## SYMBOL [1/4]

| CASTING TIME | RANGE                        |
|--------------|------------------------------|
| 1 minute     | Touch                        |
| V, S, M      | Until dispelled or triggered |

mercury, phosphorus, and powdered diamond and opal with a total value of at least 1,000 gp, which the spell consumes

When you cast this spell, you inscribe a harmful glyph either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the glyph (such as a book, a scroll, or a treasure chest). If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place, if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The glyph is nearly invisible, requiring an Intelligence (Investigation) check against your spell save DC to find it.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or stepping on the glyph, removing another object covering it, approaching within a certain distance of it, or manipulating the object that holds it. For glyphs inscribed within an object, the most common triggers are opening the object,



Cleric

7th level Abjuration

## SYMBOL [2/4]

| CASTING TIME | RANGE                        |
|--------------|------------------------------|
| 1 minute     | Touch                        |
| V, S, M      | Until dispelled or triggered |

mercury, phosphorus, and powdered diamond and opal with a total value of at least 1,000 gp, which the spell consumes

approaching within a certain distance of it, or seeing or reading the glyph. You can further refine the trigger so the spell is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight), or physical kind (for example, the ward could be set to affect hags or shapechangers). You can also specify creatures that don't trigger the glyph, such as those who say a certain password. When you inscribe the glyph, choose one of the options below for its effect. Once triggered, the glyph glows, filling a 60-foot-radius sphere with dim light for 10 minutes, after which time the spell ends. Each creature in the sphere when the glyph activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there.

**Death:** Each target must make a Constitution saving throw, taking  $10d10$  necrotic damage on a failed save, or half as much damage on a successful save.

**Discord:** Each target must make a Constitution



Cleric

7th level Abjuration

## SYMBOL [3/4]

| CASTING TIME | RANGE                        |
|--------------|------------------------------|
| 1 minute     | Touch                        |
| V, S, M      | Until dispelled or triggered |

mercury, phosphorus, and powdered diamond and opal with a total value of at least 1,000 gp, which the spell consumes

saving throw. On a failed save, a target bickers and argues with other creatures for 1 minute. During this time, it is incapable of meaningful communication and has disadvantage on attack rolls and ability checks.

**Fear:** Each target must make a Wisdom saving throw. While frightened, the target drops whatever it is holding and must move at least 30 feet away from the glyph on each of its turns, if able.

**Hopelessness:** Each target must make a Charisma saving throw. On a failed save, the target is overwhelmed with despair for 1 minute. During this time, it can't attack or target any creature with harmful abilities, spells, or other magical effects.

**Insanity:** Each target must make an Intelligence saving throw. On a failed save, the target is driven insane for 1 minute. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The DM controls its movement, which is erratic.



Cleric

7th level Abjuration

## SYMBOL [4/4]

| CASTING TIME | RANGE                        |
|--------------|------------------------------|
| 1 minute     | Touch                        |
| V, S, M      | Until dispelled or triggered |

mercury, phosphorus, and powdered diamond and opal with a total value of at least 1,000 gp, which the spell consumes

**Pain:** Each target must make a Constitution saving throw and becomes incapacitated with excruciating pain for 1 minute on a failed save.

**Sleep:** Each target must make a Wisdom saving throw and falls unconscious for 10 minutes on a failed save. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.

**Stunning:** Each target must make a Wisdom saving throw and becomes stunned for 1 minute on a failed save.



Cleric

7th level Abjuration

## TEMPLE OF THE GODS [1/2]

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 hour       | 120 feet |
| V, S, M      | 24 hours |

You cause a temple to shimmer into existence on ground you can see within range. The temple must fit within an unoccupied cube of space, up to 120 feet on each side. The temple remains until the spell ends. It is dedicated to whatever god, pantheon, or philosophy is represented by the holy symbol used in the casting.

You make all decisions about the temple's appearance. The interior is enclosed by a floor, walls, and a roof, with one door granting access to the interior and as many windows as you wish. Only you and any creatures you designate when you cast the spell can open or close the door.

The temple's interior is an open space with an idol or altar at one end. You decide whether the temple is illuminated and whether that illumination is bright light or dim light. The smell of burning incense fills the air within, and the temperature is mild.

The temple opposes types of creatures you choose when you cast this spell. Choose one or more of the following: celestials, elementals, fey, fiends, or undead. If a creature of the chosen type attempts to enter the temple, that creature must make a Charisma saving throw. On a failed save, it can't enter the temple for 24 hours. Even if the creature can enter the temple, the magic there



Cleric (XGE)

7th level Conjunction

## TEMPLE OF THE GODS [2/2]

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 hour       | 120 feet |
| V, S, M      | 24 hours |

hinders it. Whenever it makes an attack roll, an ability check, or a saving throw inside the temple, it must roll a d4 and subtract the number rolled from the d20 roll. In addition, the sensors created by divination spells can't appear inside the temple, and creatures within can't be targeted by divination spells.

Finally, whenever any creature in the temple regains hit points from a spell of 1st level or higher, the creature regains additional hit points equal to your Wisdom modifier (minimum 1 hit point).

The temple is made from opaque magical force that extends into the Ethereal Plane, thus blocking ethereal travel into the temple's interior. Nothing can physically pass through the temple's exterior. It can't be dispelled by *dispel magic*, and *antimagic field* has no effect on it. A *disintegrate* spell destroys the temple instantly.

Casting this spell on the same spot every day for a year makes this effect permanent.



Cleric (XGE)

7th level Conjunction

## ANTIMAGIC FIELD [1/3]

| CASTING TIME | RANGE                        |
|--------------|------------------------------|
| 1 action     | Self (10-foot-radius sphere) |
| V, S, M      | Concentration, up to 1 hour  |

a pinch of powdered iron or iron filings

A 10-foot-radius invisible sphere of antimagic surrounds you. This area is divorced from the magical energy that suffuses the multiverse. Within the sphere, spells can't be cast, summoned creatures disappear, and even magic items become mundane. Until the spell ends, the sphere moves with you, centered on you.

Spells and other magical effects, except those created by an artifact or a deity, are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

**Targeted Effects:** Spells and other magical effects, such as *magic missile* and *charm person*, that target a creature or an object in the sphere have no effect on that target.

**Areas of Magic:** The area of another spell or magical effect, such as *fireball*, can't extend into the sphere. If the sphere overlaps an area of magic, the part of the area that is covered by the sphere is suppressed. For example, the flames created by a *wall of fire* are



Cleric

8th level Abjuration

### ANTIMAGIC FIELD [2/3]

| CASTING TIME | RANGE                        |
|--------------|------------------------------|
| 1 action     | Self (10-foot-radius sphere) |
| V, S, M      | Concentration, up to 1 hour  |

a pinch of powdered iron or iron filings

suppressed within the sphere, creating a gap in the wall if the overlap is large enough.

**Spells:** Any active spell or other magical effect on a creature or an object in the sphere is suppressed while the creature or object is in it.

**Magic Items:** The properties and powers of magic items are suppressed in the sphere. For example, a +1 long sword in the sphere functions as a nonmagical long sword. A magic weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a magic weapon or piece of magic ammunition fully leaves the sphere (for example, if you fire a magic arrow or throw a magic spear at a target outside the sphere), the magic of the item ceases to be suppressed as soon as it exits.

**Magical Travel:** Teleportation and planar travel fail to work in the sphere, whether the sphere is the destination or the departure point for such magical travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space such as that created by the



### ANTIMAGIC FIELD [3/3]

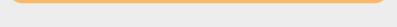
| CASTING TIME | RANGE                        |
|--------------|------------------------------|
| 1 action     | Self (10-foot-radius sphere) |
| V, S, M      | Concentration, up to 1 hour  |

a pinch of powdered iron or iron filings

trick spells, temporarily closes while in the sphere.

**Creatures and Objects:** A creature or object summoned or created by magic temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.

**Dispel Magic:** Spells and magical effects such as *dispel magic* have no effect on the sphere. Likewise, the spheres created by different *antimagic field* spells don't nullify each other.



### EARTHQUAKE [1/2]

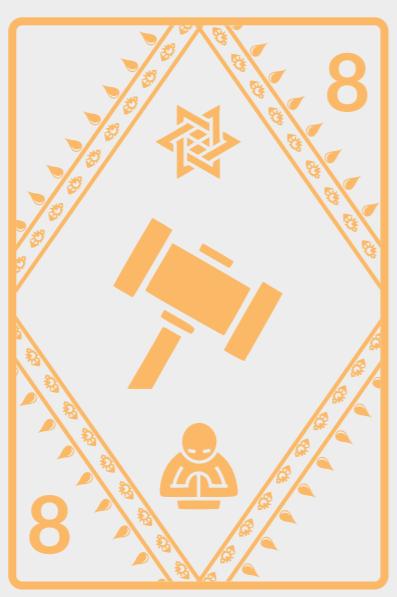
| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 500 feet                      |
| V, S, M      | Concentration, up to 1 minute |

a pinch of dirt, a piece of rock, and a lump of clay

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken. When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone. This spell can have additional effects depending on the terrain in the area, as determined by the DM.

**Fissures:** Fissures open throughout the spell's area at the start of your next turn after you cast the spell. A total of 1d6 such fissures open in locations chosen by the DM. Each is 1d10 x 10 feet deep, 10 feet wide, and extends from one edge of the spell's area to the opposite side. A creature



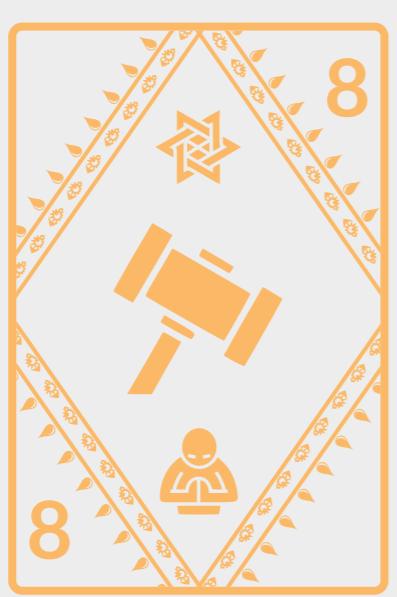
### SUNBURST

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 150 feet      |
| V, S, M      | Instantaneous |

fire and a piece of sunstone

Brilliant sunlight flashes in a 60-foot radius centered on a point you choose within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.

A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded. This spell dispels any darkness in its area that was created by a spell.



Cleric (TCE) 8th level Evocation

### CONTROL WEATHER [1/2]

| CASTING TIME | RANGE                        |
|--------------|------------------------------|
| 10 minutes   | Self (5-mile radius)         |
| V, S, M      | Concentration, up to 8 hours |

burning incense and bits of earth and wood mixed in water

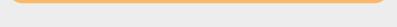
You take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early. When you cast the spell, you change the current weather conditions, which are determined by the DM based on the climate and season.

You can change precipitation, temperature, and wind. It takes 1d4 x 10 minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the spell ends, the weather gradually returns to normal. When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

**Precipitation:** Stage 1 - Clear Stage 2 - Light clouds Stage 3 - Overcast or ground fog Stage 4 - Rain, hail or snow Stage 5 - Torrential rain, driving hail or snow

**Temperature:** Stage 1 - Unbearable heat Stage 2 - Hot Stage 3 - Warm Stage 4 - Cool Stage 5 - Cold

**Wind:** Stage 1 - Calm Stage 2



Cleric 8th level Transmutation



### HOLY AURA

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | Self                          |
| V, S, M      | Concentration, up to 1 minute |

a tiny reliquary worth at least 1,000 gp containing a sacred relic, such as a scrap of cloth from a saint's robe or a piece of parchment from a religious text

Divine light washes out from you and coalesces in a soft radiance in a 30-foot radius around you. Creatures of your choice in that radius when you cast this spell shed dim light in a 5-foot radius and have advantage on all saving throws, and other creatures have disadvantage on attack rolls against them until the spell ends. In addition, when a fiend or an undead hits an affected creature with a melee attack, the aura flashes with brilliant light. The attacker must succeed on a Constitution saving throw or be blinded until the spell ends.



Cleric 8th level Abjuration

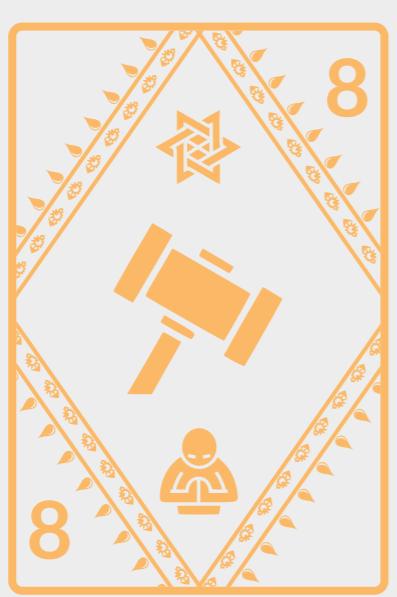
### SUNBURST

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 150 feet      |
| V, S, M      | Instantaneous |

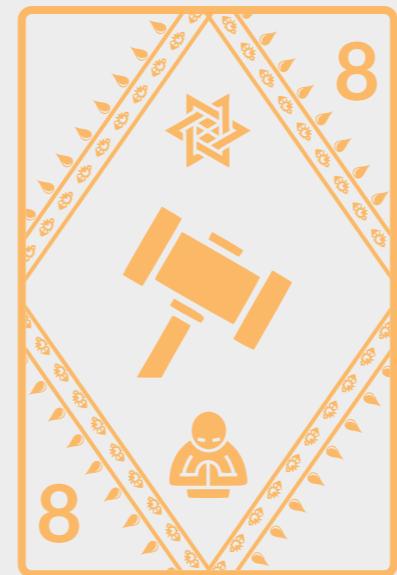
fire and a piece of sunstone

Brilliant sunlight flashes in a 60-foot radius centered on a point you choose within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.

A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded. This spell dispels any darkness in its area that was created by a spell.



Cleric (TCE) 8th level Evocation



### EARTHQUAKE [2/2]

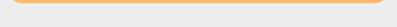
| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 500 feet                      |
| V, S, M      | Concentration, up to 1 minute |

a pinch of dirt, a piece of rock, and a lump of clay

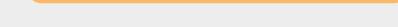
standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

A fissure that opens beneath a structure causes it to automatically collapse (see below).

**Structures:** The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.



Cleric 8th level Evocation

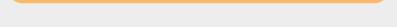


### ASTRAL PROJECTION [1/3]

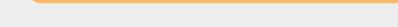
| CASTING TIME | RANGE   |
|--------------|---------|
| 1 hour       | 10 feet |
| V, S, M      | Special |

for each creature you affect with this spell, you must provide one jacinth worth at least 1,000 gp and one ornately carved bar of silver worth at least 100 gp, all of which the spell consumes

You and up to eight willing creatures within range project your astral bodies into the Astral Plane (the spell fails and the casting is wasted if you are already on that plane). The material body you leave behind is unconscious and in a state of suspended animation, it doesn't need food or air and doesn't age. Your astral body resembles your mortal form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut—something that can happen only when an effect specifically states that it does—your soul and body are separated, killing you instantly. Your astral form can freely travel through the Astral Plane and can pass through portals there leading



Cleric 9th level Necromancy



**ASTRAL PROJECTION [2/3]**

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 hour       | 10 feet  |
| COMPONENTS   | DURATION |
| V, S, M      | Special  |

for each creature you affect with this spell, you must provide one jacinth worth at least 1,000 gp and one ornately carved bar of silver worth at least 100 gp, all of which the spell consumes

to any other plane. If you enter a new plane or return to the plane you were on when casting this spell, your body and possessions are transported along the silver cord, allowing you to re-enter your body as you enter the new plane. Your astral form is a separate incarnation. Any damage or other effects that apply to it have no effect on your physical body, nor do they persist when you return to it.

The spell ends for you and your companions when you use your action to dismiss it. When the spell ends, the affected creature returns to its physical body, and it awakens. The spell might also end early for you or one of your companions. A successful *dispel magic* spell, used against an astral or physical body ends the spell for that creature. If a creature's original body or its astral form drops to 0 hit points, the spell ends for that creature. If the spell ends and the silver cord is intact, the cord pulls the creature's astral form back to its body.

Cleric      9th level Necromancy

**ASTRAL PROJECTION [3/3]**

| CASTING TIME | RANGE    |
|--------------|----------|
| 1 hour       | 10 feet  |
| COMPONENTS   | DURATION |
| V, S, M      | Special  |

for each creature you affect with this spell, you must provide one jacinth worth at least 1,000 gp and one ornately carved bar of silver worth at least 100 gp, all of which the spell consumes

ending its state of suspended animation. If you are returned to your body prematurely, your companions remain in their astral forms and must find their own way back to their bodies, usually by dropping to 0 hit points.

Cleric      9th level Necromancy

**GATE [1/2]**

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 60 feet                       |
| COMPONENTS   | DURATION                      |
| V, S, M      | Concentration, up to 1 minute |

a diamond worth at least 5,000 gp

You conjure a portal linking an unoccupied space you can see within range to a precise location on a different plane of existence. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration.

The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal. Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains.

When you cast this spell, you can speak the name of a specific creature (a pseudonym, title, or nickname doesn't work). If that creature is on a plane other than the one you are on, the portal opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on your side of the portal. You gain no special power over the creature, and it is free to act as the DM

Cleric      9th level Conjuration

**GATE [2/2]**

| CASTING TIME | RANGE                         |
|--------------|-------------------------------|
| 1 action     | 60 feet                       |
| COMPONENTS   | DURATION                      |
| V, S, M      | Concentration, up to 1 minute |

a diamond worth at least 5,000 gp

deems appropriate. It might leave, attack you, or help you.

Cleric      9th level Conjuration

**MASS HEAL**

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | 60 feet       |
| COMPONENTS   | DURATION      |
| V, S         | Instantaneous |

A flood of healing energy flows from you into injured creatures around you. You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this spell are also cured of all diseases and any effect making them blinded or deafened. This spell has no effect on undead or constructs.

Cleric      9th level Evocation

**TRUE RESURRECTION**

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 hour       | Touch         |
| COMPONENTS   | DURATION      |
| V, S, M      | Instantaneous |

a sprinkle of holy water and diamonds worth at least 25,000 gp,

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its hit points.

This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs or limbs. The spell can even provide a new body if the original no longer exists, in which case you must speak the creature's name. The creature then appears in an unoccupied space you choose within 10 feet of you.

Cleric      9th level Necromancy

**POWER WORD HEAL**

| CASTING TIME | RANGE         |
|--------------|---------------|
| 1 action     | Touch         |
| COMPONENTS   | DURATION      |
| V, S         | Instantaneous |

A wave of healing energy washes over the creature you touch. The target regains all its hit points. If the creature is charmed, frightened, paralyzed, or stunned, the condition ends. If the creature is prone, it can use its reaction to stand up. This spell has no effect on undead or constructs.

Cleric (TCE)      9th level Evocation