

# DUNGEONS & DRAGONS®

Setesh

CHARACTER NAME

Solidarity Cleric 8, fighter 2

CLASS & LEVEL

Desert Turtle

RACE

Far Traveller

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

4

18

DEXTERITY

-1

8

CONSTITUTION

3

16

INTELLIGENCE

1

12

WISDOM

4

18

CHARISMA

-2

7

INSPIRATION

4

PROFICIENCY BONUS

SAVING THROWS

● 10 Strength

○ 1 Dexterity

● 9 Constitution

○ 3 Intelligence

● 10 Wisdom

● 4 Charisma

SKILLS

○ 0 Acrobatics (Dex)

● 9 Animal Handling (Wis)

○ 2 Arcana (Int)

● 9 Athletics (Str)

○ -1 Deception (Cha)

● 6 History (Int)

● 9 Insight (Wis)

○ -1 Intimidation (Cha)

○ 2 Investigation (Int)

○ 5 Medicine (Wis)

○ 2 Nature (Int)

● 9 Perception (Wis)

○ -1 Performance (Cha)

○ -1 Persuasion (Cha)

● 6 Religion (Int)

○ 0 Sleight of Hand (Dex)

○ 0 Stealth (Dex)

● 9 Survival (Wis)

20

ARMOR CLASS

-1

INITIATIVE

30

SPEED

Hit Point Maximum

86

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Sun Blade	+10	1d8+4 Radiant ...
Sun Blade (Two...	+10	1d10+4 Radian...
Warhammer (O...	+8	1d8+4 Bludgeo...
Warhammer (T...	+8	1d10+4 Bludge...
Handaxe	+8	1d6+4 Slashing
Turtle Claws	+8	1d4+4 Slashing
Guiding Bolt (SD)		4d6 Radiant

ATTACKS & SPELLCASTING

CP

SP

EP

15

GP

PP

1 Oketra Emblem Shield

1 Sun Blade

1 Warhammer

2 Handaxe

1 Backpack

1 Bedroll

1 Component pouch

EQUIPMENT

The desert is a dry and harsh place, and lacks the decadent brash of city living. Common commodities and other resources are scarce, therefore the wasting of resources is not tolerated. "That seems like a waste, surely you can do it more efficiently?" The gods have separated me from my family multiple times. I follow their whims as I may be directed to a new course of action any second.

PERSONALITY TRAITS

The trials of life exact a lesser toll on an individual if faced together.

IDEALS

Separated from both his birth and adopted families by events presumably orchestrated by the Gods. Setesh longs to rejoin his families and longs for home after completing the work she has been sent out to do.

BONDS

As a Turtle, Setesh is still developing as she never really had a proper childhood due to tragedy, so at times can have a childlike stubbornness.

FLAWS

19

PASSIVE WISDOM (PERCEPTION)

TOOL: Combo Steel Djembe Drum, Healers Kit, Herbalism Kit

LANGUAGE: Common, Dwarvish, Primordial

ARMOR: Heavy Armor, Light Armor, Medium Armor, Shields

WEAPON: Martial weapons, Simple weapons

OTHER PROFICIENCIES & LANGUAGES

Claws

Natural Armour

Shell Defense

Survival Instinct (Desert)

All Eyes on You

War Caster

Second Wind

Fighting Style: Defense

Action Surge

Solidarity's Action

Divine Strike

Channel Divinity: Preserve Life

Channel Divinity: Oketra's Blessing

Channel Divinity: Turn Undead


FEATURES & TRAITS

NAME	ATK	DAMAGE/TYPE
Inflict Wounds	+8	3d10 Necrotic
Spiritual Weapo...	+8	1d8+4 Force
Toll the Dead	DC16	2d8 Necrotic + ...
Word of Radiance	DC16	2d6 Radiant
Spirit Guardians		3d8 Radiant/Ne...
Prayer of Healing		2d8+4 Healing
Cure Wounds		1d8+4 Healing
Healing Word - ...		1d4+4 Healing
Mass Healing ...		1d4+4 Healing

**ATTACKS & SPELLCASTING**

[illegible]

Total: <u>2</u> <u>2</u> CHANNEL DIVINITY	Total: <u>1</u> <u>1</u> ACTION SURGE
Total: <u>1</u> <u>1</u> SECOND WIND	Total: <u>4</u> <u>4</u> SOLIDARITY'S ACTION
Total: _____	Total: _____
Total: _____	Total: _____



SPELLCASTING CLASS

WISDOM

SPELLCASTING ABILITY

16

SPELL SAVE DC

8

SPELL ATTACK BONUS

0

CANTRIPS

- Divination
- Light
- Toll the Dead
- Word of Radiance

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- ☐ Bless (SD)
- ☐ Guiding Bolt (SD)
- ☐ Healing Word - BONUS
- ☐ Cure Wounds
- ☐ Command
- ☐ Inflict Wounds
- ☐ Sanctuary - BONUS

2

3

- ☐ Aid (SD)
- ☐ Warding Bond (SD)
- ☐ Lesser Restoration
- ☐ Hold Person
- ☐ Prayer of Healing
- ☐ Silence
- ☐ Spiritual Weapon - BONUS
- ☐ Zone of Truth

3

3

- ☐ Beacon of Hope (SD)
- ☐ Crusaders Mantle (SD)
- ☐ Dispel Magic
- ☐ Glyph of Warding
- ☐ Mass Healing Word - BONUS
- ☐ Remove Curse
- ☐ Revivify
- ☐ Spirit Guardians
- ☐ Water Walk

4

2

- ☐ Guardian of Faith (SD)
- ☐ Aura of Life (SD)
- ☐ Banishment
- ☐ Control Water
- ☐ Death Ward
- ☐ Freedom of Movement
- ☐ Stone Shape

5

0

6

0

7

0

8

0

9

0

# FEATURES & TRAITS

## Claws

Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

## Natural Armour

Due to your shell and the shape of your body, you are ill suited to wearing armour made to fit conventional bipedal races. However, a finer craftsman may be able to create something to suit you. The shell provides ample protection giving a base AC of 17. This number is not affected by a Dexterity modifier.

## Shell Defense

You can withdraw into your shell as an action. Until you emerge you gain a +4 bonus to AC (which increases to +6 if you are laying on your front), and gain advantage on Strength and Constitution saving throws. While you are in your shell, you are prone, your speed is 0 and cannot increase. You also have disadvantage on Dexterity saving throws and cannot take reactions. The only action that you can perform is a bonus action to emerge from your shell.

## Survival Instinct (Desert)

In addition to the base classes proficiency in the Survival skill, you gain double proficiency to survival checks relating to arid conditions. You are naturally accustomed to hot climates and can find enough food and water for up to 5 people in a desert environment.

## All Eyes on You

Your accent, mannerisms, figures of speech, and perhaps even your appearance all mark you as foreign. Curious glances are directed your way wherever you go, which can be a nuisance, but you also gain the friendly interest of scholars and others intrigued by far-off lands, to say nothing of everyday folk who are eager to hear stories of your homeland. You can parley this attention into access to people and places you might not otherwise have, for you and your traveling companions. Noble lords, scholars, and merchant princes, to name a few, might be interested in hearing about your distant homeland and people.

## War Caster

Prerequisite: Able to cast at least one spell You have advantage one Constitution saves that you make to maintain concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, instead of making an opportunity attack. The spell must have a casting time of only 1 action and must target only that creature.

## Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

## Fighting Style: Defense

While you are wearing armor, you gain a +1 bonus to AC.

## Action Surge

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On Your Turn, you can take one additional action on top of your regular action and a possible Bonus Action. Once you use this feature, you must finish a short or Long Rest before you can use it again.

## Solidarity's Action

When you take the Help action to aid an ally's attack, you can make one weapon attack as a bonus action. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain expended uses when you finish a long rest.

## Divine Strike

Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

## Channel Divinity: Preserve Life

Starting at 2nd level, as an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level (40). Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

## Channel Divinity: Oketra's Blessing

At 6th level, when a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

## Channel Divinity: Turn Undead

As an action, you present your holy Symbol and speak a prayer censuring the Undead. Each Undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. Starting at 8th level, when an undead of CR 1 or lower fails its saving throw against your Turn Undead feature, the creature is instantly destroyed. The CR of undead increases as you gain levels.

# SPELLS

## Divination

Abjuration cantrip

**Casting Time:** 1 action

**Range:** Touch

**Target:**

**Components:** V S

**Duration:** ConcentrationUp to 1 minute

**Description:**

Touch a willing creature. It can add a 1d4 to one ability check of its choice. The spell then ends. It can roll the die before or after making the check.

## Light

Evocation cantrip

**Casting Time:** 1 Action

**Range:** Touch

**Target:**

**Components:** V M

**Duration:** 1 hour

**Description:**

Touch an object no larger than 10 feet in any dimension. It sheds bright light in a 20-foot radius and dim light for an additional 20 feet. You choose the color. 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, it must pass a Dexterity save to avoid the spell.

## Toll the Dead

Necromancy cantrip

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** 1 Living/Undead Target

**Components:** V S

**Duration:** Instantaneous

**Description:**

The target must pass a Wisdom save or take damage. If it's missing any hit points, the damage is 1d12 necrotic damage; otherwise, it's 1d8.

**At Higher Levels:** The damage increases by one die when you reach 5th, 11th, and 17th level.

## Word of Radiance

Evocation cantrip

**Casting Time:** 1 Action

**Range:** 5 feet

**Target:** All creatures in sight of my choice

**Components:** V S

**Duration:** Instantaneous

**Description:**

Each creature of your choice that you can see must pass a Constitution save or take 1d6 radiant damage.

**At Higher Levels:** The damage increases by 1d6 when you reach 5th, 11th, and 17th level.

## Bless (SD)

Enchantment 1

**Casting Time:** 1 Action

**Range:** 30 ft

**Target:** Up to 3 creatures

**Components:** V S M

**Duration:** ConcentrationUp to 1 minute

**Description:**

You bless up to three creatures of your choice.

Whenever a target makes an attack roll or a saving throw, it can add a 1d4 to it.

**At Higher Levels:** At Higher Levels: You can target one additional creature for each slot level above 1st.

## Guiding Bolt (SD)

Evocation 1

**Casting Time:** 1 Action

**Range:** 120 ft

**Target:**

**Components:** V S

**Duration:** 1 Round

**Description:**

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.

**At Higher Levels:** The damage increases by 1d6 for each slot level above 1st.

## Healing Word - BONUS

Evocation 1

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Target:** A creature of your choice that you can see within range

**Components:** V

**Duration:** Instantaneous

**Description:**

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.

## Cure Wounds

Evocation 1

**Casting Time:** 1 action

**Range:** Touch

**Target:** A creature you touch

**Components:** V S

**Duration:** Instantaneous

**Description:**

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.

## Command

Enchantment 1

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A creature you can see within range

**Components:** V

**Duration:** 1 round

**Description:**

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

## Inflict Wounds

Necromancy 1

**Casting Time:** 1 action

**Range:** Touch

**Target:** A creature you can reach

**Components:** V S

**Duration:** Instantaneous

**Description:**

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.

## Sanctuary - BONUS

Abjuration 1

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Target:** A creature within range

**Components:** V S M

**Duration:** 1 minute

**Description:**

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.

### Aid (SD)

Abjuration 2

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** Up to three creatures within range

**Components:** V S M

**Duration:** 8 hours

#### Description:

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.

### Warding Bond (SD)

Abjuration 2

**Casting Time:** 1 action

**Range:** Touch

**Target:** A willing creature you touch

**Components:** V S M

**Duration:** 1 hour

#### Description:

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.

### Lesser Restoration

Abjuration 2

**Casting Time:** 1 action

**Range:** Touch

**Target:** A creature

**Components:** V S

**Duration:** Instantaneous

#### Description:

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

### Hold Person

Enchantment 2

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A humanoid that you can see within range

**Components:** V S M

**Duration:** Up to 1 minute

#### Description:

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

### Prayer of Healing

Evocation 2

**Casting Time:** 10 minutes

**Range:** 30 feet

**Target:** Up to six creatures of your choice that you can see within range

**Components:** V

**Duration:** Instantaneous

#### Description:

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.

### Silence

Illusion 2 (ritual)

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** 20-foot-radius sphere centered on a point you choose within range

**Components:** V S

**Duration:** Up to 10 minutes

#### Description:

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.

### Spiritual Weapon - BONUS

Evocation 2

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Target:** See text

**Components:** V S

**Duration:** 1 minute

#### Description:

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.

### Zone of Truth

Enchantment 2

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A 15-foot-radius sphere centered on a point of your choice within range

**Components:** V S

**Duration:** 10 minutes

#### Description:

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.

### Beacon of Hope (SD)

Abjuration 3

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** Any number of creatures within range

**Components:** V S

**Duration:** Up to 1 minute

#### Description:

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.

### Crusaders Mantle (SD)

Evocation 3

**Casting Time:** 1 Action

**Range:** Self (30ft Radius)

**Target:**

**Components:** V

**Duration:** ConcentrationUp to 1 minute

#### Description:

You create 30-foot radius aura around you. The aura moves with you and remains centered on you. While in the aura, each non-hostile creature deals an extra 1d4 radiant damage with weapon attacks, yourself included.

### Dispel Magic

Abjuration 3

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** One creature, object, or magical effect within range

**Components:** V S

**Duration:** Instantaneous

#### Description:

Choose any creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 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.

### **Glyph of Warding**

Abjuration 3

**Casting Time:** 1 hour

**Range:** Touch

**Target:** Either a surface or within an object that can be closed

**Components:** V S M

**Duration:** Until dispelled or triggered

#### **Description:**

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 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 3rd level or lower in the 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 it. 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.

### **Mass Healing Word - BONUS**

Evocation 3

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Target:** Up to six creatures of your choice that you can see within range

**Components:** V

**Duration:** Instantaneous

#### **Description:**

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.

### **Remove Curse**

Abjuration 3

**Casting Time:** 1 action

**Range:** Touch

**Target:** One creature or object

**Components:** V S

**Duration:** Instantaneous

#### **Description:**

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.

### **Revivify**

Necromancy 3

**Casting Time:** 1 action

**Range:** Touch

**Target:** A creature that has died within the last minute

**Components:** V S M

**Duration:** Instantaneous

#### **Description:**

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

### **Spirit Guardians**

Conjuration 3

**Casting Time:** 1 action

**Range:** Self (15-foot radius)

**Target:** Self (15-foot radius)

**Components:** V S M

**Duration:** Up to 10 minutes

#### **Description:**

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.

### **Water Walk**

Transmutation 3 (ritual)

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** Up to ten willing creatures you can see within range

**Components:** V S M

**Duration:** 1 hour

#### **Description:**

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.

### **Guardian of Faith (SD)**

Conjuration 4

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** An unoccupied space of your choice that you can see within range

**Components:** V

**Duration:** 8 hours

#### **Description:**

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.

### **Aura of Life (SD)**

Abjuration 4

**Casting Time:** 1 action

**Range:** Self (30ft Radius)

**Target:**

**Components:** V

**Duration:** ConcentrationUp to 10 minutes

#### **Description:**

You radiate an aura with a 30-foot radius. It moves with you and centered on you. Each non-hostile creature in the aura, yourself included, has resistance to necrotic damage, and its hit point maximum can't be reduced. A non-hostile, living creature regains 1 hit point when it starts its turn in the aura with 0 hit points.

**Banishment**

Abjuration 4

**Casting Time:** 1 action**Range:** 60 feet**Target:** One creature that you can see within range**Components:** V S M**Duration:** Up to 1 minute**Description:**

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.

**Control Water**

Transmutation 4

**Casting Time:** 1 action**Range:** 300 feet**Target:** Any freestanding water inside an area you choose that is a cube up to 100 feet on a side**Components:** V S M**Duration:** Up to 10 minutes**Description:**

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 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 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.

**Death Ward**

Abjuration 4

**Casting Time:** 1 action**Range:** Touch**Target:** A creature**Components:** V S**Duration:** 8 hours**Description:**

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.

**Freedom of Movement**

Abjuration 4

**Casting Time:** 1 action**Range:** Touch**Target:** A willing creature**Components:** V S M**Duration:** 1 hour**Description:**

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.

**Stone Shape**

Transmutation 4

**Casting Time:** 1 action**Range:** Touch**Target:** A stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension**Components:** V S M**Duration:** Instantaneous**Description:**

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.