

Zeed

CHARACTER NAME

Cleric 7

CLASS & LEVEL

Aarakocra

RACE

Sage

BACKGROUND

Chaotic good

ALIGNMENT

Tarraneh

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+4

18

CONSTITUTION

+1

12

INTELLIGENCE

-1

8

WISDOM

+2

14

CHARISMA

+0

11

0

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ +5 Dexterity
- ☐ +2 Constitution
- ☐ +0 Intelligence
- ☒ +6 Wisdom
- ☒ +4 Charisma

SAVING THROWS

- ☐ +5 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☒ +3 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☒ +3 History (Int)
- ☐ +3 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☒ +6 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ +3 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +5 Sleight of Hand (Dex)
- ☐ +5 Stealth (Dex)
- ☐ +3 Survival (Wis)

SKILLS

18

ARMOR CLASS

+4

INITIATIVE

25 (50 fly)

SPEED

Hit Point Maximum 44

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 7d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Help others

PERSONALITY TRAITS

Self Improvement

IDEALS

BONDS

Speak without thinking

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Talons

+4

1d4+1/s

Warhammer

+4

1d8+1/b

Light crossb

+7

1d8+4/p

Armor: Leather Armor

Shield: Shield +1

Bolts: d12

+2 Bolts: d6

(AC = 15 if using crossbow - no shield)

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, medium armor, shields, all simple weapons, martial weapons, heavy armor.

Languages:

Common, Aarakocra, Auran, Giant, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

Bag of Holding, Bag of Tricks, Coins of Communication, Eyes of Charming, Shield of Faces, Stone of Good Luck, Priests' pack, amulet, DA Coin

EQUIPMENT

(See Features Page)

--Channel Divinity (2x/SR)

--Channel Divinity: Destructive Wrath

--Channel Divinity: Turn Undead

--Destroy Undead (CR 1/2)

--Researcher

--Thunderbolt Strike

--Wrath of the Storm (2x/LR)

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TODO: Two** new spells learned (Level 4 available)

FEATURES & TRAITS

Cleric 7

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

- Guidance (V,S) (C)
- Resistance (V,S,M) (C)
- Spare The Dying (V,S)
- Thaumaturgy (V)

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

14

- PREPARED
- SPELL NAME
- ☒ Bane (V,S,M) (C)
 - ☒ Cure Wounds (V,S)
 - ☒ Fog Cloud (V,S) (C)
 - ☒ Guiding Bolt (V,S)
 - ☒ Thunderwave (V,S)
 - ☐
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23

- ☒ Enhance Ability (V,S,M) (C)
- ☒ Gust Of Wind (V,S,M) (C)
- ☒ Hold Person (V,S,M) (C)
- ☒ Mirror Image (V,S)
- ☒ Shatter (V,S,M)
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33

- ☒ Aura Of Vitality (V) (C)
- ☒ Call Lightning (V,S) (C)
- ☒ Sleet Storm (V,S,M) (C)
- ☐
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41

- ☒ Control Water (V,S,M) (C)
- ☒ Ice Storm (V,S,M)
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SPILLS KNOWN

Features and Magic Items

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Subclasses

Subclass: Tempest Domain

Gods whose portfolios include the Tempest domain - including Talos, Umberlee, Kord, Zeboim, the Devourer, Zeus, and Thor - govern storms, sea, and sky. They include gods of lightning and thunder, gods of earthquakes, some fire gods, and certain gods of violence, physical strength, and courage. In some pantheons, a god of this domain rules over other deities and is known for swift justice delivered by thunderbolts. In the pantheons of seafaring people, gods of this domain are ocean deities and the patrons of sailors. Tempest gods send their clerics to inspire fear in the common folk, either to keep those folk on the path of righteousness or to encourage them to offer sacrifices of propitiation to ward off divine wrath.

Features

Channel Divinity (2x/SR)

Source: Cleric

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Destructive Wrath

Source: Cleric (Tempest Domain)

Starting at 2nd level, you can use your Channel Divinity to wield the power of the storm with unchecked ferocity.

When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

Channel Divinity: Turn Undead

Source: Cleric

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.

Destroy Undead (CR 1/2)

Source: Cleric

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Researcher

Source: Background (Sage)

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

Thunderbolt Strike

Source: Cleric (Tempest Domain)

At 6th level, when you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

Wrath of the Storm (2x/LR)

Source: Cleric (Tempest Domain)

Also at 1st level, you can thunderously rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Magic Items

Eyes of Charming

Requires Attunement: True

Rarity: Uncommon

These Crystal lenses fit over the eyes. They have 3 Charges. While wearing them, you can expend 1 charge as an action to cast the Charm Person spell (save DC 13) on a humanoid within 30 feet of you, provided that you and the target can see each other. The lenses regain all expended Charges daily at dawn.

Shield of Faces

Requires Attunement: True

Rarity:

This +1 metallic shield has a detailed face chisled into its front surface. As a bonus action, the wielder can use a bonus action to mentally command the shield to adopt a new emotional state (such as "smiling", "laughing", "crying", etc.)

Coins of Communication

Requires Attunement: False

Rarity: Uncommon

This set of multiple coins are virtually indistinguishable from regular Gold Pieces, but are connected by magic. Once per day, a holder of any of any coin can whisper a single word into it, after which all coins will immediately vibrate and the word will replace a word in the traditional Kings Message imprinted on the coin. This ability cannot be used again by the holder of any of the coins until the following dawn.

Bag of Tricks

Requires Attunement: False

Rarity:

This ordinary bag, made from gray, rust, or tan cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object. The bag weighs 1/2 pound. You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands,

it transforms into a creature you determine by rolling a d8 and consulting the table that corresponds to the bag's color. The creature vanishes at the next dawn or when it is reduced to 0 Hit Points. The creature is friendly to you and your companions, and it acts on Your Turn. You can use a Bonus Action to Command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to Attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its Nature. Once three fuzzy Objects have been pulled from the bag, the bag can't be used again until the next dawn.

Rust Colored:

- 1 - Rat
- 2 - Owl
- 3 - Mastiff
- 4 - Goat
- 5 - Giant Goat
- 6 - Giant Boar
- 7 - Lion
- 8 - Brown Bear

Bag of Holding

Requires Attunement: False

Rarity:

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a bag of holding inside an extradimensional space created by a Handy Haversack, Portable Hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Stone of Good Luck

Requires Attunement: False

Rarity:

While this polished agate is on your person, you gain a +1 bonus to Ability Checks and Saving Throws.

Spell Descriptions

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Aura Of Vitality

Evocation Level 3 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: Self (30-foot radius)

Components: V

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.

Bane

Enchantment Level 1 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 30 feet

Components: V, S, M (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.

Call Lightning

Conjuration Level 3 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: 120 feet

Components: V, S

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 or higher level, the damage increases by 1d10 for each slot level above 3rd.

Control Water

Transmutation Level 4 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: 300 feet

Components: V, S, M (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 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.

Cure Wounds

Evocation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: Touch

Components: V, S

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.

Enhance Ability

Transmutation Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 hour

Range: Touch

Components: V, S, M (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. - Bears Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends. - Bulls Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles. - Cats 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. - Eagles Splendor. The target has advantage on Charisma checks. - Foxes Cunning. The target has advantage on Intelligence checks. - Owls 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.

Fog Cloud

Conjuration Level 1 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 hour

Range: 120 feet

Components: V, S

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.

Guidance

Divination Cantrip (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: Touch

Components: V, S

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.

Guiding Bolt

Evocation Level 1

Casting Time: 1 action

Duration: 1 round

Range: 120 feet

Components: V, S

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.

Gust Of Wind

Evocation Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: Self (60-foot line)

Components: V, S, M (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.

Hold Person

Enchantment Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 60 feet

Components: V, S, M (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.

Ice Storm

Evocation Level 4

Casting Time: 1 action

Duration: Instantaneous

Range: 300 feet

Components: V, S, M (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.

Mirror Image

Illusion Level 2

Casting Time: 1 action

Duration: 1 minute

Range: Self

Components: V, S

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.

Resistance

Abjuration Cantrip (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: Touch

Components: V, S, M (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.

Shatter

Evocation Level 2

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V, S, M (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.

Sleet Storm

Conjuration Level 3 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 150 feet

Components: V, S, M (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 spells 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 spells area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

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 isnt pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spells 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.

Spare The Dying

Necromancy Cantrip

Casting Time: 1 action

Duration: Instantaneous

Range: Touch

Components: V, S

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

Thaumaturgy

Transmutation Cantrip

Casting Time: 1 action

Duration: Up to 1 minute

Range: 30 feet

Components: V

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.

Thunderwave

Evocation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: Self (15-foot cube)

Components: V, S

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make