

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ ___ Strength
- ☐ ___ Dexterity
- ☐ ___ Constitution
- ☐ ___ Intelligence
- ☐ ___ Wisdom
- ☐ ___ Charisma

SAVING THROWS

- ☐ ___ Acrobatics (Dex)
- ☐ ___ Animal Handling (Wis)
- ☐ ___ Arcana (Int)
- ☐ ___ Athletics (Str)
- ☐ ___ Deception (Cha)
- ☐ ___ History (Int)
- ☐ ___ Insight (Wis)
- ☐ ___ Intimidation (Cha)
- ☐ ___ Investigation (Int)
- ☐ ___ Medicine (Wis)
- ☐ ___ Nature (Int)
- ☐ ___ Perception (Wis)
- ☐ ___ Performance (Cha)
- ☐ ___ Persuasion (Cha)
- ☐ ___ Religion (Int)
- ☐ ___ Sleight of Hand (Dex)
- ☐ ___ Stealth (Dex)
- ☐ ___ Survival (Wis)

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

TREASURE

EQUIPMENT



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN

Chill Touch

Cleric Cantrip Necromancy DC 15 Spell Mod +7

1 Act. 120 ft V,S 1 Rnd

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Guidance

Cleric Cantrip Divination DC 15 Spell Mod +7

1 Act. Touch V,S Conc, 1 min

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.

Resistance

Cleric Cantrip Abjuration DC 15 Spell Mod +7

1 Act. Touch V,S,M Conc, 1 min

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 making the saving throw. The spell then ends.

Sacred Flame

Cleric Cantrip Evocation DC 15 Spell Mod +7

1 Act. 60 ft V,S Inst

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).

Spare the Dying

Cleric Cantrip Necromancy DC 15 Spell Mod +7

1 Act. Touch V,S Inst

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

Thaumaturgy

Tiefling Cantrip Transmutation DC 11 Spell Mod +3

1 Act. 30 ft V Up to 1 min

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.

Bane

Cleric Level 1 Enchantment DC 15 Spell Mod +7

1 Act. 30 ft V,S,M Conc, 1 min

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.

Bless

Cleric Level 1 Enchantment DC 15 Spell Mod +7

1 Act. 30 ft V,S,M Conc, 1 min

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.

Catapult

Cleric Level 1 Abjuration DC 15 Spell Mod +7

<div><div><div>Command</div><div>Cleric Level 1 Enchantment DC 15 Spell Mod +7</div><div><div>1 Act.</div><div>60 ft</div><div>V</div><div>1 Rnd</div></div></div><div><p>You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone.</p></div></div>	<div><div><div>Create or Destroy Water</div><div>Cleric Level 1 Transmutation DC 15 Spell Mod +7</div><div><div>1 Act.</div><div>30 ft</div><div>V,S,M</div><div>Inst</div></div></div><div><p>A drop of water if creating water or a few grains of sand if destroying it</p><p>You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.</p></div></div>	<div><div><div>Cure Wounds</div><div>Cleric Level 1 Evocation DC 15 Spell Mod +7</div><div><div>1 Act.</div><div>Touch</div><div>V,S</div><div>Inst</div></div></div><div><p>A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.</p></div></div>
<div><div><div>Detect Evil and Good</div><div>Cleric Level 1 Divination DC 15 Spell Mod +7</div><div><div>1 Act.</div><div>Self</div><div>V,S</div><div>Conc, 10 mins</div></div></div><div><p>For the duration, you know if there is an aberration, celestial, elemental, Fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</p></div></div>	<div><div><div>Detect Magic (ritual)</div><div>Cleric Level 1 Divination DC 15 Spell Mod +7</div><div><div>1 Act.</div><div>Self</div><div>V,S</div><div>Conc, 10 mins</div></div></div><div><p>For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</p></div></div>	<div><div><div>Detect Poison and Disease (ritual)</div><div>Cleric Level 1 Divination DC 15 Spell Mod +7</div><div><div>1 Act.</div><div>Self</div><div>V,S,M</div><div>Conc, 10 mins</div></div></div><div><p>A yew leaf</p><p>For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</p></div></div>
<div><div><div>False Life</div><div>Cleric Level 1 Necromancy DC 15 Spell Mod +7</div><div><div>1 Act.</div><div>Self</div><div>V,S,M</div><div>1 hr</div></div></div><div><p>A small amount of alcohol or distilled spirits</p><p>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.</p></div></div>	<div><div><div>Guiding Bolt</div><div>Cleric Level 1 Abjuration DC 15 Spell Mod +7</div><div><div></div><div></div><div></div><div></div></div></div><div></div></div>	<div><div><div>Healing Word</div><div>Cleric Level 1 Abjuration DC 15 Spell Mod +7</div><div><div></div><div></div><div></div><div></div></div></div><div></div></div>

		<p>Command <i>(reverse)</i></p> <p>and then ends its turn. Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.</p>





















<h3>Hellish Rebuke</h3> <p>Cleric Level 1 Evocation DC 15 Spell Mod +7</p> <p>1 reAct. 60 ft V,S Inst</p> <p>You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire 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 2nd level or higher, the damage increase by 1d10 for each slot level above 1st.</p>	<h3>Inflict Wounds</h3> <p>Cleric Level 1 Necromancy DC 15 Spell Mod +7</p> <p>1 Act. Touch V,S Inst</p> <p>Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.</p>	<h3>Protection from Evil and Good</h3> <p>Cleric Level 1 Abjuration DC 15 Spell Mod +7</p> <p>1 Act. Touch V,S,M Conc, 10 mins</p> <p>Holy water or powdered silver and iron, which the spell consumes</p> <p>Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.</p>
<h3>Purify Food and Drink (ritual)</h3> <p>Cleric Level 1 Transmutation DC 15 Spell Mod +7</p> <p>1 Act. 10 ft V,S Inst</p> <p>All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.</p>	<h3>Sanctuary</h3> <p>Cleric Level 1 Abjuration DC 15 Spell Mod +7</p> <p>1 B.A. 30 ft V,S,M 1 min</p> <p>A small silver mirror</p> <p>You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.</p>	<h3>Shield of Faith</h3> <p>Cleric Level 1 Abjuration DC 15 Spell Mod +7</p> <p>1 B.A. 60 ft V,S,M Conc, 10 mins</p> <p>A small parchment with a bit of holy text written on it</p> <p>A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.</p>
<h3>Hellish Rebuke</h3> <p>Tiefling Level 1 Evocation DC 11 Spell Mod +3</p> <p>1 reAct. 60 ft V,S Inst</p> <p>You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire 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 2nd level or higher, the damage increase by 1d10 for each slot level above 1st.</p>	<h3>Aid</h3> <p>Cleric Level 2 Abjuration DC 15 Spell Mod +7</p> <p>1 Act. 30 ft V,S,M 8 hrs</p> <p>A tiny strip of white cloth</p> <p>Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.</p>	<h3>Augury (ritual)</h3> <p>Cleric Level 2 Divination DC 15 Spell Mod +7</p> <p>1 min Self V,S,M Inst</p> <p>Specially marked sticks, bones, or similar tokens worth at least 25 gp</p> <p>By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The GM chooses from the following possible omens: • Weal, for good results • Woe, for bad results • Weal and woe, for both good and bad results • Nothing, for results that aren't especially good or bad The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The GM makes this roll in secret.</p>

<div> <div> <div>Blindness/Deafness</div> <div>Cleric Level 2 Necromancy DC 15 Spell Mod +7</div> <div> <div>1 Act.</div> <div>30 ft</div> <div>V</div> <div>1 min</div> </div> </div> <div> <p>You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.</p> </div> </div>	<div> <div> <div>Calm Emotions</div> <div>Cleric Level 2 Enchantment DC 15 Spell Mod +7</div> <div> <div>1 Act.</div> <div>60 ft</div> <div>V,S</div> <div>Conc, 1 min</div> </div> </div> <div> <p>You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime. Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the GM rules otherwise.</p> </div> </div>	<div> <div> <div>Continual Flame</div> <div>Cleric Level 2 Evocation DC 15 Spell Mod +7</div> <div> <div>1 Act.</div> <div>Touch</div> <div>V,S,M</div> <div>Until dispelled</div> </div> </div> <div> <p>Ruby dust worth 50 gp, which the spell consumes</p> <p>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.</p> </div> </div>
<div> <div> <div>Enhance Ability</div> <div>Cleric Level 2 Transmutation DC 15 Spell Mod +7</div> <div> <div>1 Act.</div> <div>Touch</div> <div>V,S,M</div> <div>Conc, 1 hr.</div> </div> </div> <div> <p>Fur or a feather from a beast</p> <p>You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends. Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends. Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles. Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated. Eagle's Splendor. The target has advantage on Charisma checks. Fox's Cunning. The target has advantage on Intelligence checks. Owl's Wisdom. The target has advantage on Wisdom checks. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each</p> </div> </div>	<div> <div> <div>Find Traps</div> <div>Cleric Level 2 Divination DC 15 Spell Mod +7</div> <div> <div>1 Act.</div> <div>120 ft</div> <div>V,S</div> <div>Inst</div> </div> </div> <div> <p>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.</p> </div> </div>	<div> <div> <div>Gentle Repose (ritual)</div> <div>Cleric Level 2 Necromancy DC 15 Spell Mod +7</div> <div> <div>1 Act.</div> <div>Touch</div> <div>V,S,M</div> <div>10 days</div> </div> </div> <div> <p>A pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration</p> <p>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.</p> </div> </div>
<div> <div> <div>Hold Person</div> <div>Cleric Level 2 Enchantment DC 15 Spell Mod +7</div> <div> <div>1 Act.</div> <div>60 ft</div> <div>V,S,M</div> <div>Conc, 1 min</div> </div> </div> <div> <p>A small, straight piece of iron</p> <p>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.</p> </div> </div>	<div> <div> <div>Lesser Restoration</div> <div>Cleric Level 2 Abjuration DC 15 Spell Mod +7</div> <div> <div>1 Act.</div> <div>Touch</div> <div>V,S</div> <div>Inst</div> </div> </div> <div> <p>You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.</p> </div> </div>	<div> <div> <div>Locate Object</div> <div>Cleric Level 2 Divination DC 15 Spell Mod +7</div> <div> <div>1 Act.</div> <div>Self</div> <div>V,S,M</div> <div>Conc, 10 mins</div> </div> </div> <div> <p>A forked twig</p> <p>Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.</p> </div> </div>

		Enhance Ability (reverse) slot level above 2nd.

<h3>Prayer of Healing</h3> <p>Cleric Level 2 Evocation DC 15 Spell Mod +7</p> <p>10 mins 30 ft V Inst</p> <p>Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d8 for each slot level above 2nd.</p>	<h3>Protection from Poison</h3> <p>Cleric Level 2 Abjuration DC 15 Spell Mod +7</p> <p>1 Act. Touch V,S 1 hr</p> <p>You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.</p>	<h3>Ray of Enfeeblement</h3> <p>Cleric Level 2 Necromancy DC 15 Spell Mod +7</p> <p>1 Act. 60 ft V,S Conc, 1 min</p> <p>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.</p>
<h3>Silence (ritual)</h3> <p>Cleric Level 2 Illusion DC 15 Spell Mod +7</p> <p>1 Act. 120 ft V,S Conc, 10 mins</p> <p>For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.</p>	<h3>Spiritual Weapon</h3> <p>Cleric Level 2 Abjuration DC 15 Spell Mod +7</p> <p></p>	<h3>Warding Bond</h3> <p>Cleric Level 2 Abjuration DC 15 Spell Mod +7</p> <p>1 Act. Touch V,S,M 1 hr</p> <p>A pair of platinum rings worth at least 50 gp each, which you and the target must wear for the duration</p> <p>This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage. The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.</p>
<h3>Zone of Truth</h3> <p>Cleric Level 2 Enchantment DC 15 Spell Mod +7</p> <p>1 Act. 60 ft V,S 10 mins</p> <p>You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.</p>	<h3>Darkness</h3> <p>Tiefling Level 2 Evocation DC 11 Spell Mod +3</p> <p>1 Act. 60 ft V,M Conc, 10 mins</p> <p>Bat fur and a drop of pitch or piece of coal</p> <p>Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.</p>	<h3>Animate Dead</h3> <p>Cleric Level 3 Necromancy DC 15 Spell Mod +7</p> <p>1 min 10 ft V,S,M Inst</p> <p>A drop of blood, a piece of flesh, and a pinch of bone dust</p> <p>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 GM 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</p>

<p>Animate Dead <i>(reverse)</i></p> <p>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 control of 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 level above 3rd. Each of the creatures must come from a different corpse or pile of bones.</p>		

<p>Beacon of Hope </p> <p>Cleric Level 3 Abjuration DC 15 Spell Mod +7</p> <p> 1 Act.  30 ft  V,S  Conc, 1 min</p> <p>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.</p>	<p>Bestow Curse </p> <p>Cleric Level 3 Necromancy DC 15 Spell Mod +7</p> <p> 1 Act.  Touch  V,S  Conc, 1 min</p> <p>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 GM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The GM has final</p>	<p>Clairvoyance </p> <p>Cleric Level 3 Divination DC 15 Spell Mod +7</p> <p> 10 mins  1 mile  V,S,M  Conc, 10 mins</p> <p>A focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for seeing</p> <p>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 benefiting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.</p>
<p>Create Food and Water </p> <p>Cleric Level 3 Conjuration DC 15 Spell Mod +7</p> <p> 1 Act.  30 ft  V,S  Inst</p> <p>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.</p>	<p>Daylight </p> <p>Cleric Level 3 Evocation DC 15 Spell Mod +7</p> <p> 1 Act.  60 ft  V,S  1 hr</p> <p>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 and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light. If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.</p>	<p>Dispel Magic </p> <p>Cleric Level 3 Abjuration DC 15 Spell Mod +7</p> <p> 1 Act.  120 ft  V,S  Inst</p> <p>Choose one 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.</p>
<p>Glyph of Warding </p> <p>Cleric Level 3 Abjuration DC 15 Spell Mod +7</p> <p> 1 hr  Touch  V,S,M  Until dispelled</p> <p>Incense and powdered diamond worth at least 200 gp, which the spell consumes</p> <p>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</p>	<p>Magic Circle </p> <p>Cleric Level 3 Abjuration DC 15 Spell Mod +7</p> <p> 1 min  10 ft  V,S,M  1 hr</p> <p>Holy water or powdered silver and iron worth at least 100 gp, which the spell consumes</p> <p>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</p>	<p>Mass Healing Word </p> <p>Cleric Level 3 Evocation DC 15 Spell Mod +7</p> <p> 1 B.A.  60 ft  V  Inst</p> <p>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.</p>

	<p>Bestow Curse <i>(reverse)</i> 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 lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.</p>	
	<p>Magic Circle <i>(reverse)</i> 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 or higher, the duration increases by 1 hour for each slot level above 3rd.</p>	<p>Glyph of Warding <i>(reverse)</i> 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 area 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</p>

<p>Meld into Stone <i>(ritual)</i></p> <p>Cleric Level 3 Transmutation DC 15 Spell Mod +7</p> <p>1 Act. Touch V,S 8 hrs</p> <p>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</p>	<p>Protection from Energy</p> <p>Cleric Level 3 Abjuration DC 15 Spell Mod +7</p> <p>1 Act. Touch V,S Conc, 1 hr</p> <p>For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.</p>	<p>Remove Curse</p> <p>Cleric Level 3 Abjuration DC 15 Spell Mod +7</p> <p>1 Act. Touch V,S Inst</p> <p>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.</p>
<p>Revivify</p> <p>Cleric Level 3 Necromancy DC 15 Spell Mod +7</p> <p>1 Act. Touch V,S,M Inst</p> <p><i>Diamonds worth 300 gp, which the spell consumes</i></p> <p>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.</p>	<p>Sending</p> <p>Cleric Level 3 Evocation DC 15 Spell Mod +7</p> <p>1 Act. Unlimited V,S,M 1 Rnd</p> <p><i>A short piece of fine copper wire</i></p> <p>You send a short message of twenty-five words or less to a creature with which 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.</p>	<p>Speak with Dead</p> <p>Cleric Level 3 Necromancy DC 15 Spell Mod +7</p> <p>1 Act. 10 ft V,S,M 10 mins</p> <p><i>Burning incense</i></p> <p>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.</p>
<p>Spirit Guardians</p> <p>Cleric Level 3 Abjuration DC 15 Spell Mod +7</p> <p>1 Act. 10 ft V,S,M 1 min</p> <p>You create 1d4 spectral guardians of light and fire. Each guardian is 5 feet tall, has an AC of 18, 10 hit points, and is immune to fire and necrotic damage. For the duration, each guardian attacks once per round at the end of its turn, using its slam attack. The guardians disappear when they reach 0 hit points or when the spell ends.</p>	<p>Tongues</p> <p>Cleric Level 3 Divination DC 15 Spell Mod +7</p> <p>1 Act. Touch V,M 1 hr</p> <p><i>A small clay model of a ziggurat</i></p> <p>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.</p>	<p>Vampiric Touch</p> <p>Cleric Level 3 Necromancy DC 15 Spell Mod +7</p> <p>1 Act. Self V,S Conc, 1 min</p> <p>The touch of your shadow-wreathed hand can siphon life 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.</p>

		<p>Meld into Stone <i>(reverse)</i> 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.</p>

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.

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.

	<p>Banishment <i>(reverse)</i> using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.</p>	
		<p>Control Water <i>(reverse)</i> 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</p>

Raulothim's Psychic Lance

Cleric Level 4 Enchantment DC 15 Spell Mod +7

1 Act. **120 ft** **V** **Inst**

You unleash a shimmering lance of psychic power from your forehead at a creature that you can see within range. Alternatively, you can utter the creature's name. If the named target is within range, it gains no benefit from cover or invisibility as the lance homes in on it. If the named target isn't within range, the lance dissipates, and the spell slot is not expended. The target must succeed on an Intelligence saving throw or take 10d6 psychic damage and be incapacitated until the start of your next turn.

Stone Shape

Cleric Level 4 Transmutation DC 15 Spell Mod +7

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

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.

Antilife Shell

Cleric Level 5 Abjuration DC 15 Spell Mod +7

1 Act. **Self** **V,S** **Conc, 1 hr**

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.

Cloudkill

Cleric Level 5 Conjuration DC 15 Spell Mod +7

1 Act. **120 ft** **V,S** **Conc, 10 mins**

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, that 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

Commune (ritual)

Cleric Level 5 Divination DC 15 Spell Mod +7

1 min **Self** **V,S,M** **1 min**

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 GM 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 GM makes this roll in secret.

Contagion

Cleric Level 5 Necromancy DC 15 Spell Mod +7

1 Act. **Touch** **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

Dispel Evil and Good

Cleric Level 5 Abjuration DC 15 Spell Mod +7

1 Act. **Self** **V,S,M** **Conc, 1 min**

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

Flame Strike

Cleric Level 5 Evocation DC 15 Spell Mod +7

1 Act. **60 ft** **V,S,M** **Inst**

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.

Geas

Cleric Level 5 Enchantment DC 15 Spell Mod +7

1 min **60 ft** **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

<p>Contagion <i>(reverse)</i></p> <p>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 creature has 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.</p>		<p>Cloudkill <i>(reverse)</i></p> <p>this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.</p>
<p>Geas <i>(reverse)</i></p> <p>spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of 9th level, the spell lasts until it is ended by one of the spells mentioned above.</p>		<p>Dispel Evil and Good <i>(reverse)</i></p> <p>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.</p>

Greater Restoration

Cleric Level 5 Abjuration DC 15 Spell Mod +7

1 Act. Touch V,S,M Inst*Diamond dust worth at least 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

Hallow

Cleric Level 5 Evocation DC 15 Spell Mod +7

24 hrs Touch 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 GM. Some of these effects apply to creatures in the area; you can designate whether the effect

Insect Plague

Cleric Level 5 Conjuraction DC 15 Spell Mod +7

1 Act. 300 ft V,S,M Conc, 10 mins*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.

Legend Lore

Cleric Level 5 Divination DC 15 Spell Mod +7

10 mins Self V,S,M Inst*Incense worth at least 250 gp, which the spell consumes, and four ivory 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

Mass Cure Wounds

Cleric Level 5 Evocation DC 15 Spell Mod +7

1 Act. 60 ft V,S Inst

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.

Planar Binding

Cleric Level 5 Abjuration DC 15 Spell Mod +7

1 hr 60 ft V,S,M 24 hrs*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

Raise Dead

Cleric Level 5 Necromancy DC 15 Spell Mod +7

1 hr Touch V,S,M Inst*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 poisons 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

Scrying

Cleric Level 5 Divination DC 15 Spell Mod +7

10 mins Self V,S,M Conc, 10 mins*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 Save Modifier Secondhand (you have heard of the target) +5 Firsthand (you have met the target) +0 Familiar (you know the target well) -5 Connection Save Modifier 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

	<p>Hallow <i>(reverse)</i></p> <p>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 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.</p>	
<p>Planar Binding <i>(reverse)</i></p> <p>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 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.</p>		<p>Legend Lore <i>(reverse)</i></p> <p>with the sacred word Rudnogg on the lips."</p>
	<p>Scrying <i>(reverse)</i></p> <p>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 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.</p>	<p>Raise Dead <i>(reverse)</i></p> <p>saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.</p>