Spell Descriptors – Brottor

# Cantrips

## Guidance

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. Range is touch, components V S, duration up to one minute.

## Light

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell. Range touch, components V S, requires a firefly or phosphorescent moss, duration 1 hour.

## Spare the Dying

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on Undead or constructs. Necromancy, touch, VS, instantaneous.

## Sacred Flame (5+)

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). Range 60ft, VS, instantaneous.

# Level 1

## Cure Wounds 1

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. Touch, VS, instantaneous.

## Inflict Wounds 1

Make a melee spell Attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage. Touch, VS, instantaneous, necromancy.

## Divine Favor

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal and extra 1d4 radiant damage on a hit. Self, VS, 1 minute, bonus action.

## Shield of Faith

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the Duration. 60ft, VSM, parchment with holy text, 10 minutes, bonus action.

## Command

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.

60 ft, V, 1 round, regular action

## Guiding Bolt

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. 120 ft, VS, 1 round.

# Level 2

## Hold Person

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. 60 ft, VSM, small straight piece of iron, 1 minute, regular action.

## Prayer of Healing

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. 30ft, V, instant, 10 minutes casing time.

## Magic Weapon

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to Attack rolls and Damage Rolls. Touch, VS, up to one hour, 1 bonus action.

## Spiritual Weapon

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. 60ft, VS, 1 minute, bonus action, melee 1d8.

## Enhance Ability

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects - the target gains the effect until the spell ends.

Bear's Endurance: The target has advantage on Constitution Checks. It also gains 2d6 Temporary Hit Points, which are lost when the spell ends.

Bull's Strength: The target has advantage on Strength Checks, and his or her carrying capacity doubles.

Cat's Grace: The target has advantage on Dexterity Checks. It also doesn't take damage from Falling 20 feet or less if it isn't Incapacitated.

Eagle's Splendor: The target has advantage on Charisma Checks.

Fox's Cunning: The target has advantage on Intelligence Checks.

Owl's Wisdom: The target has advantage on Wisdom Checks.

Touch, VSM, fur/feather from said beast, up to 1 hour, 1 action.

# Level 3

## Cure Wounds 3

A creature you touch regains a number of hit points equal to 3d8 + your spellcasting ability modifier. This spell has no effect on Undead or constructs. Touch, VS, instantaneous.

## Inflict Wounds 3

Make a melee spell Attack against a creature you can reach. On a hit, the target takes 5d10 necrotic damage. Touch, VS, instantaneous, necromancy.

## Spirit Guardians

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. Area based on self, VSM, a holy symbol, up to ten minutes, regular action.

## Crusader’s Mantle

Holy power radiates from you in an aura with a 30-foot radius, awakening boldness in friendly creatures. Until the spell ends, the aura moves with you, centered on you. While in the aura, each nonhostile creature in the aura (including you) deals an extra 1d4 radiant damage when it hits with a w eapon attack. Self, V, concentration, one minute, regular action.

## Animate Dead

This spell creates an Undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an Undead creature. The target becomes a Skeleton if you chose bones or a Zombie if you chose a corpse (the DM has the creature's game statistics). On each of your turns, you can use a Bonus Action to mentally Command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can Command any or all of them at the same time, issuing the same Command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general Command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. The creature is under your control for 24 hours, after which it stops obeying any Command you've given it. To maintain the control of 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. 10ft, VSM, a drop of blood + a piece of flesh + a pinch of bone dust, instant, necromancy, one minute.

# Level 4

## Guardian of Faith

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. 30 ft, regular action, V, 8 hours, dex save, 20 radiant damage, save ½ damage

## Banishment

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 that 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. 60 ft, VSM, an item distasteful to the target, one minute, regular action.

## Stoneskin

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has Resistance to nonmagical bludgeoning, piercing, and slashing damage. Touch, VSM, diamond dust worth 100gp which is consumed by the spell, 1 hour, regular action.

## Freedom of Movement

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. Touch, VSM, leather strap bound around the arm or similar appendage, 1 hour, regular action.