



DAELLA

Cleric : 2

CLASS & LEVEL

WIS

SPELLCASTING

+5

ATTACK BONUS

13

SAVE DC

CANTRIPS:

Guidance: Casting time: 1 action. Range: Touch. Components: V, M. Duration: Concentration, up to 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.

Light: Casting time: 1 action. Range: Touch. Components: V, M. Duration: 1 hr.

You touch one object that is no larger than 10 ft in any dimension. Until the spell ends, the target sheds bright light in a 20 ft radius, and dim light for a further 20 ft. The light can be coloured 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 DEX save to avoid the spell.

Toll the Dead: Casting time: 1 action. Range: 60 ft. Components: V, S. Duration: Instantaneous.

A creature you can see must pass a WIS save or take 1d8 necrotic damage, 1d12 if it is missing any hit points. More damage is done at lvl 5 and above.

LEVEL 1: SPELL SLOTS: 3 / LONG REST

SPELLS PREPARED: 5

Bless: Casting time: 1 action. Range: 30 ft. Components: V, S, M. Duration: Concentration, up to 1 min.

You bless up to three creatures of your choice within range. Whenever the 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.

When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for every spell slot above 1st.

Cure Wounds: Casting time: 1 action. Range: Touch. Components: V, S. Duration: Instantaneous.

A creature you touch regains hit points equal to 1d8 + 5 (spellcasting ability modifier).

When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for every spell slot above 1st.