

## Tier 2 Spells

### Lesser Restoration

*Requires 1 action*

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

### Prayer of Healing

*Requires 10 min*

Up to six creatures of your choice that you can see within 30 feet of you each regain HP equal to 2d8 + your WIS modifier.

### Silence

*Requires 1 action ■ concentration*

For up to 10 minutes, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within 120 feet of you.

### Spiritual Weapon

*Requires 1 bonus action*

You create a floating, spectral weapon within 60 feet of you that lasts for up to 1 minute. The weapon can take whatever form you choose.

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 WIS modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and make an attack against a creature within 5 feet of it.

### Warding Bond

*Requires 1 action*

This spell wards a willing creature you touch and creates a mystic connection between you and the target for 1 hour. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and halves any damage it takes. But, each time the target takes damage, you take the same amount of damage.

The spell ends if you drop to 0 HP or if you and the target become separated by more than 60 feet. You can dismiss the spell as an action.

### Zone of Truth

*Requires 1 action*

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within 60 feet of you. For 10 minutes, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a CHA saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether a 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.

# CLERIC

## ■ SPELL BOOKLET ■

### Spell Attack Modifier

2 + your INT modifier = \_\_\_\_\_

### Spell Defense Difficulty

10 + your INT modifier = \_\_\_\_\_

### About your spellcasting numbers

Some spells in this booklet require you to *make a spell attack*. To do this, roll the d20 and add your Spell Attack Modifier.

Some spells require the target of the spell to *make a saving throw* to defend against any negative effects. The target fails the saving throw if their roll is *less than* your Spell Defense Difficulty.

### About concentration

Some spells require *concentration* to keep their magic active. If you lose concentration, such a spell ends.

You automatically lose concentration when you cast another spell that requires concentration (you can't concentrate on two spells at once), or when you become unconscious.

You might lose concentration when you are injured. If you take damage while you are concentrating on a spell, you must make a CON saving throw to maintain your concentration. The difficulty equals 10 or half the damage you take, whichever number is higher. If you fail the saving throw, you lose concentration.

*"Heroes Without the Handbook" is by Jason Ermer and available at [www.mythematics.org/heroes](http://www.mythematics.org/heroes).*

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## Tier 0 Spells

### Benediction

*Requires 1 action ■ concentration*

You call down an aura of protection. A creature you can see within 60 feet of you shimmers with a faint white light. The next time the creature takes damage, before 1 minute has elapsed, it rolls a d4 and reduces the damage by the result. The spell then ends.

### Guidance

*Requires 1 action ■ concentration*

You touch one willing creature. Once before 1 minute has elapsed, the target can roll a d4 and add the number rolled to one ability check of its choice. The target can roll the die before or after making the ability check. The spell then ends.

### Light

*Requires 1 action*

You touch one object that is no larger than 10 feet in any dimension. For the next hour, the object sheds bright light in a 20-foot radius.

The light can be whatever color you choose. Completely covering the object with something opaque blocks the light.

The spell ends if you cast it on a different object or use an action to dismiss it.

### Sacred Flame

*Requires 1 action*

Flame-like radiance descends on a creature that you can see within 60

feet of you. The target must succeed on a DEX saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

### Thaumaturgy

*Requires 1 action*

You manifest a minor sign of supernatural power within 30 feet of you that lasts for 1 minute or until you dismiss it as an action. Choose one of the following effects:

- Your voice booms up to three times as loud as normal.
- You cause flames to flicker, brighten, dim, or change color.
- You cause harmless tremors in the ground.
- You create sounds that originate from a point of your choice.
- You cause an unlocked door or window to fly open or slam shut.

### Turn Undead

*Requires 1 action*

As an action, you speak an incantation against the undead. Each undead that can see or hear you within 30 feet of you must make a WIS saving throw. Any creature that fails is turned for 1 minute or until it takes any damage.

A turned creature must spend its action 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.

## Tier 1 Spells

### Bane

*Requires 1 action ■ concentration*

Up to three creatures of your choice that you can see within 30 feet of you must make CHA saving throws. Targets that fail are affected by this spell.

Whenever an affected target makes an attack roll or other saving throw before 1 minute has elapsed, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

### Bless

*Requires 1 action ■ concentration*

You bless up to three creatures of your choice within 30 feet of you.

Whenever a blessed target makes an attack roll or a saving throw before 1 minute has elapsed, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

### Compelled Duel

*Requires 1 bonus action ■ concentration*

One creature that you can see within 30 feet of you must make a WIS saving throw. On a failed save, the creature becomes focused on you. For up to 1 minute, it has disadvantage on attack rolls against creatures other than you.

The spell ends if you attack any other creature, if a creature friendly to you attacks the target, or if you end your turn more than 30 feet away from the target.

### Cure Wounds

*Requires 1 action*

A creature you touch regains a number of HP equal to 1d8 + your WIS modifier.

### Inflict Wounds

*Requires 1 action*

Make a melee spell attack against a creature you can touch. On a hit, the target takes 3d10 necrotic damage.

### Sanctuary

*Requires 1 bonus action*

You ward a creature within 30 feet of you against attack. For 1 minute, any creature who targets the warded creature with an attack or a harmful spell must first make a WIS 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.

### Shield of Faith

*Requires 1 bonus action ■ concentration*

A shimmering aura appears and surrounds a creature of your choice within 60 feet of you, granting it a +2 bonus to AC for up to 10 minutes.