

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

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

AGE

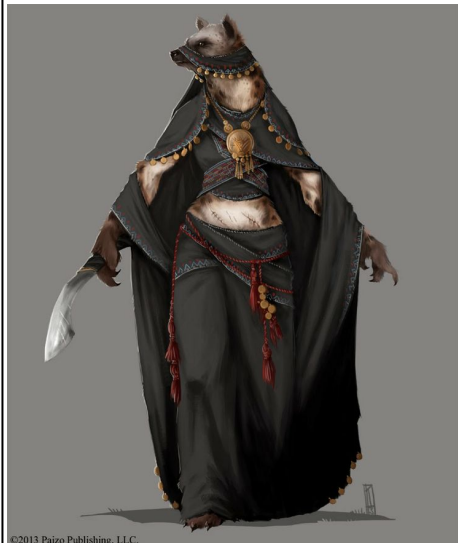
HEIGHT

WEIGHT

EYES

SKIN

HAIR



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CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

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

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| <div>Abjuration cantrip</div> <div>MORCPUB</div> <div>Blade Ward</div> <div>1 Action Self V,S 1 rnd</div> <div>You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.</div> <div>Bard DC 23 Mod +15</div> | <div>Level-1 enchantment</div> <div>MORCPUB</div> <div>Charm Person</div> <div>1 act. 30 ft V,S 1 hr</div> <div>You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you. 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. The creatures must be within 30 feet of each other when you target them.</div> <div>Bard DC 23 Mod +15</div> | <div>Level-2 enchantment</div> <div>MORCPUB</div> <div>Enthrall</div> <div>1 act. 60 ft V,S 1 min</div> <div>You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.</div> <div>Bard DC 23 Mod +15</div> |
| <div>Level-1 evocation</div> <div>MORCPUB</div> <div>Faerie Fire</div> <div>1 act. 60 ft V Conc, 1 min</div> <div>Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.</div> <div>Bard DC 23 Mod +15</div> | <div>Enchantment cantrip</div> <div>MORCPUB</div> <div>Friends</div> <div>1 act. self S,M Conc, 1 min</div> <div>For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.</div> <div>Bard DC 23 Mod +15</div> | <div>Illusion cantrip</div> <div>MORCPUB</div> <div>Minor Illusion</div> <div>1 act. 30 ft S,M 1 min</div> <div>You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save</div> <div>Bard DC 23 Mod +15</div> |
| <div>Level-1 enchantment</div> <div>MORCPUB</div> <div>Sleep</div> <div>1 act. 90 ft V,S,M 1 min</div> <div>This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.</div> <div>Bard DC 23 Mod +15</div> | <div>Level-1 enchantment</div> <div>MORCPUB</div> <div>Sudden Awakening</div> <div>1 b.a. 10 ft V Inst</div> <div>Each sleeping creature you choose within range awakens, and then each prone creature within range can stand up without expending any movement.</div> <div>Bard DC 23 Mod +15</div> | <div>Level-2 enchantment</div> <div>MORCPUB</div> <div>Suggestion</div> <div>1 act. 30 ft V,M Conc, 8 hrs</div> <div>You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell. The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse</div> <div>Bard DC 23 Mod +15</div> |

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| Minor Illusion <i>(reverse)</i> DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature. | | |
| Suggestion <i>(reverse)</i> to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed. If you or any of your companions damage the target, the spell ends. | | |

Level-1 illusion



Unearthly Chorus

1 act. Self V Conc, 10 mins

Music of a style you choose fills the air around you in a 30-foot radius. The music spreads around corners and can be heard from up to 100 feet away. The music moves with you, centered on you for the duration. Until the spell ends, you make Charisma (Performance) checks with advantage. In addition, you can use a bonus action on each of your turns to beguile one creature you choose within 30 feet of you that can see you and hear the music. The creature must make a Charisma saving throw. If you or your companions are attacking it, the creature automatically succeeds on the saving throw. On a failure, the creature becomes friendly to you for as long as it can hear the music and for 1 hour thereafter. You make Charisma (Deception) checks and Charisma (Persuasion) checks against creatures made friendly by this spell with advantage.

Bard DC 23 Mod +15

Level-7 transmutation



Animate Golem

8 hrs Touch V,S,M Permanent

You cast this spell on an inanimate body made of clay, flesh, iron, stone, or other material, summoning a nearly-mindless elemental spirit to inhabit the body, which animates it as a golem under your command. Note that the cost of the spell does not include to cost of creating the golem. You do not need to personally construct the golem's body. Your DM has its attributes. On each of your turns, you can use a bonus action to mentally command the golem if it is within 60 feet of you (if you control multiple golems, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the golem 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 golem only defends itself against hostile creatures. Once given an order, the golem continues to follow it until its task is

Cleric DC 22 Mod +14

Level-5 transmutation



Animate Objects

1 act. 120 ft V,S Conc, 1 min

Objects come to life at your command. Choose up to ten nonmagical objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. You can't animate any object larger than Huge. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points. As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 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,

Cleric DC 22 Mod +14

Level-6 evocation



Blade Barrier

1 act. 90 ft V,S Conc, 10 mins

You create a vertical wall of whirling, razor-sharp blades made of magical energy. The wall appears within range and lasts for the duration. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain. When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 6d10 slashing damage. On a successful save, the creature takes half as much damage.

Cleric DC 22 Mod +14

Level-4 transmutation



Breed True

1 hr 10 ft V,S,M Inst

You may use this spell in one of two ways: Ensure Heredity. You guarantee that any changes you make to a creature via other spells (such as awaken or lifeblend (q.v.)) will pass on to its offspring. You can also use this spell on creatures of any type that have desirable but completely mundane traits, such as eye or hair color or a particular type of body shape, that you wish them to pass on to their offspring. You may state a number of traits equal to your spellcasting ability modifier. When you cast the spell this way, it has a duration of 1 week--if pregnancy does not occur during this time period, the spell fails (the traits may be passed down anyway, however, due to simple genetics). Ensure Hybridization. You may also use this spell to allow two different species to mate and produce a hybrid creature. This spell does not guarantee that pregnancy will occur but makes it possible, even if the parents are

Cleric DC 22 Mod +14

Level-5 conjuration



Conjure Divine Minion

1 act. 60 ft Conc, 1 hr

You summon otherworldly spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears. One beast of challenge rating 3 or lower. Two beasts of challenge rating 2 or lower. Four beasts of challenge rating 1 or lower. Each beast is also considered celestial (if you worship a good or neutral deity), fiend (if you worship a fiend or evil deity), or aberration (if you worship a Great Old One), and it disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions for the duration. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. At Higher Levels.

Cleric DC 22 Mod +14

Level-9 necromancy



Create Life

1 week Touch V,S Inst

You create a living creature, body and soul. It may be of any species you like, or it may be something you have created whole-cloth, but it must be an aberration, beast, dragon, giant, humanoid, monstrosity, ooze, or plant of CR 10 or less. The new creature is an adult but has the mentality of an infant. It learns quickly, however, and will typically reach intellectual and emotional maturity in 1d4 years. Its lifespan will be fairly random--it will live for an additional 2d20+40 years. Without the aid of magic, however, it is sterile.

Cleric DC 22 Mod +14

Level-5 illusion



Creation

1 min 30 ft V,S,M Special

You pull wisps of shadow material from the Shadowfell to create a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5-foot cube, and the object must be of a form and material that you have seen before. The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration. Material Duration Vegetable matter 1 day Stone or crystal 12 hours Precious metals 1 hour Gems 10 minutes Adamantine or mithral 1 minute Using any material created by this spell as another spell's material component causes that spell to fail. At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the cube increases by 5 feet for each slot level above 5th.

Cleric DC 22 Mod +14

Level-1 evocation



Cure Wounds

1 act. Touch V,S Inst

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.

Cleric DC 22 Mod +14

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| <p>Animate Objects <i>(reverse)</i></p> <p>the creature continues to follow it until its task is complete. Animated Object Statistics Size HP AC Attack Str Dex Tiny 20 18 +8 to hit, 1d4 + 4 damage 4 18 Small 25 16 +6 to hit, 1d8 + 2 damage 6 14 Medium 40 13 +5 to hit, 2d6 + 1 damage 10 12 Large 50 10 +6 to hit, 2d10 + 2 damage 14 10 Huge 80 10 +8 to hit, 2d12 + 4 damage 18 6 An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form. If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and</p> | <p>Animate Golem <i>(reverse)</i></p> <p>complete. Each week, roll a d20. On a roll of 1, it may make a Wisdom saving throw. If it succeeds, it will break free of your control and stops obeying any command you’ve given it. To re-establish control of the golem if this occurs, you must cast this spell on the creature again.</p> | |
| <p>Conjure Divine Minion <i>(reverse)</i></p> <p>When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 7th-level slot or three times as many with a 9th-level spell slot.</p> | <p>Breed True <i>(reverse)</i></p> <p>vastly different species (such as a dwarf/treant crossbreed).</p> | |
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Level-4 abjuration

**Death Ward**

1 act. Touch V,S 8 hrs

You touch a creature and grant it a measure of protection from death. The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends. If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.

Cleric DC 22 Mod +14

Level-4 transmutation

**Fabricate**

10 mins 120 ft V,S Inst

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool. Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by the spell is commensurate with the quality of the raw materials. Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft

Cleric DC 22 Mod +14

Level-5 abjuration

**Greater Restoration**

1 act. Touch V,S,M Inst

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

Cleric DC 22 Mod +14

Level-3 transmutation

**Elemental Weapon**

1 act. Touch V,S Conc, 1 hr

A nonmagical weapon you touch becomes a magic weapon. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits. At Higher Levels: When you cast this spell using a spell slot of 5th or 6th level, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4. When you use a spell slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.

Cleric DC 22 Mod +14

Level-7 evocation

**Fire Storm**

1 act. 150 ft V,S Inst

A storm made up of sheets of roaring flame appears in a location you choose within range. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. It takes 7d10 fire damage on a failed save, or half as much damage on a successful one. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. If you choose, plant life in the area is unaffected by this spell.

Cleric DC 22 Mod +14

Level-4 abjuration

**Guardian Weapon**

1 min Touch V,S,M Permanent until

You create a magical weapon of a type you choose made of invisible force and set it to guard a doorway or passage. You also specify a password. Any creature that enters the weapon's space without first speaking the password will trigger a weapon strike. The creature must make a Dexterity saving throw. It takes 5d10 bludgeoning, piercing, or slashing damage of a type appropriate to the weapon you create on a failed saving throw, or half as much on a successful one. If the saving throw fails, the creature must also make a Constitution saving throw or be knocked prone and stunned for 1 minute. It may make a new saving throw at the end of each of its turns, ending the effect on a success. If multiple creatures enter the guardian weapon's space at once, it strikes randomly.

Cleric DC 22 Mod +14

Level-8 necromancy

**Eternal Rest**

1 act. 30 ft V,S Inst

You fire a beam of golden light at one undead creature within range. Make a ranged spell attack to hit. An undead creature of CR 6 or lower is utterly destroyed and crumbles into dust. A more powerful undead creature must make a Wisdom saving throw. It takes 12d10 radiant damage on a failed saving throw, or half as much on a successful one. If you present the undead with an object or substance that it hates or fears (such as garlic or a holy symbol to a vampire), it has disadvantage on its saving throw.

Cleric DC 22 Mod +14

Level-5 evocation

**Flame Strike**

1 act. 60 ft V,S,M Inst

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.

Cleric DC 22 Mod +14

Level-1 evocation

**Guiding Bolt**

1 act. 120 ft V,S 1 rnd

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.

Cleric DC 22 Mod +14

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| | | Fabricate <i>(reverse)</i> such objects. |
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| <p>Level-6 evocation</p> <p>Hammer of Retribution</p> <p>1 round 300 ft V,S,M Inst</p> <p>You loudly call upon the wrath of your god to destroy the troops and fortifications of your enemies. A great column of force crashes down from the sky. And all creatures in a 60-foot radius of a point you choose within range must make a Dexterity saving throw. A creature takes 11d6 force damage on a failed saving throw, or half as much damage on a successful one. Structures and inanimate objects take double damage.</p> <p>Cleric DC 22 Mod +14</p> | <p>Evocation cantrip</p> <p>Hand of Radiance</p> <p>1 act. Self V,S Inst</p> <p>You raise your hand, and burning radiance erupts from it. Each creature of your choice that you can see within 5 feet of you must succeed on a Constitution saving throw or take 1d6 radiant damage. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).</p> <p>Cleric DC 22 Mod +14</p> | <p>Level-1 evocation</p> <p>Healing Word</p> <p>1 b.a. 60 ft V,S Inst</p> <p>A creature of your choice that you can see within range regains 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 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.</p> <p>Cleric DC 22 Mod +14</p> |
| <p>Level-2 transmutation</p> <p>Heat Metal</p> <p>1 act. 60 ft V,S,M Conc, 1 min</p> <p>Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn. 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.</p> <p>Cleric DC 22 Mod +14</p> | <p>Level-1 divination</p> <p>Identify</p> <p>1 min Touch V,S,M Inst</p> <p>You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.</p> <p>Cleric DC 22 Mod +14</p> | <p>Level-6 conjuration</p> <p>Kevin's Holy Rain</p> <p>1 act. 90 ft S,M Conc, 1 min</p> <p>A rain of holy water appears in a 30-foot radius of location you choose within range. All undead and fiends in the area must make a Dexterity saving throw each time they end their turn in the area. A creature takes 8d8 radiant damage on a failed saving throw, or half as much on a successful one. At Higher Levels. When you cast this spell with a 7th-level or higher spell slot, the spell's area increases by a 10-foot radius for each slot level above 6th.</p> <p>Cleric DC 22 Mod +14</p> |
| <p>Level-2 abjuration</p> <p>Lesser Restoration</p> <p>1 act. Touch V,S Inst</p> <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> <p>Cleric DC 22 Mod +14</p> | <p>Level-2 transmutation</p> <p>Magic Weapon</p> <p>1 b.a. Touch V,S Conc, 1 hr</p> <p>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. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.</p> <p>Cleric DC 22 Mod +14</p> | <p>Level-5 evocation</p> <p>Mass Cure Wounds</p> <p>1 act. 60 ft V,S Inst</p> <p>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.</p> <p>Cleric DC 22 Mod +14</p> |

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Level-3 evocation

MORCPUB

Mass Healing Word

1 b.a. 60 ft V S Inst

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.

Cleric DC 22 Mod +14

Transmutation cantrip

MORCPUB

Mending

1 min Touch V,S,M Inst

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Cleric DC 22 Mod +14

Level-7 necromancy

MORCPUB

Resurrection

1 hr Touch V,S,M Inst

You touch a dead creature that has been dead for no more than a century, that didn't die of old age, and that isn't undead. If its soul is free and willing, the target returns to life with all its hit points. This spell neutralizes any poisons and cures normal diseases afflicting the creature when it died. It doesn't, however, remove magical diseases, curses, and the like; if such effects aren't removed prior to casting the spell, they afflict the target on its return to life. This spell closes all mortal wounds and restores any missing body parts. Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears. Casting this spell to restore life to a creature that has been dead for one year or longer taxes you greatly. Until you finish a long rest, you can't cast spells again, and you have disadvantage on all attack rolls.

Cleric DC 22 Mod +14

Level-5 abjuration

MORCPUB

Mass Protection from Energy

1 act. 60 ft V,S Conc, 1 hr

For the duration, you and up to six allies you can see within range have resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

Cleric DC 22 Mod +14

Level-2 evocation

MORCPUB

Prayer of Healing

10 mins 30 ft V S Inst

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.

Cleric DC 22 Mod +14

Evocation cantrip

MORCPUB

Sacred Flame

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).

Cleric DC 22 Mod +14

Level-4 abjuration

MORCPUB

Mass Protection from Evil and

1 act. 30 ft V,S,M Conc, 10 mins

For the duration, you and up to eight willing creatures you choose that are within range are 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.

Cleric DC 22 Mod +14

Level-3 abjuration

MORCPUB

Protection from Energy

1 act. Touch V,S Conc, 1 hr

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

Cleric DC 22 Mod +14

Level-1 evocation

MORCPUB

Searing Smite

1 b.a. Self V Conc, 1 min

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spell ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends. At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot above 1st.

Cleric DC 22 Mod +14

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| | | Resurrection <i>(reverse)</i> ability checks, and saving throws. |

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| <div> <div>Necromancy cantrip</div> <div> <div> <div>1 act.</div> <div>Touch</div> <div>V,S</div> <div>Inst</div> </div> </div> <div> <div>You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.</div> </div> </div> <div> <div>Cleric</div> <div>DC 22</div> <div>Mod +14</div> </div> | <div> <div>Level-3 necromancy</div> <div> <div> <div>1 act.</div> <div>10 ft</div> <div>V,S,M</div> <div>10 mins</div> </div> </div> <div> <div>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.</div> </div> </div> <div> <div>Cleric</div> <div>DC 22</div> <div>Mod +14</div> </div> | <div> <div>Level-3 conjuration</div> <div> <div> <div>1 act.</div> <div>Self</div> <div>V,S,M</div> <div>Conc, 10 mins</div> </div> </div> <div> <div>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. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.</div> </div> </div> <div> <div>Cleric</div> <div>DC 22</div> <div>Mod +14</div> </div> |
| <div> <div>Level-7 abjuration</div> <div> <div> <div>Symbol (New Variants)</div> </div> </div> <div> <div>These are new variants of the spell symbol that appears in the Player's Handbook. Debauchery. Each target must make a Wisdom saving throw or become filled with a desire to eat, drink, and be merry for 1 minute. During this time, a target won't attack or target any creature with harmful abilities, spells, or other magical effects with intent to kill, although they may attempt to overpower other creatures for different reasons. Healing. The symbol sends out waves of soft light. All creatures within that area are healed of 4d10 points of damage. A creature can only be healed by this symbol once in a 24-hour period. Laughter. Targets must make a Wisdom saving throw or be filled with uncontrollable bursts of laughter for 1 minute. A target that fails its roll falls prone and is incapacitated and unable to stand up for the duration. As with the Tasha's hideous laughter spell, creatures with an Intelligence score of 4</div> </div> </div> <div> <div>Cleric</div> <div>DC 22</div> <div>Mod +14</div> </div> | <div> <div>Level-4 evocation</div> <div> <div> <div>Wall of Fire</div> </div> </div> <div> <div> <div>1 act.</div> <div>120 ft</div> <div>V,S,M</div> <div>Conc, 1 min</div> </div> </div> <div> <div>You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save. One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage. 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.</div> </div> </div> <div> <div>Cleric</div> <div>DC 22</div> <div>Mod +14</div> </div> | <div> <div>Level-3 evocation</div> <div> <div> <div>Whip of Flame</div> </div> </div> <div> <div> <div>1 act.</div> <div>30 ft</div> <div>V,S,M</div> <div>1 min</div> </div> </div> <div> <div>You create a line of solid flame that lashes out at your command towards a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 5d10 fire damage and if the creature is Large or smaller, you pull it up to 10 feet closer to you. It will also set combustibles alight.</div> </div> </div> <div> <div>Cleric</div> <div>DC 22</div> <div>Mod +14</div> </div> |
| <div> <div>Evocation cantrip</div> <div> <div> <div>Word of Radiance</div> </div> </div> <div> <div> <div>1 act.</div> <div>5 ft</div> <div>V,M</div> <div>Inst</div> </div> </div> <div> <div>You utter a divine word, and burning radiance erupts from you. Each creature of your choice that you can see within range must succeed on a Constitution saving throw or take 1d6 radiant damage. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).</div> </div> </div> <div> <div>Cleric</div> <div>DC 22</div> <div>Mod +14</div> </div> | | |

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| | | <p>Symbol (New Variants) (reverse) or less aren't affected. Mirroring. An illusory duplicate of each creature within range is created and lasts for 10 minutes, as if the mirror image spell had been cast. The doubles mimic the original creature's actions and sounds and following it around. It has an AC of 12 and a hit from any attack will destroy one, but a new duplicate will appear the following round. This will continue for 10 minutes, at which point all duplicates will vanish. Persuasion. Each target must make a Wisdom saving throw or become charmed by the caster, as if charm person had been cast on it. This charm lasts for 1 hour, whether you are present or not. The creature will act normally until you give it orders. Revelation. When activated, this symbol puts an aura of flickering light around any invisible creatures, creatures under an illusion, and shapechanged creatures in the area, although it doesn't reveal the creature's true form. The aura of light lasts for 1 hour and sheds dim light to 5 feet. Scrying. When activated, all creatures in the area have a scrying sensor placed on them and you are immediately aware that this has occurred. If a creature has magical protection</p> |
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