

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

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

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SPELLS KNOWN



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

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CANTRIPS

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SPELL
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SLOTS TOTAL

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PREPARED

SPELL NAME

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SPELLS KNOWN



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

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PREPARED

SPELL NAME

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7

8

2

5

9

SPELLS KNOWN

Level-2 transmutation

**Adamantine Weapon**

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

You transform your weapon into one made of pure elemental adamantine. It does an additional 1d8 damage on a successful hit. At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you inflict an additional 1d8 damage per slot level above 2nd.

Cleric DC15 Mod +7

Level-2 enchantment

**Agonizing Rebuke**

1 act. 30 ft V,S Conc, 1 min

You blast your opponent with cruel words and instill in it so much apprehension that it suffers mental distress at even the thought of attacking you. The creature is magically forced to make a Wisdom saving throw. On a failure, it suffers 2d6 psychic damage each time it attacks you, casts a spell that harms you (even indirectly), or otherwise takes an action that causes you harm. If this damage would reduce your target to 0 hit points or less, it instead drops to 1 hit point and falls unconscious for 10 minutes. If you or one of your allies attacks the creature, it may make a new saving throw, ending the effect on a success. At Higher Levels. When you cast this spell with a 4th- or 5th-level spell slot, the duration increases to Concentration, up to 10 minutes. When you cast it with a 6th-level or higher spell slot, the duration increases to 1 hour, and concentration isn't needed.

Cleric DC15 Mod +7

Level-2 abjuration

**Aid**

1 act. 30 ft V,S,M 8 hrs

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.

Cleric DC15 Mod +7

Level-2 necromancy

**Ancestral Blessing**

1 min 30 ft V,S,M Special

You call upon your ancestor spirits for advice or protection. You may ask it to do one of the following: Oracle. You ask the spirit one question, which it answers to the best of its ability. It will not lie to you, but it may not know the answer. Blessing. The spirit blesses you. For the next 24 hours, you have advantage on one saving throw of your choice. Guardianship. The spirit will guard your home or workspace. It will alert you instantly if there are any intruders, no matter where you are (as long as you are on the same plane), but it cannot fight or otherwise interfere. You may specify individuals or types of creatures that are allowed entry. It will remain for one month before departing.

Cleric DC15 Mod +7

Level-2 conjuration

**Ancestral Vengeance**

1 act. 30 ft V,S Inst

You summon the spirit of one of your ancestors and tell it about the crime the target has committed against you, personally, or against another of its descendants. The spirit lashes out at your target, who must make a Constitution saving throw (undead have disadvantage). The target takes 2d10 slashing and 1d10 psychic damage on a failed saving throw, or half as much on a successful one, and its hit point total is reduced by the amount of psychic damage it took. Hit point reduction lasts until the creature takes a short or long rest. This creature must have wronged you or a member of your family personally for this spell to work; you cannot use it on a creature that has not harmed you in some way first. At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you inflict an additional 1d10 psychic damage for each slot level above 2nd.

Cleric DC15 Mod +7

Level-2 enchantment

**Anesthesia**

1 act. Touch V,S,M Conc, 1 hr

A creature you touch becomes unconscious, insensate, or both--you decide when casting the spell. The creature may attempt a saving throw to resist. On a failed save, the creature feels weakened and groggy and is poisoned. The creature may make a new saving throw at the start of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails saves three times, it falls unconscious and can't be wakened for the duration except through magical means. Creatures that don't sleep or can't be charmed can't be affected by this spell.

Cleric DC15 Mod +7

Level-1 necromancy

**Animate Dead Animals**

1 min 30 ft V,S,M Inst

The spell creates one or more undead beasts. Choose piles of bones or corpses of beasts of CR 1 or less that are within range. Your spell imbues the targets with a foul mimicry of life, raising it as undead creature. The targets become skeletons if you chose bones or zombies if you chose corpses. Chose one of the following options when you cast this spell: One beasts of challenge rating 1/4 or lower Two beasts of challenge rating 1/8 or lower Four beasts of challenge rating 0 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

Cleric DC15 Mod +7

Level-1 transmutation

**Augment Artistry**

1 act. Touch V,S,M 1 hr

You or a willing target gains proficiency with one form of artisan's tools. If the target already has proficiency in the desired tools, then that target may use double its proficiency bonus.

Cleric DC15 Mod +7

Level-2 divination

**Augury**

1 min Self V,S,M Inst

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.

Cleric DC15 Mod +7

		<p>Animate Dead Animals <i>(reverse)</i></p> <p>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-hour period, 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 eight creatures you have animated with this spell, rather than animating new beasts. At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you reassert control over four additional undead creatures for each slot above 1st. Optionally, when you cast this spell using a spell slot of 2nd level or higher, you can animate a one beast whose CR is equal to the spell slot level with which you cast this spell, -2 (i.e., a CR 1/2 beast when cast with a 2nd-level slot, a CR 1 beast when cast with a 3rd-level slot, etc.)</p>

<div>Level-1 enchantment</div> <div>MORCPUB</div> <div>Bane</div> <div>1 act. 30 ft. V,S,M Conc, 1 min</div> <div>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.</div> <div>Cleric DC15 Mod +7</div>	<div>Level-1 enchantment</div> <div>MORCPUB</div> <div>Battle Cry</div> <div>1 b.a. Self V,S 1 rnd</div> <div>You let loose a shout of challenge and up to 6 hostile creatures in range that you choose and that have CRs of 2 or less must make a Wisdom saving throw or be stunned until the end of their next turn. However, once they have recovered from their stun, their sights will be set on you and they will attack you first.</div> <div>Cleric DC15 Mod +7</div>	<div>Level-1 enchantment</div> <div>MORCPUB</div> <div>Bless</div> <div>1 act. 30 ft. V,S,M Conc, 1 min</div> <div>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.</div> <div>Cleric DC15 Mod +7</div>
<div>Level-2 abjuration</div> <div>MORCPUB</div> <div>Blessings of Courage and Life</div> <div>1 act. 30 ft. V,S 1 min</div> <div>One ally you can see within range has advantage on saving throws against being charmed, frightened, or stunned, and on death checks for the duration. Optionally, you can use a bonus action to end early, creating a burst of energy that causes the target to regain 2d8 hit points.</div> <div>Cleric DC15 Mod +7</div>	<div>Level-2 necromancy</div> <div>MORCPUB</div> <div>Blindness/Deafness</div> <div>1 act. 30 ft. V 1 min</div> <div>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.</div> <div>Cleric DC15 Mod +7</div>	<div>Level-2 enchantment</div> <div>MORCPUB</div> <div>Bliss</div> <div>1 act. 30 ft. S Conc, 1 min</div> <div>One creature within range that you can see must make a Wisdom saving throw or fall into a trance of intense pleasure; for the duration of the spell, the creature is incapacitated. The creature may make a new saving throw at the end of each of its turns, ending the effect on success. This spell has potential for addiction and is debilitating with frequent use. If a creature is subjected to this spell three times or more in a 24-hour period, it must make a Wisdom saving throw. On a failure, it takes 1d10 psychic damage and its hit point total is reduced by that amount. This hit point reduction lasts for 1 week or until a spell such as greater restoration is cast on it. Until its hit point total has been restored, it can't make a saving throw to resist the spell, but must still make a Wisdom saving throw to avoid taking psychic damage. In addition, the target will feel a desperate need to have this spell cast upon it again by you, no matter how much</div> <div>Cleric DC15 Mod +7</div>
<div>Level-2 transmutation</div> <div>MORCPUB</div> <div>Body of the Sun</div> <div>1 act. Self V,S Conc, 1 min</div> <div>You burst into brilliant golden flames which extend up to five feet from your body in all directions. A creatures that enters the area or ends its turn there must make a Dexterity saving throw. A creature takes 3d10 fire damage on a failed saving throw, or half as much on successful one. In addition, A creature that is within 10 feet of you must make a Constitution saving throw or be blinded until the end of its next turn. You shed bright light out to a radius of 30 feet and dim light to an additional 30 feet.</div> <div>Cleric DC15 Mod +7</div>	<div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Brambles</div> <div>1 act. Touch V,S,M 1 min</div> <div>A wooden or primarily wooden weapon you are wielding (such as a club or staff) grows thorns and barbs all over its striking surface. For the spell's duration, it does 2d4 additional points of piercing damage.</div> <div>Cleric DC15 Mod +7</div>	<div>Level-2 enchantment</div> <div>MORCPUB</div> <div>Calm Emotions</div> <div>1 act. 60 ft. V,S Conc, 1 min</div> <div>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.</div> <div>Cleric DC15 Mod +7</div>

Bliss <i>(reverse)</i> damage you have inflicted on it.. At Higher Levels. If you cast this spell with a 3rd-level or higher spell slot, the spell no longer requires concentration. If you cast this spell with a 5th-level or higher spell slot, the duration increases to 10 minutes.		

Level-1 abjuration



Ceremony

1 hr Touch V,S,M Inst

You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting. Atonement: You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment. Bless Water: You touch one vial of water and cause it to become holy water. Coming of Age: You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once. Dedication: You touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can

Cleric DC15 Mod +7

Level-1 enchantment



Command

1 act. 60 ft V S 1 rnd

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 and then ends its turn. Halt. The target doesn't move and takes no actions. A flying creature

Cleric DC15 Mod +7

Level-1 abjuration



Common Prayer

1 min Self V,S 1 hr

You lead a group in prayer to your deity. You and all other creatures who participate in the prayer and who are of the same faith or of an allied faith are affected. If a participant rolls a 1 on any d20 roll at any point in the next hour, that creature may choose to reroll the die and use the new roll. The spell then ends for that creature. You may only cast this spell on an individual once during any 24-hour period.

Cleric DC15 Mod +7

Level-1 divination



Compass

1 act. Touch V,S,M 1 week

You use the pin, cork, and brass bowl to make a simple compass. However, instead of pointing to magnetic north, the needle points towards any destination you choose, as long as you know for certain that destination exists. For instance, you could set it to point towards your home port or a major city, but not to the rumored location of a long-lost dungeon. The spell ends if the water is drained from the bowl or the cork or needle is removed.

Cleric DC15 Mod +7

Level-2 evocation



Continual Flame

1 act. Touch V,S,M Until dispelled

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.

Cleric DC15 Mod +7

Level-2 transmutation



Control Vapor

1 act. 100 ft V,S,M 1 min

You pick a point within range that contains mist, steam, cloud, or vapor of any sort, even magically-created mists such as that produced with a cloudkill spell. You can control all mists within a 30-foot radius sphere of that point. You may move it as you will, with a speed of 40 feet, hold it still, or split it into multiple smaller clouds, and so on. If the vapor was magically produced and under the control of its caster, you must make a check, using your spellcasting ability, to take control over it. The DC equals 10 + the spell's level + the caster's spellcasting ability modifier. If you succeed, you gain control. Note that many vaporous spells move only due to their initial push and downwards due to being heavier than air (such as cloudkill) and are not actually under their caster's direct control, and therefore don't require you to roll to attempt to take it over. If the mist is actually an animate being, such as a vampire in mist-form or certain

Cleric DC15 Mod +7

Level-2 transmutation



Cook

1 round 10 ft V,S,M Inst

This automatically transforms prepared but raw ingredients into a decent-quality meal for up to four, provided that the ingredients are fit to be eaten. This spell cannot be used on living beings, plant matter that has not been picked, or on an animal's unbutchered carcass. This also removes natural toxins (such as bacteria that would cause food poisoning) from the food and contaminants such as shards of glass and parasites, but won't remove deliberately-placed poisons. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can prepare food for two additional people for each spell slot above 2nd level. You must provide ingredients for the additional meals.

Cleric DC15 Mod +7

Level-1 transmutation



Create or Destroy Water

1 act. 30 ft V,S,M Inst

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.

Cleric DC15 Mod +7

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 DC15 Mod +7

	<p>Command <i>(reverse)</i></p> <p>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>	<p>Ceremony <i>(reverse)</i></p> <p>benefit from this rite only once. Funeral Rite: You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell. Wedding: You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.</p>
<p>Control Vapor <i>(reverse)</i></p> <p>types of air elementals, it must make a Charisma saving throw or be under your control. You may move its physical location but can't otherwise control its actions, nor can you prevent it from using any of its abilities. If it can change shape and it stops being a mist, it is no longer under your control. Otherwise, it may make a new saving throw at the beginning of each of its turns, ending the effect on a success.</p>		

<div>Level-1 divination</div> <div><div>Death Candle</div><div><div>1 min</div><div>Special</div><div>V,S,M</div><div>Special</div></div><div>While you cast this spell, a willing creature must light the candle. From then on, the candle will burn continuously without using any fuel for as long as the creature that lit it is alive. If that creature is ever near death or contracts a fatal illness, the candle will gutter and dim, but it will only go out when that creature reaches 0 hit points. The candle cannot be extinguished except by magical means. If the creature reaches 0 hit points and is stabilized, or dies and brought back to life, it does not reignite the candle. If this spell is dispelled, or the candle is extinguished for any reasons, the candle can't be reused.</div></div> <div>Cleric DC15 Mod +7</div>	<div>Level-2 necromancy</div> <div><div>Death Knell</div><div><div>1 act.</div><div>Touch</div><div>V,S</div><div>Inst</div></div><div>You touch a dying creature (one that is at 0 hit points but is not yet dead) and steal what remains of its life force for yourself. Your target must make a Constitution saving throw. If it fails, it dies and you gain 5 temporary hit points. At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you gain an additional 5 temporary hit points per slot level above 2nd.</div></div> <div>Cleric DC15 Mod +7</div>	<div>Level-1 divination</div> <div><div>Detect Evil and Good</div><div><div>1 act.</div><div>Self</div><div>V,S</div><div>Conc, 10 mins</div></div><div>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.</div></div> <div>Cleric DC15 Mod +7</div>
<div>Level-1 divination</div> <div><div>Detect Magic</div><div><div>1 act.</div><div>Self</div><div>V,S</div><div>Conc, 10 mins</div></div><div>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.</div></div> <div>Cleric DC15 Mod +7</div>	<div>Level-1 divination</div> <div><div>Detect Poison and Disease</div><div><div>1 act.</div><div>Self</div><div>V,S,M</div><div>Conc, 10 mins</div></div><div>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.</div></div> <div>Cleric DC15 Mod +7</div>	<div>Level-2 conjuration</div> <div><div>Dream Feast</div><div><div>1 act.</div><div>Touch</div><div>V,S,M</div><div>Special</div></div><div>You must cast this on a willing target. The next time that creature sleeps (which must be within 8 hours of you casting this spell), it will dream of eating all of its favorite foods. When it wakes up, the creature will be sated, as if it had eaten a full meal. The target must sleep for at least two hours for this spell to take effect. A creature can't benefit from this spell again until it has eaten at least two actual meals.</div></div> <div>Cleric DC15 Mod +7</div>
<div>Level-2 divination</div> <div><div>Early Judgment</div><div><div>1 act.</div><div>30 ft</div><div>V,S</div><div>1 min</div></div><div>You grant a vision to one creature you can see within range, showing it the afterlife it will enjoy or suffer in the afterlife should it continue on its current path. Your target must make a Wisdom saving throw. On a failure, it is stunned for the duration of the spell, fascinated, horrified, or confused by what it sees. It may make a new saving throw at the start of each of its turns, ending the effect on a success.</div></div> <div>Cleric DC15 Mod +7</div>	<div>Level-2 transmutation</div> <div><div>Enhance Ability</div><div><div>1 act.</div><div>Touch</div><div>V,S,M</div><div>Conc, 1 hr.</div></div><div>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 slot level above 2nd.</div></div> <div>Cleric DC15 Mod +7</div>	<div>Level-1 abjuration</div> <div><div>Exorcism</div><div><div>1 hr</div><div>10 ft</div><div>V,S,M</div><div>Inst</div></div><div>You attempt to force a ghost, demon, or other such entity to leave the host or object it is possessing. The creature that the entity is possessing must be either willing or restrained for you to cast this spell. After an hour of reciting liturgy, chanting, waving burning sage around, drawing magic sigils, and so on, the entity must make a saving throw, using the higher of its Charisma, Constitution, or Wisdom. If it succeeds, nothing happens and the spell ends. If the entity fails its saving throw, it takes 2d10 psychic damage and its hit point total is reduced by that amount. It must then make a second saving throw, using the same attribute it used for the first save. If that roll fails, it also loses a number of points from that attribute equal to your spellcasting ability modifier (minimum of 1). Hit point and attribute reduction lasts until one week has passed since the last time you or anyone else attempted to exorcise it. If the entity fails its</div></div> <div>Cleric DC15 Mod +7</div>



<p>Exorcism <i>(reverse)</i></p> <p>first saving throw, you must make a Constitution saving throw (DC equal to 10 + the entity's proficiency bonus + its Charisma attribute modifier). If you fail, you take 1d10 psychic damage and the entity's host takes 1d6 force damage. One casting of this spell will generally only weaken the spirit; it usually requires multiple castings to fully drive it away. If you reduce its hit point total to 1, or if two of Charisma, Constitution, or Wisdom attributes are reduced to 3 or lower, it will be too weak to remain inside its vessel and will immediately attempt to flee. It cannot attempt to repossess that host for 1 year. Note that this spell does not prevent the creature from using any of its own abilities while you are casting it, unless the creature is also within the boundaries of a magic circle. At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, you inflict an additional 1d10 psychic damage for each slot level above 1st. The amount of damage you or the host takes doesn't change.</p>		

<div>Level-2 abjuration</div> <div>MORCPUB</div> <div>Favor of Good Luck</div> <div>1 act. Touch V,S 24 hrs</div> <div>Granted by gods of luck and fortune, you bless a creature that you touch so that it automatically succeeds at the next saving throw it makes within the next 24 hours. The target can't choose to not use this spell and attempt to roll the saving throw anyway; the spell triggers automatically. This spell can only be used once per individual per day.</div> <div>Cleric DC15 Mod +7</div>	<div>Level-2 transmutation</div> <div>MORCPUB</div> <div>Favor of Ill Luck</div> <div>1 act. Touch V,S 24 hrs</div> <div>Granted by gods of misfortune and evil, you curse a creature that you touch so that it automatically fails the next saving throw it makes within the 24 hours. This spell can only be used once per individual per day. It may make a Wisdom saving throw to resist.</div> <div>Cleric DC15 Mod +7</div>	<div>Level-2 abjuration</div> <div>MORCPUB</div> <div>Favor of Serendipity</div> <div>1 act. Special V,S 1 week or until</div> <div>Granted by gods of luck and travel, you cast this spell and one unexpected event occurs in your favor. This spell only functions when you are in a dangerous or taxing conditions. For instance, you might find shelter during a storm, stumble across the rare herb needed to cure an ally of poison, find a source of fresh, clean water in the desert, or have a chance rockslide cut off the horde of orcs that's chasing you. You are not in control of the chance event and if your god feels that you are abusing this spell, it may refuse to answer your prayer or cause you to suffer from a dangerous consequence instead.</div> <div>Cleric DC15 Mod +7</div>
<div>Level-2 transmutation</div> <div>MORCPUB</div> <div>Favor of the Earth</div> <div>1 act. 30 ft V,S,M Permanent</div> <div>This spell is granted by gods of plants, the woodlands, and of agriculture. Choose a point within 30 feet. All mundane plants within 5 feet of that point are healed of all nonmagical diseases and toxins and their yield of fruit, flowers, or other usable parts is doubled for 1 month.</div> <div>Cleric DC15 Mod +7</div>	<div>Level-2 evocation</div> <div>MORCPUB</div> <div>Favorable Wind</div> <div>1 act. 60 ft V,S 1 hr</div> <div>You summon a wind that fills the sails of a ship and moves it in the direction in which you wish. While this spell is in effect, your sailing ship's speed increases by 25%. In addition, all creatures on that ship have advantage on saving throws against gas-based attacks, such as cloudkill or the breath of a green dragon.</div> <div>Cleric DC15 Mod +7</div>	<div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Fertility</div> <div>1 min Touch V,S,M 1 week</div> <div>You touch a willing creature, or any beast or monstrosity with an Intelligence of 4 or lower. For the duration, that creature becomes incredibly fertile. The creature is all but guaranteed to become pregnant or sire offspring with its next mating. You may not use this spell on yourself, although you can use it on your partner.</div> <div>Cleric DC15 Mod +7</div>
<div>Level-2 divination</div> <div>MORCPUB</div> <div>Find Traps</div> <div>1 act. 120 ft V,S Inst</div> <div>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.</div> <div>Cleric DC15 Mod +7</div>	<div>Level-1 divination</div> <div>MORCPUB</div> <div>Fire Truth</div> <div>1 round 5 ft V,S,M 1 min</div> <div>You light a specially-made candle and place it within 5 feet of a named target. If the target then knowingly tells a lie, the candle flares brightly. A half-lie or slight deception causes the candle to gutter and flicker. If the target tells an outrageous lie, the candle extinguishes itself. At Higher Levels. When you cast this spell using a 3rd-level or higher spell slot, and the target tells a lie, the fire leaps and burns the target, inflicting 1d10 fire damage with each lie.</div> <div>Cleric DC15 Mod +7</div>	<div>Level-2 divination</div> <div>MORCPUB</div> <div>Gem Record</div> <div>1 min to record info 1 day to read 10 min to erase 10 min to read</div> <div><p>You use this spell to record information inside a gemstone or to read information that was recorded by another. This spell is permanent, although destroying the gemstone will destroy the information, and the gem record can be erased by a dispel magic or erase (q.v.). You may specify up to three other individuals who may also freely read the gem record. All others must cast this spell on the gemstone to be able to read it. You may cast protective spells such as glyph of warding on the gemstone in the same way you would cast it on a book. The gemstone must be flawless for this spell to work. If the gem is slightly damaged (or is re-cut by a jeweler) after information has been recorded in it, roll a d20. On a 1, the information you want has been permanently lost. If the gem has been badly damaged or altered, the information has been lost on a roll of 1-10. If the gemstone has been shattered or pulverized, the information has been</p><div>C</div></div> <div>Cleric DC15 Mod +7</div>

<p>Gem Record (reverse) permanently lost. You may use the copy spell (q.v.) on the gem record, but it will only produce a copy on paper or parchment, not into another gemstone. You can use spells such as encrypt or mistaken missive (q.v.) on the gem record as well. Choose one of the following functions when you cast this spell:</p> <p>Gem Write. You record information inside of a gemstone. You may speak into it or hold the gem above a written record while casting this spell and it will copy the writing. It will record static images but cannot record moving images. You may use the gem to record spells, but that turns it into a spellbook; you cannot use a gem record as a spell scroll. For every 50 gp the gem costs, you can record up to 1,000 words or one spell level. You only have to pay half the normal cost of inscribing a spell when you record it in a gem record. When you cast this version of the spell, the casting time is 1 minute per 1,000 words or spell level. You may cast this spell on multiple occasions until the gem is “filled.” Gem Read. You may read a gem record that was created by another caster. If the information was recorded verbally, you will “hear” the recorder’s voice in your mind.</p>		

<p>Level-2 necromancy</p> <p>Gentle Repose</p> <p>1 act. Touch V,S,M 10 days</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> <p>Cleric DC15 Mod +7</p>	<p>Level-2 conjuration</p> <p>Ghost Whip</p> <p>1 act. 30 ft V,S Conc, 1 min</p> <p>You create a long whip made of ethereal material that appears from your hand and lashes out at your command towards an creature in range that is an elemental, a fey, a fiend, or undead. Make a melee spell attack against the target. This attack ignores immunity to the grappled or restrained condition. If the attack hits, the creature takes 3d10 force damage. If the creature is Large or smaller, you pull it up to 10 feet closer to you. On a successful hit, you may choose to have the whip grapple the target. A grappled target is restrained (escape DC equal to your spell save DC) and you cannot use the whip on another creature. At the start of each of your turns, the grappled creature takes 1d10 force damage. The whip ignores all objects and creatures other than the target you choose, allowing it to pass through those objects without hindrance.</p> <p>Cleric DC15 Mod +7</p>	<p>Divination cantrip</p> <p>Guidance</p> <p>1 act. Touch V,S Conc, 1 min</p> <p>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.</p> <p>Cleric DC15 Mod +7</p>
<p>Level-1 evocation</p> <p>Guiding Bolt</p> <p>1 act. 120 ft V,S 1 rnd</p> <p>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.</p> <p>Cleric DC15 Mod +7</p>	<p>Level-1 divination</p> <p>Guiding Hand</p> <p>1 min 5 ft V,S Conc, 8 hrs</p> <p>You create a Tiny incorporeal hand of shimmering light in an unoccupied space you can see within range. The hand exists for the duration, but it disappears if you teleport or you travel to a different plane of existence. When the hand appears, you name one major landmark, such as a city, mountain, castle, or battlefield on the same plane of existence as you. Someone in history must have visited the site and mapped it. If the landmark appears on no map in existence, the spell fails. Otherwise, whenever you move toward the hand, it moves away from you at the same speed you moved, and it moves in the direction of the landmark, always remaining 5 feet away from you. If you don't move toward the hand, it remains in place until you do and beckons for you to follow once every 1d4 minutes.</p> <p>Cleric DC15 Mod +7</p>	<p>Level-1 evocation</p> <p>Healing Word</p> <p>1 b.a. 60 ft V 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 DC15 Mod +7</p>
<p>Level-2 enchantment</p> <p>Hold Person</p> <p>1 act. 60 ft V,S,M Conc, 1 min</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> <p>Cleric DC15 Mod +7</p>	<p>Level-1 divination</p> <p>Idea</p> <p>1 act. Self V,S,M Inst</p> <p>You flip the coin in the area while thinking of your problem and the coin vanishes. You then gain a +5 bonus to Arcana, History, Insight, Investigation, Medicine, Nature, Performance Religion, or Survival ability check needed to solve the problem. If the problem is one that doesn't require a skill roll to solve (but instead requires role-playing), the DM will give you a hint as to the solution. If you cast this spell more than once per problem, you get the same advice or insight each time.</p> <p>Cleric DC15 Mod +7</p>	<p>Level-1 illusion</p> <p>Inaudibility</p> <p>1 act. Touch S,M Conc, 10 mins</p> <p>One creature you touch becomes silenced; all sounds made by that creature are completely muted. While this spell is in effect, the creature cannot speak or cast spells with verbal components. Objects that the target is carrying are also silenced, but anything thrown, dropped, or bumped into will still make noise. The target can still hear and this spell provides no protection against thunder damage or other effects that require hearing to work. If the target is unwilling, it may make a Wisdom saving throw to resist. However, while this spell is in effect, the target has advantage on Dexterity (Stealth) rolls.</p> <p>Cleric DC15 Mod +7</p>

<div>Level-1 necromancy</div> <div>CORCPUB</div> <div>Inflict Wounds</div> <div>1 act. Touch V,S Inst</div> <div>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.</div> <div>Cleric DC15 Mod +7</div>	<div>Level-1 evocation</div> <div>CORCPUB</div> <div>Interrogation</div> <div>1 round Touch V,S 1 min</div> <div>You cast this spell on a creature you are questioning. If the target refuses to answer your question to your satisfaction, you may speak a word or touch the target and it suffers terrible pain and takes 1d8 psychic damage. The spell doesn't force the target to be truthful. If you ask the target a nonsensical question or if it fails to understand the question, it takes no damage and suffers no pain. You may ask one question per round. If this damage would cause your target to drop to 0 hit points, it instead drops to 1 hit point and falls unconscious.</div> <div>Cleric DC15 Mod +7</div>	<div>Level-1 abjuration</div> <div>CORCPUB</div> <div>Ironguts</div> <div>1 act. Touch V,S,M 1 hr</div> <div>A willing target has advantage on saving throws to avoid being poisoned and is resistant to poison damage. At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, you may affect one additional creature per slot level above 1st. When you cast this spell with a 5th-level or higher spell slot, your targets are immune to poison damage and the poisoned condition.</div> <div>Cleric DC15 Mod +7</div>
<div>Level-1 divination</div> <div>CORCPUB</div> <div>Last Image</div> <div>1 round Touch V,S Inst</div> <div>When you touch a corpse that still has at least one of its eyes partially intact, and cast this spell, you see a still image of whatever the last thing the corpse saw and get a brief image of the cause of death. If the target died due to a gaze attack, you must make a saving throw of the type associated with the attack or suffer the results of the gaze. You have advantage on this roll. If you cast this spell on a corpse of a creature that was blind, you instead get the last experience it had using its primary sensory organs (typically hearing or touch), provided it still has much of that organ intact.</div> <div>Cleric DC15 Mod +7</div>	<div>Level-2 abjuration</div> <div>CORCPUB</div> <div>Lesser Restoration</div> <div>1 act. Touch V,S Inst</div> <div>You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.</div> <div>Cleric DC15 Mod +7</div>	<div>Level-2 divination</div> <div>CORCPUB</div> <div>Locate Object</div> <div>1 act. Self V,S,M Conc, 10 mins</div> <div>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.</div> <div>Cleric DC15 Mod +7</div>
<div>Level-2 necromancy</div> <div>CORCPUB</div> <div>Mute</div> <div>1 act. 30 ft V 1 min</div> <div>You can cause a creature to become mute. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target cannot speak for the duration. At the end of each of its turns, the target can make a new saving throw, ending the effect on a success. 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.</div> <div>Cleric DC15 Mod +7</div>	<div>Level-2 evocation</div> <div>CORCPUB</div> <div>Prayer of Healing</div> <div>10 mins 30 ft V Inst</div> <div>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.</div> <div>Cleric DC15 Mod +7</div>	<div>Level-2 abjuration</div> <div>CORCPUB</div> <div>Preservation</div> <div>1 min Touch V,S,M 1 month</div> <div>Up to 250 pounds of inanimate, edible material will remain perfectly preserved for one month. This spell can also be used to preserve a corpse in preparation for being raised: the time spent protected by this spell isn't counted when determining how long the corpse has been dead. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can preserve an additional 50 pounds for each slot level above 2nd.</div> <div>Cleric DC15 Mod +7</div>

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<p>Level-1 abjuration</p> <p>Shield of Faith</p> <p>1 b.a. 60 ft V,S,M Conc, 10 mins</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> <p>Cleric DC15 Mod +7</p>	<p>Level-2 abjuration</p> <p>Sign of Sealing</p> <p>1 min 30 ft V,S,M Permanent</p> <p>You inscribe a complex and prominent magic sigil on a door, chest, or similar closure, covering it with a seal of magical force. Attempts to open the object through mundane means (such as by picking the lock with thieves' tools or breaking the object with a weapon attack) are at disadvantage. You may freely open the object at will without damaging the seal, but if any other creature manages to break the seal, the spell ends. A knock spell suppresses the sign for 10 minutes. At Higher Levels. When you cast this spell with a 5th-level or higher spell slot, the object's armor class increases by +4 its hit points are doubled, and the seal isn't affected by the knock spell. In addition, if the object on which the seal is broken, the seal explodes. All creatures within 20 feet of the object must make a Dexterity saving throw, taking 6d6 bludgeoning damage on a failed save, or half as much on a successful one.</p> <p>Cleric DC15 Mod +7</p>	<p>Level-2 illusion</p> <p>Silence</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> <p>Cleric DC15 Mod +7</p>
<p>Level-2 evocation</p> <p>Silverlight</p> <p>1 act. Touch V,S,M 1 min</p> <p>An object you touch sheds bright, silvery light in a 30-foot radius and dim light 30 feet further. Any creature that is resistant to nonsilvered weapons, such as lycanthropes, ends its turn in the area of bright light must make a Constitution saving throw. A creature that fails the saving throw takes 1d10 poison damage and is poisoned for one minute. The creature will continue to take 1d10 poison damage each round it ends its turn in the area of bright light or until the spell ends.</p> <p>Cleric DC15 Mod +7</p>	<p>Level-1 transmutation</p> <p>Simple Distillation</p> <p>1 min Touch V,S Inst</p> <p>You distill up to five gallons of any liquid you touch or up to 80 pounds of a solid inanimate, organic material. Each casting of this spell reduces the amount of water in it by one-half.</p> <p>Cleric DC15 Mod +7</p>	<p>Necromancy cantrip</p> <p>Spare the Dying</p> <p>1 act. Touch V,S Inst</p> <p>You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.</p> <p>Cleric DC15 Mod +7</p>
<p>Level-1 abjuration</p> <p>Spirit Mask</p> <p>1 act. Self V,S Conc, 10 mins</p> <p>You catch a minor spirit and wrap a fragment of your magic around it and let it go. While under the effects of this spell, all attempts to use a divination spell on you are misdirected to the spirit instead.</p> <p>Cleric DC15 Mod +7</p>	<p>Level-2 evocation</p> <p>Spiritual Spear</p> <p>1 act. Self V,S,M Conc, 1 min</p> <p>A spear of magical force shimmers into being in your outstretched hand. You may wield it in battle as if you had proficiency in it. This spear does 1d8 piercing damage plus 1d8 force damage. At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, it does an additional 1d10 force damage for each slot level above 2nd.</p> <p>Cleric DC15 Mod +7</p>	<p>Level-2 evocation</p> <p>Spiritual Weapon</p> <p>1 b.a. 60 ft V,S 1 min</p> <p>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. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above 2nd.</p> <p>Cleric DC15 Mod +7</p>

<div>Level-1 abjuration</div> <div>MORCPUB</div> <div>Suspend Disease</div> <div>1 act. Touch V,S,M 24 hrs</div> <div>You touch a creature that is suffering from a disease, and that disease “pauses” for 24 hours. This doesn’t cure the disease, but does keep the target from suffering the disease’s effects for the duration.</div> <div><div>Cleric</div><div>DC15</div><div>Mod +7</div></div>	<div>Abjuration cantrip</div> <div>MORCPUB</div> <div>Virtue</div> <div>1 act. Touch V,S 1 rnd</div> <div>You touch one creature, imbuing it with vitality. If the target has at least 1 hit point, it gains a number of temporary hit points equal to 1d4 + your spellcasting ability modifier. The temporary hit points are lost when the spell ends.</div> <div><div>Cleric</div><div>DC15</div><div>Mod +7</div></div>	<div>Level-2 evocation</div> <div>MORCPUB</div> <div>Vylja’s Airbolt</div> <div>1 act. 120 ft V,S,M Inst</div> <div>You blow air through the blowpipe and it turns into a powerful gust of wind that strikes a single creature within range. That creature must make a Dexterity saving throw. It takes 4d8 bludgeoning damage on a failed saving throw, or half as much on a successful one. The creature is also knocked prone if it fails its saving throw, or is pushed backwards 5 feet if it succeeds.</div> <div><div>Cleric</div><div>DC15</div><div>Mod +7</div></div>
<div>Level-2 abjuration</div> <div>MORCPUB</div> <div>Warding Bond</div> <div>1 act. Touch V,S,M 1 hr</div> <div>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.</div> <div><div>Cleric</div><div>DC15</div><div>Mod +7</div></div>	<div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Weapon Bless</div> <div>10 mins Touch V,S,M Until discharged</div> <div>You imbue your weapon with great power against a single, specific foe, whose name (or at least a very good description) you inscribe upon the weapon. When you face that foe in battle, you gain a +10 bonus to hit on your first attack, and do +10 damage on that first attack, if it is successful. In addition, if you roll a 1, you may reroll; you must take the second roll, no matter what it is. After that first blow, the magic fades somewhat. For one minute afterwards, you have a +1 bonus to hit and +1 to damage against that creature. If you use this weapon against another creature before you strike your named foe, the spell ends and the weapon becomes completely normal.</div> <div><div>Cleric</div><div>DC15</div><div>Mod +7</div></div>	<div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Weapon of the Earth</div> <div>1 act. Touch V,S,M Conc, 1 min</div> <div>You pick up a chunk of rock or a handful of sand or soil and transform it into a melee weapon of your choice. It acts as a normal weapon but is immune to spells and effects that target metal.</div> <div><div>Cleric</div><div>DC15</div><div>Mod +7</div></div>
<div>Level-2 divination</div> <div>MORCPUB</div> <div>Whispers</div> <div>1 act. 300 ft V,S Conc, 10 mins</div> <div>You direct the breezes to carry the sounds of distant conversation to you. Target an area you can see within range. You can hear what any speaking creature who is within 20 feet of that point as clearly as if they were right next to you.</div> <div><div>Cleric</div><div>DC15</div><div>Mod +7</div></div>	<div>Evocation cantrip</div> <div>MORCPUB</div> <div>Word of Radiance</div> <div>1 act. 5 ft V,M Inst</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>Cleric</div><div>DC15</div><div>Mod +7</div></div>	<div>Level-2 evocation</div> <div>MORCPUB</div> <div>Wyvern Watch</div> <div>1 act. 120 ft V,S 12 hrs</div> <div>You create a cloud of mauve smoke in roughly the shape of a wyvern, which you set to guard an area. If a creature of Small size or larger approaches within 10 feet, the wyvern strikes and the creature must make a Dexterity saving throw or be paralyzed for 10 minutes. As soon as a creature has succumbed to the wyvern’s attack, or when 12 hours has passed, the wyvern will dissipate.</div> <div><div>Cleric</div><div>DC15</div><div>Mod +7</div></div>

<div><div>Level-2 enchantment</div><div></div><div>Yoke of Mercy</div><div>1 act. 30 ft V,S Conc, 10 mins</div><div><p>You attempt to beguile a creature within range. That creature may attempt to make a Wisdom saving throw to resist. If it fails, it cannot kill a foe. It may harm its enemies, but if it brings a creature to 0 hit points, it must choose to knock the creature unconscious instead. In addition, if the creature has the choice between using a damage-inflicting attack spell and a non-damaging one, and both options are equally useful to the creature, it must choose the non-damaging option.</p></div><div><div>Cleric</div><div>DC15</div><div>Mod +7</div></div></div>	<div><div>Level-2 enchantment</div><div></div><div>Zone of Deception</div><div>1 act. 60 ft V,S 10 mins</div><div><p>You create a magical zone that guards against the truth 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 the truth 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 doesn't want to lie. Such a creature can hint at the truth as long as the bulk of its statement is a lie.</p></div><div><div>Cleric</div><div>DC15</div><div>Mod +7</div></div></div>	<div><div>Level-2 enchantment</div><div></div><div>Zone of Truth</div><div>1 act. 60 ft V,S 10 mins</div><div><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></div><div><div>Cleric</div><div>DC15</div><div>Mod +7</div></div></div>
