

Furgon Rurzak

CHARACTER NAME

Cleric 20
CLASS & LEVEL

Human
SPECIES

Sage
BACKGROUND

Eikof
PLAYER NAME

(Milestone)
EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

14

+2

CONSTITUTION

18

+4

INTELLIGENCE

10

+0

WISDOM

23

+6

CHARISMA

8

-1

- 1 Strength
- +2 Dexterity
- +10 Constitution
- +0 Intelligence
- +12 Wisdom
- +5 Charisma

Saving Throw Modifiers
Advantage on CON saving throws that you make to maintain Concentration.

SAVING THROWS

- +2 Acrobatics DEX
- +6 Animal Handling WIS
- +12 Arcana INT
- 1 Athletics STR
- 1 Deception CHA
- +6 History INT
- +12 Insight WIS
- 1 Intimidation CHA
- +0 Investigation INT
- +6 Medicine WIS
- +0 Nature INT
- +12 Perception WIS
- 1 Performance CHA
- 1 Persuasion CHA
- +12 Religion INT
- +2 Sleight of Hand DEX
- +2 Stealth DEX
- +6 Survival WIS
- _____
- _____
- _____

SKILLS

+2

INITIATIVE

ARMOR

23

CLASS

Resistances - Cold, Necrotic

DEFENSES

HEROIC INSPIRATION

+6

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

223

--

HIT POINTS

Total 20d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Simple Weapons

=== TOOLS ===
Calligrapher's Supplies

=== LANGUAGES ===
Common, Draconic, Elvish, Primordial

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

Channel Divinity • 4 / Long Rest

You can channel energy directly from the Outer Planes to fuel magical effects. When you use this class's Channel Divinity, you can choose which effect to create. You can use this class's Channel Divinity 4 times per Long Rest, but can regain one expended use after finishing a Short Rest.

=== BONUS ACTIONS ===

Channel Divinity: Path to the Grave

As a Bonus Action, you present your Holy Symbol and expend a use of Channel Divinity to curse one creature you can see within 30 ft. of yourself until the start of your next turn. While cursed, the creature has Disadvantage on attack rolls and saving throws.

=== REACTIONS ===

Reactive Spell

When a creature provokes an Opportunity Attack from you, you can take a Reaction to cast a spell at the creature rather than making an Opportunity Attack. The spell must have a casting time of one action and must target only that creature.

Sentinel at Death's Door • 6 / Long Rest

ACTIONS

22

PASSIVE PERCEPTION

22

PASSIVE INSIGHT

10

PASSIVE INVESTIGATION

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dagger

+8

1d4+2 Piercing

Simple, Finesse, Light, Thrown, Nick, Range (20/60), True Strike: 3d6+6 Radiant

Dart

+8

1d4+2 Piercing

Simple, Finesse, Thrown, Vex, Range (20/60)

Forcebreaker Mace

+7

1d6+1 Bludgeoning

Simple, Sap, True Strike: 3d6+6 Radiant

Unnamed Strike

+5

0 Bludgeoning

WEAPON ATTACKS & CANTRIPS



BEYOND

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=== CLERIC FEATURES ===

* Core Cleric Traits • PHB-2024 69

* Spellcasting • PHB-2024 69

* Divine Order • PHB-2024 70

| Thaumaturge •
You know one extra cantrip from the Cleric spell list. You also have a +6 bonus to your Arcana and Religion checks.

* Circle Magic Casting • FRHoF
When you cast a spell that has a casting time of an action or 1 minute or longer and cast it using a spell slot, you can cast it as a Circle spell. Casting a Circle spell follow the usual rules for spellcasting, and the primary caster ("you" in these rules) decide the spell's targets, maintain Concentration if required, provide the spell's components, expend the slot for casting the spell, and decide any of the options noted. The spell's effects originate from you.

You take a Magic action to initiate casting a Circle spell. When you do, you choose which Circle casting option you're using for this casting; you must also meet any other requirements described in that option's text.

Casting a Circle spell requires that one or more other spellcasters, called secondary casters, lend their magic to the spell. They must have the Spellcasting or Pact Magic feature to participate in a Circle spell. Each secondary caster must take the Magic action before the start of your turn while remaining within 30 ft. of you to contribute to the spell. If the spell has a casting time of 1 minute or more, you and each caster must take the Magic action on each of your turns for the entire casting time, you must each maintain Concentration while doing so. If any of the caster's Concentration is broken, the spell fails.

If the spell fails, nothing happens. The spell slot isn't expended, and any Material components aren't consumed. To cast the spell again, you must start over.

| Initiate a Circle Spell: 1 Action

| Circle Spell: Augment: Special

| Circle Spell: Distribute: Special

| Circle Spell: Expand: Special

| Circle Spell: Prolong: Special

| Circle Spell: Safeguard: Special

| Circle Spell: Supplant: Special

* Channel Divinity • PHB-2024 70
You can channel energy directly from the Outer Planes to fuel magical effects. When you use this class's Channel Divinity, you can choose which effect to create. You can use this class's Channel Divinity 4 times per Long Rest, but can regain one expended use after finishing a Short Rest.

If your Channel Divinity requires a saving throw, the DC equals your Cleric spell save DC (DC 20).

| 4 / Long Rest • 1 Action

| Channel Divinity: Divine Spark: 1 Action

| Channel Divinity: Turn Undead: 1 Action

* Cleric Subclass • PHB-2024 71

| Grave Domain

* Grave Domain Spells • RtHW 19
When you reach a Cleric level specified in the Grave Domain Spells table, you thereafter always have the listed spells prepared.

* Circle of Mortality • RtHW 19
You gain the following benefits.

Pull of Death. Once per turn, when you deal damage to a creature that's missing any HP by casting a spell or by hitting with an attack roll, that creature takes an extra 1d4 Necrotic damage. This extra damage increases to 1d6 at Cleric level 11.

Return to Life. You can cast Spare the Dying as a Bonus Action. Additionally, when you would normally roll one or more dice to restore HP to a creature at 0 HP with a spell or Channel Divinity, don't roll those dice for the healing; instead, use the highest number possible for each die.

| Pull of Death: Special

* Path to the Grave • RtHW 19
As a Bonus Action, you present your Holy Symbol and expend a use of Channel Divinity to curse one creature you can see within 30 ft. of yourself until the start of your next turn. While cursed, the creature has Disadvantage on attack rolls and saving throws.

When you or an ally you can see hits the cursed target with an attack roll, you can end the curse early (no action required) to make the attack deal extra 20 Necrotic or Radiant damage (your choice).

| Channel Divinity: Path to the Grave: 1 Bonus Action

| Path to the Grave: End Curse (Necrotic): No Action

| Path to the Grave: End Curse (Radiant): No Action

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT		
CP	0	Potion of Climbing	1	--	Hag Eye	1	--	
		Potion of Flying	1	--	Orb of Direction	1	--	
SP	0	Potion of Heroism	1	--	Pipe of Smoke Monsters	1	--	
		Ring of Evasion	1	--	Backpack	1	5 lb.	
EP	0	Potion of Healing (Superior)	1	0.5 lb.	CHEST	1	5 lb.	
		Potion of Healing (Supreme)	1	0.5 lb.	Spell Scroll (LVL2) de Lesser Restoration (Inf, C	1	--	
GP	73,369	Shield, +3	1	6 lb.	Potion of Speed	1	--	
		Potion of Invulnerability	1	--	Spell Scroll (LVL2) de Misty Step (Inf, Cons, Craft	1	--	
PP	0	Clockwork Amulet	1	--	Spell Scroll (LVL2) de Misty Step (Inf, Cons, Craft	1	--	
		Ear Horn of Hearing	1	--	Component Pouch	1	2 lb.	
	WEIGHT CARRIED	Tankard of Sobriety	1	--	Spell Scroll (LVL4) de Death Ward (Ra, Cons, Crr	1	--	
	257 lb.	Amulet of the Devout, +3	1	--	ATTUNED MAGIC ITEMS		QTY	WEIGHT
	ENCUMBERED	Forcebreaker Mace	1	4 lb.	Ring of Evasion	1	--	
	120 lb.	Cap of Water Breathing	1	--	Amulet of the Devout, +3	1	--	
	PUSH/DRAG/LIFT	Figurine of Wondrous Power (Silver Raven)	1	--	Efreeti Chain Shirt	1	20 lb.	
	240 lb.							

EQUIPMENT

Furgon Rurzak

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EXPERIENCE POINTS

* Ability Score Improvement • PHB-2024 71

* Sear Undead • PHB-2024 71

Whenever you use Turn Undead, any Undead that fails its saving throw takes 6d8 Radiant damage. This damage doesn't end the turn effect.

| Channel Divinity: Sear Undead: 1 Action

* Sentinel at Death's Door • RtHW 20

6 time(s) per Long Rest, when you or a Bloodied creature you can see within 60 ft. of yourself is hit with an attack roll, you can take a Reaction to halve that attack's damage (round down). If the triggering attack roll was a Critical Hit, any effects triggered by a Critical Hit are canceled.

| Sentinel at Death's Door: 6 / Long Rest • 1 Reaction

* Blessed Strikes • PHB-2024 71

| Potent Spellcasting •

Add +6 to the damage you deal with any Cleric cantrip.

* 8: Ability Score Improvement • PHB-2024 71

* Divine Intervention • PHB-2024 71

As a Magic action, you can cast any Cleric spell of level 5 or lower that doesn't require a Reaction to cast, without expending a spell slot or needing Material Components. You can't use this feature again until you finish a Long Rest.

* 12: Ability Score Improvement • PHB-2024 71

* Improved Blessed Strikes • PHB-2024 71

The option you chose for Blessed Strikes grows more powerful.

| Potent Spellcasting •

When you cast a Cleric cantrip and deal damage to a creature with it, you can give +12 Temporary HP to yourself or another creature within 60 ft. of you.

* 16: Ability Score Improvement • PHB-2024 71

* Divine Reaper • RtHW 20

You gain the following benefits.

Enhanced Necromancy. When you cast a spell of level 5 or lower from the Necromancy school that targets one creature, or when you cast a spell from the Grave Domain Spells table, you can expend a use of Channel Divinity to target a second creature within the spell's range. If the spell requires costly or consumed Material components, you must provide Material components for each target.

Keeper of Souls. Once per Short or Long Rest, when an enemy dies within 60 ft. of you, you or one creature you can see within 60 ft. of yourself regains 40 HP. You can't use this feature if you have the Incapacitated condition. You can expend a level 6+ spell slot (no action required) to restore your use of it.

| Channel Divinity: Enhanced Necromancy: Special

| Keeper of Souls: 1 / Short Rest • Special

| Restore Keeper of Souls: No Action

* Epic Boon • PHB-2024 71

* Greater Divine Intervention • PHB-2024 71

When you use your Divine Intervention feature, you can choose Wish when you select a spell. If you do, you can't use Divine Intervention again until you finish 2d4 Long Rests.

=== HUMAN SPECIES TRAITS ===

* Creature Type • PHB-2024 194

You're a Humanoid.

* Size • PHB-2024 194

Your Size is Medium or Small, chosen when you select this species.

* Speed • PHB-2024 194

Your Speed is 30 ft.

* Resourceful • PHB-2024 194

You gain Heroic Inspiration whenever you finish a Long Rest.

* Skillful • PHB-2024 193

You gain proficiency in one skill of your choice.

* Versatile • PHB-2024 194

You gain an Origin feat of your choice.

=== FEATS ===

* Ability Score Improvement • PHB-2024 202

Increase one ability score by 2 or two ability scores by 1.

* War Caster • PHB-2024 209

Ability Score Increase. Increase your Int., Wis., or Cha. by 1.

Concentration. You have Advantage on Con. saving throws to maintain Concentration.

Reactive Spell. When a creature provokes an Opportunity Attack from you by leaving your reach, you can take a Reaction to cast a spell at the creature rather than making an Opportunity Attack. This spell must have a casting time of one action and must target only that creature.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Spell Scroll (LVL3) de Water Walk (Inf, Cons, Craft)	1	--	Mace	1	4 lb.
Spell Scroll (LVL5) of Greater Restoration (Ra,Cons,Craft)	1	--	Dart	20	5 lb.
Spell Scroll (LVL7) of Resurrection (MR,Cons)	1	--	Oil	10	10 lb.
Efreeti Chain Shirt	1	20 lb.	Parchment	10	--
Belt of Metallic Dragons' Champion (Ra, Attu, Ev, HB)	1	--	Calligrapher's Supplies	1	5 lb.
Rod of Security	1	--	Rations	7	14 lb.
Spell Scroll (LVL4) de Freedom of movement (Ra, Cons)	1	--	Robe	1	4 lb.
Bedroll	1	7 lb.	Rope	1	5 lb.
Mess Kit	1	1 lb.	Blanket	1	3 lb.
Rations (1 day)	10	20 lb.	Tinderbox	1	1 lb.
Rope, Hempten (50 feet)	1	10 lb.	Book	1	5 lb.
Tinderbox	1	1 lb.	Bullseye Lantern	1	2 lb.
Torch	10	10 lb.	Lamp	1	1 lb.
Waterskin	1	5 lb.	Holy Water	1	1 lb.
Dagger	1	1 lb.	Holy Symbol	1	--

ADDITIONAL EQUIPMENT



D&D BEYOND

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Eikof
PLAYER NAME

Human
SPECIES

Sage
BACKGROUND

(Milestone)
EXPERIENCE POINTS

Somatic Components. You can perform the Somatic components of spells even when you have weapons or a Shield in one or both hands.

| Reactive Spell: 1 Reaction

* Resilient • PHB-2024 206
Ability Score Increase. Choose one ability in which you lack saving throw proficiency and increase the chosen ability score by 1.

Saving Throw Proficiency. You gain saving throw proficiency with the chosen ability.

| Constitution •
Increase your CON score by 1 and you gain proficiency in CON saving throws.

* Fey Touched • PHB-2024 204
Ability Score Increase. Increase your Int., Wis., or Cha. by 1.

Fey Magic. Choose one level 1 spell from the Divination or Enchantment school of magic. You always have that spell and the Misty Step spell prepared. Once per Long Rest, you can cast each of these spells without expending a spell slot. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

| Wisdom •

* Boon of the Soul Drinker • FRHoF 43
Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.
Grave Resistance. You have Resistance to Cold damage and Necrotic damage.
Siphon Life. When an enemy within 120 feet of you is reduced to 0 Hit Points, you can take a Reaction to

regain 50 Hit Points. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

| Siphon Life: 1 / Short Rest • 1 Reaction

* Tough • PHB-2024 202
When you take this feat, your HP maximum increases by 40. Whenever you gain a character level thereafter, your HP maximum increases an additional 2 HP.

* Magic Initiate (Wizard) • PHB-2024 201
Two Cantrips. You learn two cantrips of your choice from the Wizard spell list. Int., Wis., or Cha. is your spellcasting ability for this feat's spells.

Level 1 Spell. Choose a level 1 spell from the Wizard spell list. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

Repeatable. You can take this feat more than once, but you must choose a different spell list each time.

| Wisdom •

* Sage Ability Score Improvements • PHB-2024 183

| Increase two scores (+2 / +1) •

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



Furgon Rurzak

CHARACTER NAME

Hombre	50	Medium	180	175
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Clérigo de Kele	Blanca	Azules	Blanco
ALIGNMENT	FAITH	SKIN	EYES	HAIR

Es un hombre mayor con melena y barba blancas. Viste armadura y siempre va cubierto con una capa negra con capucha.

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I've spent so long in the temple that I have little practical experience dealing with people in the outside world.

PERSONALITY TRAITS

Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against his or her

IDEALS

Everything I do is for the common people.

BONDS

I judge others harshly, and myself even more severely. I am inflexible in my thinking.

FLAWS

De pequeño fué abandonado en un templo dedicado a Kelemvor, los monjes lo criaron empleandolo en las tareas propias del culto a Kelemvor. Cuando tuvo edad suficiente recibió entrenamiento como Clérigo y sirvió en el templo durante muchos años. Hace un par de años tuvo un sueño en el que su dios le ordenaba abandonar el templo para cumplir su destino. No le fué revelado cual era ese destino así que desde entonces vaga por Faerun en busca de nuevas señales de su patrón.

CHARACTER BACKSTORY

Clérigo de Kelemvor, dios de la muerte (Alineamiento LN). Símbolo es una mano esquelética alzada sosteniendo una balanza equilibrada.

ADDITIONAL NOTES

D&D BEYOND

Cleric

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

23

SPELL SAVE DC

+15

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===		(At Will)						
O Sacred Flame	Cleric	DEX 23	1A	60 ft.	V,S	Instantaneous	PHB-2024 313	V/S
O Toll the Dead	Cleric	WIS 23	1A	60 ft.	V,S	Instantaneous	PHB-2024 334	V/S
O Thaumaturgy	Cleric	--	1A	30 ft.	V	1 minute	PHB-2024 333	D: 1m, V
O Word of Radiance	Cleric	CON 23	1A	Self/5 ft. Emanation	V,M	Instantaneous	PHB-2024 343	5 ft. Emanation, V/M
O Light	Cleric	--	1A	Touch	V,M	1 hour	PHB-2024 292	D: 1h, V/M
O True Strike	Magic Initiate (Wizard)	+15	1A	Self	S,M	Instantaneous	PHB-2024 336	S/M
O Mage Hand	Magic Initiate (Wizard)	--	1A	30 ft.	V,S	1 minute	PHB-2024 293	D: 1m, V/S
P Spare the Dying	Grave Domain Spells (Always Prepared)	--	1BA	15 ft.	V,S	Instantaneous	PHB-2024 318	V/S
O Guidance	Divine Order	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB-2024 282	D: 1m, V/S
=== 1st LEVEL ===		4 Slots OOOO						
O Cure Wounds	Cleric	--	1A	Touch	V,S	Instantaneous	PHB-2024 259	V/S
O Command	Cleric	WIS 23	1A	60 ft.	V	Instantaneous	PHB-2024 251	V
O Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB-2024 284	V
O Bless	Cleric	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 247	D: 1m, V/S/M
O Ceremony [R]	Cleric	--	1h + 10m	Touch	V,S,M	Instantaneous	XGtE 151	V/S/M
O Bane	Cleric	CHA 23	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 245	D: 1m, V/S/M
O Protection from Evil and Good	Cleric	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB-2024 309	D: 10m, V/S/M
O Purify Food and Drink [R]	Cleric	--	1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB-2024 310	5 ft. Sphere, V/S
O Sanctuary	Cleric	WIS 23	1BA	30 ft.	V,S,M	1 minute	PHB-2024 313	D: 1m, V/S/M
O Shield of Faith	Cleric	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB-2024 316	D: 10m, V/S/M
O Create or Destroy Water	Cleric	--	1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB-2024 258	30 ft. Cube, V/S/M
O Detect Evil and Good	Cleric	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 261	D: 10m, 30 ft. Sphere, V/S
O Detect Poison and Disease [R]	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB-2024 262	D: 10m, 30 ft. Sphere, V/S/M
O Detect Magic [R]	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 262	D: 10m, 30 ft. Sphere, V/S
O Guiding Bolt	Cleric	+15	1A	120 ft.	V,S	1 round	PHB-2024 282	D: 1Rnd, V/S
O Inflict Wounds	Cleric	CON 23	1A	Touch	V,S	Instantaneous	PHB-2024 288	V/S
O Wardaway	Cleric	CON 23	1A	60 ft.	V,S,M	Instantaneous	FRHoF 147	V/S/M
P Comprehend Languages	Fey Touched (Always Prepared)	--	1A	Self	V,S,M	1 hour	PHB-2024 252	1/LR, D: 1h, V/S/M
O Shield	Magic Initiate (Wizard)	--	1R	Self	V,S	1 round	PHB-2024 316	1/LR, D: 1Rnd, V/S
P Detect Evil and Good	Grave Domain Spells (Always Prepared)	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 261	D: 10m, 30 ft. Sphere, V/S
P False Life	Grave Domain Spells (Always Prepared)	--	1A	Self	V,S,M	Instantaneous	PHB-2024 271	V/S/M
=== 2nd LEVEL ===		3 Slots OOO						
O Spiritual Weapon	Cleric	+15	1BA	60 ft.	V,S	Concentration, up to 1 minute	PHB-2024 318	D: 1m, V/S
O Blindness/Deafness	Cleric	CON 23	1A	120 ft.	V	1 minute	PHB-2024 248	D: 1m, V
O Prayer of Healing	Cleric	--	10m	30 ft.	V	Instantaneous	PHB-2024 307	V
O Calm Emotions	Cleric	CHA 23	1A	60 ft./20 ft. Sphere	V,S	Concentration, up to 1 minute	PHB-2024 249	D: 1m, 20 ft. Sphere, V/S
O Aid	Cleric	--	1A	30 ft.	V,S,M	8 hours	PHB-2024 239	D: 8h, V/S/M
O Augury [R]	Cleric	--	11m	Self	V,S,M	Instantaneous	PHB-2024 244	V/S/M
O Find Traps	Cleric	--	1A	120 ft.	V,S	Instantaneous	PHB-2024 273	V/S
O Protection from Poison	Cleric	--	1A	Touch	V,S	1 hour	PHB-2024 310	D: 1h, V/S
O Gentle Repose [R]	Cleric	--	1A + 10m	Touch	V,S,M	10 days	PHB-2024 278	D: 10d, V/S/M
O Locate Object	Cleric	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB-2024 293	D: 10m, V/S/M
O Lesser Restoration	Cleric	--	1BA	Touch	V,S	Instantaneous	PHB-2024 291	V/S
O Silence [R]	Cleric	--	1A + 10m	120 ft./20 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 316	D: 10m, 20 ft. Sphere, V/S
O Continual Flame	Cleric	--	1A	Touch	V,S,M	Until dispelled	PHB-2024 256	D: Until Dispelled, V/S/M
O Hold Person	Cleric	WIS 23	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 286	D: 1m, V/S/M
O Enhance Ability	Cleric	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB-2024 268	D: 1h, V/S/M

SPELLS

D&D BEYOND

Cleric

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

23

SPELL SAVE DC

+15

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Warding Bond	Cleric	--	1A	Touch	V,S,M	1 hour	PHB-2024 340	D: 1h, V/S/M
O	Zone of Truth	Cleric	CHA 23	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB-2024 343	D: 10m, 15 ft. Sphere, V/S
O	Deryan's Helpful Homunculi [R]	Cleric	--	1A + 10m	Self	V,S,M	8 hours	FRHoF 143	D: 8h, V/S/M
O	Animal Messenger	Figurine of Wondrous Power (Silver Raven)	CHA 23	1A	30 ft.	V,S,M	24 hours	PHB-2024 240	D: 24h, V/S/M
O	See Invisibility	Hag Eye	--	1A	Self	V,S,M	1 hour	PHB-2024 314	1 Charge (2/3), D: 1h, V/S/M
O	Darkvision	Hag Eye	--	1A	Touch	V,S,M	8 hours	PHB-2024 260	1 Charge (2/3), D: 8h, V/S/M
O	Misty Step	Fey Touched	--	1BA	Self	V	Instantaneous	PHB-2024 299	1/LR, V
P	Misty Step	Fey Touched (Always Prepared)	--	1BA	Self	V	Instantaneous	PHB-2024 299	V
P	Gentle Repose [R]	Grave Domain Spells (Always Prepared)	--	1A	Touch	V,S,M	10 days	PHB-2024 278	D: 10d, V/S/M
P	Ray of Enfeeblement	Grave Domain Spells (Always Prepared)	CON 23	1A	60 ft.	V,S	Concentration, up to 1 minute	PHB-2024 311	D: 1m, V/S

=== 3rd LEVEL ===

3 Slots OOO

O	Spirit Guardians	Cleric	WIS 23	1A	Self/15 ft. Emanation	V,S,M	Concentration, up to 10 minutes	PHB-2024 318	D: 10m, 15 ft. Emanation, V/S/M
O	Bestow Curse	Cleric	WIS 23	1A	Touch	V,S	Concentration, up to 1 minute	PHB-2024 246	D: 1m, V/S
O	Dispel Magic	Cleric	--	1A	120 ft.	V,S	Instantaneous	PHB-2024 265	Special: (See Description)*, V/S
O	Life Transference	Cleric	--	1A	30 ft.	V,S	Instantaneous	XGtE 160	V/S
O	Spirit Shroud	Cleric	--	1BA	Self	V,S	Concentration, up to 1 minute	TCoE 108	D: 1m, V/S
O	Animate Dead	Cleric	--	1m	10 ft.	V,S,M	Instantaneous	PHB-2024 240	V/S/M
O	Feign Death [R]	Cleric	--	1A + 10m	Touch	V,S,M	1 hour	PHB-2024 271	D: 1h, V/S/M
O	Aura of Vitality	Cleric	--	1A	Self/30 ft. Emanation	V	Concentration, up to 1 minute	PHB-2024 244	D: 1m, 30 ft. Emanation, V
O	Protection from Energy	Cleric	--	1A	Touch	V,S	Concentration, up to 1 hour	PHB-2024 309	D: 1h, V/S
O	Beacon of Hope	Cleric	--	1A	30 ft.	V,S	Concentration, up to 1 minute	PHB-2024 245	D: 1m, V/S
O	Remove Curse	Cleric	--	1A	Touch	V,S	Instantaneous	PHB-2024 312	V/S
O	Glyph of Warding	Cleric	DEX 23	1h	Touch	V,S,M	Until dispelled or triggered	PHB-2024 279	D: Until Dispelled or Triggerged, V/S/M
O	Revivify	Cleric	--	1A	Touch	V,S,M	Instantaneous	PHB-2024 312	V/S/M
O	Clairvoyance	Cleric	--	10m	1 mile	V,S,M	Concentration, up to 10 minutes	PHB-2024 250	D: 10m, V/S/M
O	Sending	Cleric	--	1A	Unlimited	V,S,M	Instantaneous	PHB-2024 314	V/S/M
O	Magic Circle	Cleric	CHA 23	1m	10 ft./10 ft. Cylinder	V,S,M	1 hour	PHB-2024 293	D: 1h, 10 ft. Cylinder, V/S/M
O	Mass Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB-2024 296	V
O	Meld into Stone [R]	Cleric	--	1A + 10m	Touch	V,S	8 hours	PHB-2024 296	D: 8h, V/S
O	Speak with Dead	Cleric	--	1A	10 ft.	V,S,M	10 minutes	PHB-2024 318	D: 10m, V/S/M
O	Create Food and Water	Cleric	--	1A	30 ft.	V,S	Instantaneous	PHB-2024 258	V/S
O	Daylight	Cleric	--	1A	60 ft./60 ft. Sphere	V,S	1 hour	PHB-2024 260	D: 1h, 60 ft. Sphere, V/S
O	Tongues	Cleric	--	1A	Touch	V,M	1 hour	PHB-2024 334	D: 1h, V/M
O	Water Walk [R]	Cleric	--	1A + 10m	30 ft.	V,S,M	1 hour	PHB-2024 340	D: 1h, V/S/M
O	Laeral's Silver Lance	Cleric	STR 23	1A	Self/120 ft. Line	V,S,M	Instantaneous	FRHoF 145	120 ft. Line, V/S/M
P	Revivify	Grave Domain Spells (Always Prepared)	--	1A	Touch	V,S,M	Instantaneous	PHB-2024 312	V/S/M
P	Vampiric Touch	Grave Domain Spells (Always Prepared)	+15	1A	Self	V,S	Concentration, up to 1 minute	PHB-2024 337	D: 1m, V/S

=== 4th LEVEL ===

3 Slots OOO

O	Banishment	Cleric	CHA 23	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 245	D: 1m, V/S/M
O	Aura of Life	Cleric	--	1A	Self/30 ft. Emanation	V	Concentration, up to 10 minutes	PHB-2024 244	D: 10m, 30 ft. Emanation, V
O	Aura of Purity	Cleric	--	1A	Self/30 ft. Emanation	V	Concentration, up to 10 minutes	PHB-2024 244	D: 10m, 30 ft. Emanation, V
O	Freedom of Movement	Cleric	--	1A	Touch	V,S,M	1 hour	PHB-2024 277	D: 1h, V/S/M
O	Locate Creature	Cleric	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB-2024 292	D: 1h, V/S/M
O	Control Water	Cleric	STR 23	1A	300 ft.	V,S,M	Concentration, up to 10 minutes	PHB-2024 256	D: 10m, V/S/M
O	Death Ward	Cleric	--	1A	Touch	V,S	8 hours	PHB-2024 261	D: 8h, V/S
O	Stone Shape	Cleric	--	1A	Touch	V,S,M	Instantaneous	PHB-2024 320	V/S/M
O	Guardian of Faith	Cleric	DEX 23	1A	30 ft.	V	8 hours	PHB-2024 281	D: 8h, V
O	Divination [R]	Cleric	--	1A + 10m	Self	V,S,M	Instantaneous	PHB-2024 264	V/S/M

SPELLS

D&D BEYOND

Cleric

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

23

SPELL SAVE DC

+15

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Doomtide	Cleric	WIS 23	1A	120 ft./20 ft. Sphere	V,S,M	Concentration, up to 1 minute	FRHoF 144	D: 1m, 20 ft. Sphere, V/S/M
P	Blight	Grave Domain Spells (Always Prepared)	CON 23	1A	30 ft.	V,S	Instantaneous	PHB-2024 247	V/S
P	Death Ward	Grave Domain Spells (Always Prepared)	--	1A	Touch	V,S	8 hours	PHB-2024 261	D: 8h, V/S
=== 5th LEVEL ===		3 Slots OOO							
O	Mass Cure Wounds	Cleric	--	1A	60 ft./30 ft. Sphere	V,S	Instantaneous	PHB-2024 296	30 ft. Sphere, V/S
O	Greater Restoration	Cleric	--	1A	Touch	V,S,M	Instantaneous	PHB-2024 281	V/S/M
O	Flame Strike	Cleric	DEX 23	1A	60 ft./10 ft. Cylinder	V,S,M	Instantaneous	PHB-2024 275	10 ft. Cylinder, V/S/M
O	Holy Weapon	Cleric	CON 23	1BA	Touch	V,S	Concentration, up to 1 hour	XGtE 157	D: 1h, V/S
O	Dawn	Cleric	CON 23	1A	60 ft./30 ft. Cylinder	V,S,M	Concentration, up to 1 minute	XGtE 153	D: 1m, 30 ft. Cylinder, V/S/M
O	Planar Binding	Cleric	CHA 23	1h	60 ft.	V,S,M	24 hours	PHB-2024 305	D: 24h, V/S/M
O	Raise Dead	Cleric	--	1h	Touch	V,S,M	Instantaneous	PHB-2024 310	V/S/M
O	Geas	Cleric	WIS 23	1m	60 ft.	V	30 days	PHB-2024 278	D: 30d, V
O	Circle of Power	Cleric	--	1A	Self/30 ft. Emanation	V	Concentration, up to 10 minutes	PHB-2024 250	D: 10m, 30 ft. Emanation, V
O	Commune [R]	Cleric	--	11m	Self	V,S,M	1 minute	PHB-2024 252	D: 1m, V/S/M
O	Scrying	Cleric	WIS 23	10m	Self	V,S,M	Concentration, up to 10 minutes	PHB-2024 314	D: 10m, V/S/M
O	Legend Lore	Cleric	--	10m	Self	V,S,M	Instantaneous	PHB-2024 290	V/S/M
O	Contagion	Cleric	CON 23	1A	Touch	V,S	7 days	PHB-2024 256	D: 7d, V/S
O	Dispel Evil and Good	Cleric	CHA 23	1A	Self	V,S,M	Concentration, up to 1 minute	PHB-2024 263	D: 1m, V/S/M
O	Summon Celestial	Cleric	--	1A	90 ft.	V,S,M	Concentration, up to 1 hour	PHB-2024 323	D: 1h, V/S/M
O	Hallow	Cleric	--	24h	Touch	V,S,M	Until dispelled	PHB-2024 283	D: Until Dispelled, V/S/M
O	Insect Plague	Cleric	CON 23	1A	300 ft./20 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB-2024 289	D: 10m, 20 ft. Sphere, V/S/M
P	Dispel Evil and Good	Grave Domain Spells (Always Prepared)	CHA 23	1A	Self	V,S,M	Concentration, up to 1 minute	PHB-2024 263	D: 1m, V/S/M
P	Raise Dead	Grave Domain Spells (Always Prepared)	--	1h	Touch	V,S,M	Instantaneous	PHB-2024 310	V/S/M
O	Hallow	Divine Intervention	--	24h	Touch	V,S,M	Until dispelled	PHB-2024 283	1/LR, D: Until Dispelled, V/S/M
=== 6th LEVEL ===		2 Slots OO							
O	Find the Path	Cleric	--	1m	Self	V,S,M	Concentration, up to 1 day	PHB-2024 273	D: 1d, V/S/M
O	Planar Ally	Cleric	--	10m	60 ft.	V,S	Instantaneous	PHB-2024 304	V/S
O	Forbiddance [R]	Cleric	--	20m	Touch/4000 ft. Square Feet	V,S,M	1 day	PHB-2024 276	D: 1d, 40000 ft. Square Feet, V/S/M
O	Blade Barrier	Cleric	DEX 23	1A	90 ft.	V,S	Concentration, up to 10 minutes	PHB-2024 247	D: 10m, V/S
O	Harm	Cleric	CON 23	1A	60 ft.	V,S	Instantaneous	PHB-2024 283	V/S
O	Heal	Cleric	--	1A	60 ft.	V,S	Instantaneous	PHB-2024 284	V/S
O	Heroes' Feast	Cleric	--	10m	Self/10 ft. Cube	V,S,M	Instantaneous	PHB-2024 284	10 ft. Cube, V/S/M
O	Create Undead	Cleric	--	1m	10 ft.	V,S,M	Instantaneous	PHB-2024 258	Creatures: (See Description)*, V/S/M
O	Sunbeam	Cleric	CON 23	1A	Self/60 ft. Line	V,S,M	Concentration, up to 1 minute	PHB-2024 329	D: 1m, 60 ft. Line, V/S/M
O	True Seeing	Cleric	--	1A	Touch	V,S,M	1 hour	PHB-2024 336	D: 1h, V/S/M
O	Word of Recall	Cleric	--	1A	5 ft.	V	Instantaneous	PHB-2024 343	V
O	Dirge	Cleric	CON 23	1A	Self/60 ft. Emanation	V	Concentration, up to 1 minute	FRHoF 144	D: 1m, 60 ft. Emanation, V
=== 7th LEVEL ===		2 Slots OO							
O	Plane Shift	Cleric	--	1A	Touch	V,S,M	Instantaneous	PHB-2024 305	V/S/M
O	Etherealness	Cleric	--	1A	Self	V,S	8 hours	PHB-2024 269	D: 8h, V/S
O	Conjure Celestial	Cleric	DEX 23	1A	90 ft./10 ft. Cylinder	V,S	Concentration, up to 10 minutes	PHB-2024 254	D: 10m, 10 ft. Cylinder, V/S
O	Temple of the Gods	Cleric	CHA 23	1h	120 ft.	V,S,M	24 hours	XGtE 167	D: 24h, V/S/M
O	Power Word Fortify	Cleric	--	1A	60 ft.	V	Instantaneous	PHB-2024 306	V
O	Fire Storm	Cleric	DEX 23	1A	150 ft./10 ft. Cube	V,S	Instantaneous	PHB-2024 275	10 ft. Cube, V/S
O	Regenerate	Cleric	--	1m	Touch	V,S,M	1 hour	PHB-2024 311	D: 1h, V/S/M
O	Resurrection	Cleric	--	1h	Touch	V,S,M	Instantaneous	PHB-2024 312	V/S/M
O	Symbol	Cleric	--	1m	Touch/60 ft. Sphere	V,S,M	Until dispelled or triggered	PHB-2024 329	D: Until Dispelled or Triggered, 60 ft. Sphere, V/S/M

SPELLS

D&D BEYOND

Cleric

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

23

SPELL SAVE DC

+15

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
<input type="radio"/> Divine Word	Cleric	CHA 23	1BA	30 ft.	V	Instantaneous	PHB-2024 265	V
=== 8th LEVEL ===	1 Slots							
<input type="radio"/> Holy Star of Mystra	Cleric	+15	1BA	Self	V,S	Concentration, up to 1 minute	FRHoF 145	D: 1m, V/S
<input type="radio"/> Antimagic Field	Cleric	--	1A	Self/10 ft. Emanation	V,S,M	Concentration, up to 1 hour	PHB-2024 241	D: 1h, 10 ft. Emanation, V/S/M
<input type="radio"/> Control Weather	Cleric	--	10m	Self/5 miles Sphere	V,S,M	Concentration, up to 8 hours	PHB-2024 257	D: 8h, 5 miles Sphere, V/S/M
<input type="radio"/> Sunburst	Cleric	CON 23	1A	150 ft./60 ft. Sphere	V,S,M	Instantaneous	PHB-2024 329	60 ft. Sphere, V/S/M
<input type="radio"/> Holy Aura	Cleric	CON 23	1A	Self/30 ft. Emanation	V,S,M	Concentration, up to 1 minute	PHB-2024 286	D: 1m, 30 ft. Emanation, V/S/M
<input type="radio"/> Earthquake	Cleric	DEX 23	1A	500 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 267	D: 1m, V/S/M
=== 9th LEVEL ===	1 Slots							
<input type="radio"/> Mass Heal	Cleric	--	1A	60 ft.	V,S	Instantaneous	PHB-2024 296	V/S
<input type="radio"/> Astral Projection	Cleric	--	1h	10 ft.	V,S,M	Until dispelled	PHB-2024 243	D: Until Dispellled, V/S/M
<input type="radio"/> Power Word Heal	Cleric	--	1A	60 ft.	V	Instantaneous	PHB-2024 306	V
<input type="radio"/> Gate	Cleric	--	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 277	D: 1m, V/S/M
<input type="radio"/> True Resurrection	Cleric	--	1h	Touch	V,S,M	Instantaneous	PHB-2024 336	V/S/M
<input type="radio"/> Wish	Greater Divine Intervention	--	1A	Self	V	Instantaneous	PHB-2024 341	1/O, V

SPELLS