



Cleric (War Domain), level 20:

- ◆ Bonus Proficiency (War Domain 1, PHB 63)  
I gain proficiency with martial weapons and heavy armor
- ◆ Spellcasting (Cleric 1, PHB 58) [5 cantrips known]  
I can cast prepared cleric cantrips/spells, using Wisdom as my spellcasting ability  
I can use a holy symbol as a spellcasting focus  
I can cast my prepared cleric spells as rituals if they have the ritual tag
- ◆ War Priest (War Domain 1, PHB 63) [Wisdom modifier per long rest]  
When I use the Attack action, I can make a weapon attack as a bonus action
- ◆ Channel Divinity (Cleric 2, PHB 58) [3× per short rest]  
I can channel divine energy to cause an effect; the save for this is my cleric spell DC
- ◆ Channel Divinity: Guided Strike (War Domain 2, PHB 63)  
When I make an attack roll, I can add a +10 bonus to the roll after seeing the d20 roll
- ◆ Channel Divinity: Turn Undead (Cleric 2, PHB 59)  
As an action, all undead within 30 ft that can see/hear me must make a Wisdom save  
If an undead fails this save, it is turned for 1 minute or until it takes any damage  
Turned: move away, never within 30 ft of me, no reactions or actions other than Dash  
Turned: may Dodge instead of Dash when nowhere to move and unable to escape bonds
- ◆ Destroy Undead (Cleric 5, PHB 59) [CR 4 or lower]  
An undead up to the CR above that fails its save when I use Turn Undead is destroyed
- ◆ Channel Divinity: War God's Blessing (War Domain 6, PHB 63)  
As a reaction, when a creature within 30 ft makes an attack roll, I can grant a bonus  
The creature then adds a +10 bonus to the roll; I can do this after seeing the d20 roll
- ◆ Divine Strike (War Domain 8, PHB 63) [+2d8 damage of the weapon's type]  
Once per turn, when I hit a creature with a weapon attack, I can do extra damage
- ◆ Divine Intervention (Cleric 10, PHB 59) [100% chance, 1× per long rest]  
As an action, I can implore my deity for help; the DM determines the form of help  
Without intervention, I can retry after a long rest; otherwise, I have to wait a week
- ◆ Avatar of Battle (War Domain 17, PHB 63)  
I have resistance to bludgeoning/piercing/slashing damage from nonmagical weapons

CLASS FEATURES

I see portents in all things. The gods attempt to communicate to us, we just need to pay attention.

PERSONALITY TRAITS

Faith: I believe that my deity will direct my work. I have confidence that if I work diligently, my work will be rewarded. (Lawful)

IDEALS

I will do whatever is necessary to keep my temple safe.

BONDS

I place too much faith in those most powerful within my temple's hierarchy.

FLAWS

Feature Name: Shelter of the Faithful

I command the respect of those who share my faith. I can perform the religious ceremonies of my faith. My companions and I can expect free healing and care at an establishment of my faith, though I must provide any material components needed for spells. Those who share my religion will support me at a modest lifestyle.

BACKGROUND FEATURE

Human (+1 to all ability scores)

RACIAL TRAITS

ADVENTURING GEAR

# LB

ADVENTURING GEAR

# LB

ADVENTURING GEAR

# LB

SUBTOTAL

SUBTOTAL  
EQUIPMENT

SUBTOTAL

ATTUNED MAGICAL ITEMS

CP
SP
EP
CP
PP

WEIGHT CARRIED

ENCUMBERED

81 - 160 lb

HEAVILY ENCUMBERED

161 - 240 lb

PUSH/DRAW/LIFT

241 - 480 lb







RACE	SIZE	HEIGHT	WEIGHT
TYPE	AGE	GENDER	ALIGNMENT

COMPANION NAME

**STRENGTH**

**DEXTERITY**

**CONSTITUTION**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

STR     INT  
 DEX     WIS  
 CON     CHA

SAVING THROWS

INITIATIVE

SPEED

LEVEL USED

DIE

HIT DICE

ATTACKS PER ACTION

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

PROFICIENCY BONUS

MAXIMUM HIT POINTS

Temporary HP:

CURRENT HIT POINTS

SUCCESSES

FAILURES

DEATH SAVES

ATTACK NAME	PROF ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
DESCRIPTION					

ATTACKS

FEATURES

TRAITS

PASSIVE WISDOM (PERCEPTION)

SENSES

COMPANION'S APPEARANCE

NOTES

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NOTES

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NOTES

# Mother Ariana

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
○○ ○○	○○ ○	○○ ○	○○ ○	○○ ○	○	○	○	○

SPELL SLOTS

CLERIC SPELLS

Wisdom

SPELLCASTING ABILITY

25

TO PREPARE

+11

ATTACK MODIFIER

DC 19

SAVING THROW DC

## CANTRIPS (0 LEVEL)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	—	Div	1 a	Touch	V,S	Conc, 1 min	P	248
Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	—	Evoc	1 a	Touch	V,M	1 h (D)	P	255
Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	—	Trans	1 min	Touch	V,S,M	Instantaneous	P	259
Resistance	1 willing crea can add 1d4 to one saving throw after rolling, once during the duration	—	Abjur	1 a	Touch	V,S,M	Conc, 1 min	P	272
Spare the Dying	1 living creature with 0 current hp becomes stable	—	Necro	1 a	Touch	V,S	Instantaneous	P	277

## 1ST LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Bane	3+1/SL creatures save or have to subtract 1d4 on every attack or save for the duration	Cha	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	216
<input type="radio"/> Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw during the duration	—	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	219
<input type="radio"/> Command	1+1/SL crea save or follows one word command, such as approach, drop, flee, grovel, halt	Wis	Ench	1 a	60 ft	V	1 rnd	P	223
<input type="radio"/> Create or Destroy Water	Create/destroy 10+2/SL gal of water in open container or create rain/destroy fog in 30+5/SL-ft cu	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	229
<input type="radio"/> Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
<input type="radio"/> Detect Evil and Good	Know if aberration, celestial, elemental, fey, fiend, undead, and des-/consecrated area within 30 ft	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="radio"/> Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="radio"/> Detect Poison/Disease (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
<input checked="" type="radio"/> Divine Favor	Your weapon attacks deal an +1d4 Radiant damage for the duration	—	Evoc	1 bns	Self	V,S	Conc, 1 min	P	234
<input type="radio"/> Guiding Bolt	Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target has advantage	—	Evoc	1 a	120 ft	V,S	1 rnd	P	248
<input type="radio"/> Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
<input type="radio"/> Inflict Wounds	Spell attack for 3d10+1d10/SL Necrotic dmg	—	Necro	1 a	Touch	V,S	Instantaneous	P	253
<input type="radio"/> Prot. from Evil/Good	1 crea immune fear/charm/possess by abber./celest./elem./fey/fiends/undead, they also dis. on atks	—	Abjur	1 a	Touch	V,S,M	Conc, 10 min	P	270
<input type="radio"/> Purify Food and Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P	270
<input type="radio"/> Sanctuary	1 crea warded; any who want to attack/target must first make save; doesn't protect vs. area spells	Wis	Abjur	1 bns	30 ft	V,S,M	1 min	P	272
<input checked="" type="radio"/> Shield of Faith	1 creature gains +2 AC for the duration	—	Abjur	1 bns	60 ft	V,S,M	Conc, 10 min	P	275

## 2ND LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Aid	3 creatures gain 5+5/SL current hp and hp max for the duration	—	Abjur	1 a	30 ft	V,S,M	8 h	P	211
<input type="radio"/> Augury (R)	Omen about specific course of action you plan to take in the next 30 min (25gp)	—	Div	1 min	Self	V,S,M,f	Instantaneous	P	215
<input type="radio"/> Blindness/Deafness	1+1/SL crea save or blinded or deafened; extra save at end of every turn	Con	Necro	1 a	30 ft	V	1 min	P	219
<input type="radio"/> Calm Emotions	20-ft rad all humanoid save or you suppress either charm/fear effects or hostility	Cha	Ench	1 a	60 ft	V,S	Conc, 1 min	P	221
<input type="radio"/> Continual Flame	Create a permanent flame (50gp cons.)	—	Evoc	1 a	Touch	V,S,M+	Till dispelled	P	227
<input type="radio"/> Enhance Ability	1+1/SL crea adv. on checks with 1 stat; choosing Str, Dex, Con gives secondary benefits	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	237
<input type="radio"/> Find Traps	Sense presence of any trap within line of sight; not exact location, but general nature of trap	—	Div	1 a	120 ft	V,S	Instantaneous	P	241
<input type="radio"/> Gentle Repose (R)	1 corpse protected from decay and prevent it from becoming undead; add duration to raising dead	—	Necro	1 a	Touch	V,S,M	10 days	P	245
<input type="radio"/> Hold Person	1+1/SL humanoid within 30 ft of each other save or paralyzed; extra save at end of each turn	Wis	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P	251
<input type="radio"/> Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned	—	Abjur	1 a	Touch	V,S	Instantaneous	P	255
<input type="radio"/> Locate Object	Learn direction to closest named or described kind or specific object within 1000 ft; see book	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	256
<input checked="" type="radio"/> Magic Weapon	1 nonmagical weapon becomes magical with +1 bonus to attack and damage; SL4: +2, SL6: +3	—	Trans	1 bns	Touch	V,S	Conc, 1 h	P	257
<input type="radio"/> Prayer of Healing	6 creatures heal 2d8+1d8/SL+spellcasting ability modifier hp	—	Evoc	10 min	30 ft	V	Instantaneous	P	267
<input type="radio"/> Protection from Poison	1 crea cured from 1 poison, gains resistance to Poison damage, and adv. on saves vs. being poisoned	—	Abjur	1 a	Touch	V,S	1 h	P	270
<input type="radio"/> Silence (R)	20-ft rad no sound propagates; all within deafened, immune to Thunder dmg, can't use verbal comp.	—	Illus	1 a	120 ft	V,S	Conc, 10 min	P	275
<input checked="" type="radio"/> Spiritual Weapon	Create weapon; spell atk 1d8+1d8/2SL+ability modifier Force dmg; bns a to move 20 ft and/or attack	—	Evoc	1 bns	60 ft	V,S	1 min	P	278
<input type="radio"/> Warding Bond	1 crea +1 AC, +1 saves, resistance all dmg; if it takes dmg you take same dmg; ends if >60 ft away	—	Abjur	1 a	Touch	V,S,M,f	1 h (D)	P	287
<input type="radio"/> Zone of Truth	15-ft rad all in or enter save or unable to lie; you aware if saved or not; crea aware it cannot lie	Cha	Ench	1 a	60 ft	V,S	10 min	P	289

### 3RD LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ Animate Dead	Turn corpses into 1+2/SL Skeletons or Zombies; control for 24h; bns a command within 60 ft	—	Necro	1 min	10 ft	V,S,M	Instantaneous	P	212
○ Beacon of Hope	Any crea in range adv. on Wis/Death saves and gains max hp from any healing	—	Abjur	1 a	30 ft	V,S	Conc, 1 min	P	217
○ Bestow Curse	1 creature cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled	—	Necro	1 a	Touch	V,S	Conc, 1 min	P	218
○ Clairvoyance	See or hear a familiar place; 1 a to switch between seeing and hearing (100gp)	—	Div	10 min	1 mile	V,S,Mf	Conc, 10 min	P	222
○ Create Food and Water	Create 45 pounds of food and 30 gallons of water; enough for 15 humanoids or 5 steeds for 24h	—	Conj	1 a	30 ft	V,S	Instantaneous	P	229
⊕ Crusader's Mantle	You and allies in range deal extra 1d4 Radiant dmg with weapon attacks	—	Evoc	1 a	30-ft rad	V	Conc, 1 min	P	230
○ Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of higher SL works	—	Evoc	1 a	60 ft	V,S	1 h	P	230
○ Dispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	—	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
○ Feign Death (R)	Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0	—	Necro	1 a	Touch	V,S,M	1 h (D)	P	240
○ Glyph of Warding	Create a glyph that triggers on set condition; Int(Investigation) vs. Spell DC; see book (200gp cons.)	—	Abjur	1 h	Touch	V,S,M+	Till triggered	P	245
○ Magic Circle	Celes., elem., fey, fiends, or undead can't enter/leave; dis. on atk; +1h/SL dura.; see B (100gp cons.)	—	Abjur	1 min	10 ft	V,S,M+	1 h	P	256
○ Mass Healing Word	6 crea heal 1d4+1d4/SL+spellcasting ability modifier in hp	—	Evoc	1 bns	60 ft	V	Instantaneous	P	258
○ Meld into Stone (R)	You merge into a stone object large enough to contain you; can't see through the stone; see book	—	Trans	1 a	Touch	V,S	8 h	P	259
○ Protection from Energy	1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration	—	Abjur	1 a	Touch	V,S	Conc, 1 h	P	270
○ Remove Curse	1 creature or object is freed of all curses; cursed magic items break attunement with owner	—	Abjur	1 a	Touch	V,S	Instantaneous	P	271
○ Revivify	Restores a creature's body that has died in the last min to life with 1 hp (300gp cons.)	—	Necro	1 a	Touch	V,S,M+	Instantaneous	P	272
○ Sending	Send a 25 word message to a familiar creature; it recognizes you and can respond with 25 words	—	Evoc	1 a	Unlimited	V,S,M	1 rnd	P	274
○ Speak with Dead	1 corpse with mouth answers 5 questions with what it knew in life; can cast on same every 10 days	—	Necro	1 a	10 ft	V,S,M	10 min	P	277
⊕ Spirit Guardians	Undesignated crea start turn/enter in area half speed, 3d8+1d8/SL Radiant/Necrotic dmg; save half	Wis	Conj	1 a	15-ft rad	V,S,M	Conc, 10 min	P	278
○ Tongues	1 crea understands all spoken languages, all with a language can understand what it means	—	Div	1 a	Touch	V,M	1 h	P	283
○ Water Walk (R)	10 willing creatures can move across any liquid for the duration; rise to surface if underwater	—	Trans	1 a	30 ft	V,S,M	1 h	P	287

### 4TH LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ Banishment	1+1/SL crea save or banished; crea return if spell lasts < 1 min	Cha	Abjur	1 a	60 ft	V,S,M	Conc, 1 min	P	217
○ Control Water	Control an amount of water in a 100 ft cube as 1 a; flood, part, redirect, or whirlpool, see book	—	Trans	1 a	300 ft	V,S,M	Conc, 10 min	P	227
○ Death Ward	Once, when crea drops to 0 hp it drops to 1 hp instead; or negates first instantaneous kill effect	—	Abjur	1 a	Touch	V,S	8 h	P	230
○ Divination (R)	Get answer to one question about a goal, event, or activity to occur within the next 7 days (25gp cons.)	—	Div	1 a	Self	V,S,M+	Instantaneous	P	234
⊕ Freedom of Movement	1 willing crea; magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restrains	—	Abjur	1 a	Touch	V,S,M	1 h	P	244
○ Guardian of Faith	Place spectre; hostile crea in 10 ft of spectre save or 20 Radiant dmg; vanishes after it deals 60 dmg	Dex	Conj	1 a	30 ft	V	8 h	P	246
○ Locate Creature	Learn direction to closest named or described kind or specific creature within 1000 ft; see book	—	Div	1 a	Self	V,S,M	Conc, 1 h	P	256
○ Stone Shape	Form 5 cu ft of stone into any shape; can have up to two hinges and a latch, but no finer mechanisms	—	Trans	1 a	Touch	V,S,M	Instantaneous	P	278
⊕ Stoneskin	1 willing crea resistance to nonmagical Bludgeoning, Piercing, and Slashing dmg (100gp cons.)	—	Abjur	1 a	Touch	V,S,M+	Conc, 1 h	P	278

### 5TH LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ Commune (R)	Ask up to three yes/no questions to your deity or a divine proxy (25gp)	—	Div	1 min	Self	V,S,M	1 min	P	223
○ Contagion	Melee spell attack to infect crea with chosen disease; saves each rnd on 3 successes spell ends, see B	—	Necro	1 a	Touch	V,S	7 days	P	227
○ Dispel Evil and Good	Cele., elem., fey, fiends, and undead dis. on attacks vs. you; end early for dismissal/break enchantment	—	Abjur	1 a	Self	V,S,M	Conc, 1 min	P	233
⊕ Flame Strike	10-ft rad 40-ft high all crea 4d6 Fire and 4d6 Radiant dmg; save halves; +1d6/SL Fire or Radiant	Dex	Evoc	1 a	60 ft	V,S,M	Instantaneous	P	242
○ Geas	1 crea save or charmed; it must obey commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp.	Wis	Ench	1 min	60 ft	V	30 days (D)	P	244
○ Greater Restoration	Reduce exhaustion or end charm, petrify, curse, stat or max hp reduction (100gp cons.)	—	Abjur	1 a	Touch	V,S,M+	Instantaneous	P	246
○ Hallow	30-ft rad protected against celestials, elementals, fey, fiend, and undead; add additional effects; see B	—	Evoc	24 h	Touch	V,S,M+	Till dispelled	P	249
⊕ Hold Monster	1+1/SL crea within 30 ft of each other save or paralyzed; extra save at end of each turn	Wis	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	251
○ Insect Plague	20-ft rad all 4d10+1d10/SL Piercing dmg; save halves; ignores cover; lightly obscures; difficult ter.	Con	Conj	1 a	300 ft	V,S,M	Conc, 10 min	P	254
○ Legend Lore	Learn summary of lore of named or described person, place, or object (200gp; 250gp cons.)	—	Div	10 min	Self	V,S,M+	Instantaneous	P	254
○ Mass Cure Wounds	6 crea within 30-ft rad heal 3d8+1d8/SL+spellcasting ability modifier in hp	—	Evoc	1 a	60 ft	V,S	Instantaneous	P	258
○ Planar Binding	1 celestial/elem/fey/fiend save or bound; SL6: 10, SL7: 30, SL8: 180, SL9: 366 days (1000gp cons.)	Cha	Abjur	1 h	60 ft	V,S,M+	24 h	P	265
○ Raise Dead	Restores a creature's body that has died in the last 10 days to life with 1 hp; see book (500gp cons.)	—	Necro	1 h	Touch	V,S,M+	Instantaneous	P	270
○ Scrying	1 crea save or sensor follows it around; or create sensor in familiar location; see book (1000gp)	Wis	Div	10 min	Self	V,S,Mf	Conc, 10 min	P	273

### 6TH LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ Blade Barrier	100×20×5ft (l×w×h) wall or 30 rad 20×5ft (w×h) ring; 6d10 Slashing dmg; save halves; 3/4 cover	Dex	Evoc	1 a	90 ft	V,S	Conc, 10 min	P	218
○ Create Undead	Turn corpses into 3+1/SL ghoul a.o.; control 24h; bns a command 120 ft; see B (150gp/corpse cons.)	—	Necro	1 min	10 ft	V,S,M+	Instantaneous	P	229
○ Find the Path	Know the shortest route to a location you are familiar with and are on the same plane with (100gp)	—	Div	1 min	Self	V,S,Mf	Conc, 1 day	P	240
○ Forbiddance (R)	40K sq ft 30 ft high no extraplanar travel; 1 crea type 5d10 Radiant/Necrotic dmg/rnd (1000gp)	—	Abjur	10 min	Touch	V,S,Mf	1 day	P	243
○ Harm	1 crea 14d6 Necrotic dmg, reduce max hp by same; not <1 hp; save halves and no max hp reduce	Con	Necro	1 a	60 ft	V,S	Instantaneous	P	249
○ Heal	1 creature heals 70+10/SL hp and is cured of blindness, deafness, and all diseases	—	Evoc	1 a	60 ft	V,S	Instantaneous	P	250
○ Heroes' Feast	You+12 crea; 1h to consume; for 24h: disease/poison immune, +2d10 max hp, see B (1000gp cons.)	—	Conj	10 min	30 ft	V,S,M+	Instantaneous	P	250
○ Planar Ally	Otherworldly entity sends celestial, elemental or fiend to a location near you; see book	—	Conj	10 min	60 ft	V,S	Instantaneous	P	265
○ True Seeing	1 willing crea gains truesight 120 ft; see through illusions, hidden doors, ethereal plane (25gp cons.)	—	Div	1 a	Touch	V,S,M+	1 h	P	284
○ Word of Recall	You + 5 willing crea teleport to sanctuary of your deity, designated as such by casting this spell there	—	Conj	1 a	5 ft	V	Instantaneous	P	289

### 7TH LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Conjure Celestial	CR 4+1/2SL celestial that obeys your verbal commands if they do not go against its alignment	—	Conj	1 min	90 ft	V,S	Conc, 1 h	P	225
<input type="radio"/> Divine Word	Any crea save or deaf/blind/stunned/dead depending on current HP; banishes extraplanar crea	Cha	Evoc	1 bns	30 ft	V	Instantaneous	P	234
<input type="radio"/> Fire Storm	10 connected 10-ft cubes all crea 7d10 Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	150 ft	V,S	Instantaneous	P	241
<input type="radio"/> Plane Shift	You + 8 willing crea teleport to different plane; or spell attack save or transported to random plane	Cha	Conj	1 a	Touch	V,S,Mf	Instantaneous	P	266
<input type="radio"/> Regenerate	1 crea heals 4d8+15 hp and 1 hp/rnd for rest of duration; restores lost body parts in 2 min	—	Trans	1 min	Touch	V,S,M	1 h	P	271
<input type="radio"/> Resurrection	Resurrects a creature, that has died in the last century, with whole body; see book (1000gp cons.)	—	Necro	1 h	Touch	V,S,M+	Instantaneous	P	272
<input type="radio"/> Symbol	Inscribe a glyph to activate for chosen effect on set trigger; see book (1000gp cons.)	—	Abjur	1 min	Touch	V,S,M+	Till triggered	P	280

### 8TH LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Antimagic Field	No magical effects functions in area except those created by an artefact or a deity	—	Abjur	1 a	10-ft rad	V,S,M	Conc, 1 h	P	213
<input type="radio"/> Control Weather	Change current weather; changes take 1d4×10 min; change precipitation, temperature, wind, see B	—	Trans	10 min	5-mile rad	V,S,M	Conc, 8 h	P	228
<input type="radio"/> Earthquake	Cause an earthquake in a 100-ft rad, damaging structures and creating dangerous fissures, see book	—	Evoc	1 a	500 ft	V,S,M	Conc, 1 min	P	236
<input type="radio"/> Holy Aura	Any in area adv. on saves; dis. atks vs. targets; fiend/undead atk a target save or blinded (1000gp)	Con	Abjur	1 a	30 ft	V,S,Mf	Conc, 1 min	P	251

### 9TH LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Astral Projection	You + 8 willing crea projected to Astral Plane with identical statistics (per crea 1100gp cons.)	—	Necro	1 h	10 ft	V,S,M+	Special (D)	P	215
<input type="radio"/> Gate	Create a portal to a precise location on a different plane; can transport named crea to you (5000gp)	—	Conj	1 a	60 ft	V,S,Mf	Conc, 1 min	P	244
<input type="radio"/> Mass Heal	Heal up to 700 hp to any creatures in range; also cured of all diseases, blindness and deafness	—	Evoc	1 a	60 ft	V,S	Instantaneous	P	258
<input type="radio"/> True Resurrection	Resurrects a creature, that has died in last 200 years, with new body; see book (25000gp cons.)	—	Necro	1 h	Touch	V,S,M+	Instantaneous	P	284

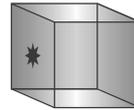
PLAYER REFERENCE



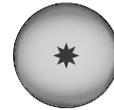
LINE



CONE



CUBE



SPHERE



CYLINDER

AREA OF EFFECT

★ Point of Origin

**ATTACK (ACTION)**

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

**CAST A SPELL (CASTING TIME OF THE SPELL)**

Effect depends on the spell being cast.

**DASH (ACTION)**

Gain your speed as extra movement for this turn.

**DISENGAGE (ACTION)**

Your movement doesn't provoke opportunity attacks for the rest of the turn.

**DODGE (ACTION)**

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

**ESCAPE (ACTION)**

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

**HELP (ACTION)**

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

**HIDE (ACTION)**

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

**OVERRUN (ACTION OR BONUS ACTION)** (DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

**READY (ACTION)**

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Ready a spell requires concentration.

**SEARCH (ACTION)**

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

**TUMBLE (ACTION OR BONUS ACTION)** (DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

**USE OBJECT (ACTION)**

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

COMBAT ACTIONS

(PHB 192)

**MELEE ATTACK (ONE ATTACK)**

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

**RANGED ATTACK (ONE ATTACK)**

Normal attack up to normal range (first number). Disadvantage on the attack if a hostile is within 5 ft that is not incapacitated or the target is up to long range away (second number).

**TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)**

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

**DISARM (INSTEAD OF ONE ATTACK)** (DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is being held by two or more hands. Larger opponents have advantage and smaller have disadvantage.

**GRAPPLE (INSTEAD OF ONE ATTACK)**

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

**MARK (WITH MELEE ATTACK)** (DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

**SHOVE (INSTEAD OF ONE ATTACK)**

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION

(PHB 195)

HALF	+2 AC and Dex saving throws
3/4	+5 AC and Dex saving throws
TOTAL	Can't be targeted directly by attack or spell
<b>COVER</b> (PHB 196)	

**MOVE (LIMITED BY MOVEMENT SPEED)**

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

**CLIMB / SWIM (AT ½ SPEED)**

May involve a Str (Athletics) check if the climb / swim is difficult.

**CRAWL (AT ½ SPEED)**

Crawl while prone (see conditions). Dropping prone costs no movement speed.

**DIFFICULT TERRAIN (AT ½ SPEED)**

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

**JUMP**

After moving at least 10 feet on foot, you can jump your Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

**STAND UP (COSTS ½ SPEED)**

Standing up from being prone costs half your movement speed for this turn.

MOVEMENT

(PHB 182)

**FORCED MARCH**

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

**FOOD (ONE POUND PER DAY)**

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

**WATER (ONE GALLON PER DAY)**

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

**FALLING**

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

**SUFFOCATING**

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

**SHORT REST**

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

**LONG REST**

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

PACE	MINUTE	HOURLY	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth
<b>TRAVEL PACE</b> (PHB 182)				

ENVIRONMENT

(PHB 183)

**BLINDED**

Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

**CHARMED**

Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

**DEAFENED**

Fail checks involving hearing.

**FRIGHTENED**

Disadvantage to checks/attacks while the source of fear is in sight. Can't willingly move closer to the source of fear.

**GRAPPLED**

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

**INCAPACITATED**

Can't take actions or reactions.

**INVISIBLE**

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have disadvantage.

**PARALYZED**

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

**PETRIFIED**

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

**POISONED**

Disadvantage on attack rolls and ability checks.

**PRONE**

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

**RESTRAINED**

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

**STUNNED**

Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

**UNCONSCIOUS**

Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

CONDITIONS

(PHB 290)

**LIGHTLY OBSCURED (dim light)** Disadvantage on sight Perception checks

**HEAVILY OBSCURED (darkness)** Effectively blinded (see conditions)

**BLINDSIGHT** Out to range, perceive without sight.

**DARKVISION** Out to range, treat dim light as bright light. Can't see colors.

**TRUESIGHT** Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or ethereality.

LIGHT & VISION

(PHB 183)