

THE CLERIC

Level	Proficiency		Cantrips Known	— Spell Slots Per Spell Level —				
	Bonus	Features		1st	2nd	3rd	4th	5th
1st	+2	Spell Casting, Divine Domain	3	2	—	—	—	—
2nd	+2	Channel Divinity	3	3	—	—	—	—
3rd	+2	Harness Divine Power	3	4	2	—	—	—
4th	+3	Feat, Destroy Undead (CR ½)	4	4	3	—	—	—
5th	+3	Channel Divinity (2)	4	4	3	2	—	—
6th	+3	Divine Domain Feature	4	4	3	3	—	—
7th	+4	Destroy Undead (CR 1)	4	4	3	3	2	—
8th	+4	Feat, Divine Domain Feature	5	4	4	3	3	—
9th	+4	Channel Divinity (3)	5	4	4	4	3	1
10th	+5	Divine Domain Feature, Quest Spell Destroy Undead (CR 2)	5	4	4	4	4	2

CLERIC

[Insert Class Description Here]

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 4) + your

Constitution modifier per Cleric level after 1st

PROFICIENCIES

Armor: Varies by Divine Domain

Weapons: Varies by Divine Domain + God choice

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Religion + *choose one*: History, Insight, Medicine, Performance and Persuasion.

Skill Specialties Choose one Skill Specialty from one of the skill in which you are proficient.

STARTING EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background: You start with the following items, plus anything provided by your background. Choose a or b from each row

- (a) a mace or (b) sacred weapon
- (a) scale mail, (b) leather armor, or (c) chain mail (if proficient)
- (a) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- a shield and a holy symbol

Alternatively, you may start with $5d4 \times 10$ gp to buy your own equipment.

MULTICLASSING

Ability Score Minimum: Wisdom 13

When you gain a level in cleric for the first time after already having another class, you gain only some of that class's starting proficiencies and none of its starting equipment.

Armor: Varies by God & Divine Domain.

Skills: Religion

CLASS FEATURES

SPELLCASTING

As a conduit for divine power, you can cast cleric spells.

CANTRIPS

At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

While cantrips are a potentially limitless resource, casting the same cantrip over and over grows increasingly difficult. Every time you cast a cleric cantrip make a Wisdom-based spell check against DC 11. While the cantrip is still cast successfully if you fail, it is no longer available to you to cast until after a long rest. Finally, while cantrips cannot be upcast, if you spend a spell slot to cast a cantrip you can forgo the spellcheck (though the cantrip is still unavailable if you failed a check with it previously).

PREPARING AND CASTING SPELLS.

The Cleric table shows how many spell slots you have to cast your cleric spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st

-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a Long Rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one. This also applies when called upon to make a Spell check as when you cast a cantrip.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack/Spell check modifier = your proficiency bonus + your Wisdom modifier

In order to cast a spell of any level, your Wisdom score must be equal to or greater than 10 + the spell level. Thus, for example, in order to cast 3rd level cleric spells, your Wisdom score must be at least a 13.

SPELLCASTING FOCUS

You use a holy symbol as a spellcasting focus for your cleric spells. The focus is required for any spell listing "F" as a component. A cleric's holy symbol can take many forms, but is a sizeable object the you can brandish and hold before you (as when using your channel divinity feature). Typically, it depicts some symbol or form holy to your chosen god and is wearable, like an amulet or a brooch. On some occasions it is a weapon, like clerics dedicated to Zenithos, who use a great sword as a holy symbol.

RITUAL CASTING

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

THE 13 GODS

The 13 Gods are the only divine beings widely accepted as "true deities" in both Makrinos and the Inchoate Empires. They have garnered this reverence by granting powers to clerics and paladins, while most other similar beings (the so-called "Under Gods") grant powers through pacts with Warlocks.

Your cleric character must choose one of the 13 Gods. Or must they? Some syncretic manifestations of two or more gods also have clerics, like Gilmus the Engineer (a syncretic form of Bhyrrus and Glim revered by many dwarves). Consult with the DM if you are curious in other possibilities or have ideas for one.

DIVINE FEATURE

Choose one of the 13 Gods listed below you gain an additional class feature unique to that god (regardless of which Divine Domain you choose - [see below]). You may also gain a bonus weapon proficiency, which in some cases grants specialization in the god's sacred weapon.

ALMATHEA (HEARTH & HOME)

Weapon Proficiency: None.

Nurturing Guidance. As a Reaction to an ally within 30 feet that you can see and that can hear you failing an attack roll, saving throw, or ability check you may bless their action, granting a bonus +1d4 to the roll. If they are Bloodied, they also regain an equal number of hit points. You may do this once per short or long rest.

BYRRHUS (CIVILIZATION & MONEY)

Weapon Proficiency: Cudgel/Club (specialization).

Urban Knowledge. You gain two skill specializations assuming you are proficient in their core skills: Authority (Intimidation) and Trade (Culture).

CYRENE (MAGIC & THE MOON)

Weapon Proficiency: Dagger.

Moon Magic. Your cantrip spell checks are made at advantage after nightfall.

ELYSSION (AIR & BIRDS)

Weapon Proficiency: Javelin (specialization).

Wind's Embrace. You gain the *feather fall* spell as a cantrip effecting only one person (including yourself) and requiring no material component. You automatically succeed at any spellcheck caused by casting feather fall in this way.

GLIM (EARTH & STONE)

Weapon Proficiency: War Pick (specialization).

Grounded. You have advantage on any saving throw or ability checks against being pushed or knocked prone as long as you are in contact with the ground.

JURTO (LUCK & GAMBLING)

Weapon Proficiency: None

Bountiful Luck: As a reaction to an ally rolling a natural '1' on a d20, you may use your reaction to have them reroll. They must use the new result. You may not use this ability again until after your next long rest or the next time you roll a natural '1' or a natural '20' on a saving throw.

LYSSARA (BEASTS & THE HUNT)

Weapon Proficiency: Short Sword (specialization).

Beast Speech. You can *speak with animals* as the spell, at will.

MYRAXUS (KNOWLEDGE AND SECRETS)

Weapon Proficiency: War Hammer.

Forbidden Lore. Choose a 1st level mage or druid spell and add it to your cleric spell list. You always have it prepared.

NYRA (WAR & MEDICINE).

Weapon Proficiency: Spear (specialization).

Healing Spear. You can deliver *cure wounds* spells to creatures within 10 feet by touching them with your spear. Whenever you cast any healing spell, you may reroll the lowest die result once.

OROSTOS (NATURE & DEATH).

Weapon Proficiency: Bill-Hook.

Death Knell. When you strike a dying creature with a melee weapon attack, you may use your Reaction to either regain a number of hit points equal to 1d8 + your cleric level + their challenge rating or have an adjacent ally regain the same amount. You may do this once per short rest.

UNDINE (SEA AND WATERS).

Weapon Proficiency: Trident.

Waterborne. As a Reaction to you or a willing creature within 30 feet being submerged in water, you may cast *water breathing* on yourself or the singular creature by touching your holy symbol. If you cast it on yourself, you also gain a swim speed equal to your walking speed. The effect lasts a number of hours equal to ½ your cleric level (minimum 1). You must complete a Short or Long Rest before using this feature again.

VYNORAX (DECEIT & POISON).

Weapon Proficiency: Short Bow (specialization).

Poison Arrow. As a bonus action you may imbue an arrow with a casting of the *poison spray* cantrip. The arrow must be fired before the end of your next turn. Anyone struck by the arrow must make a Constitution save or take 1d12 poison damage in addition to the normal arrow damage. This damage scales with level as the spell. You may use this ability once per short rest.

ZENITHOS (SUN & LAW).

Weapon Proficiency: Great Sword (specialization).

Righteous Sword. You automatically succeed at any spellcheck caused by casting the *light* cantrip as long as the target is your greatsword. Your sword serves as the divine focus. Once per short rest you may cast the *command* spell as a Bonus Action without expending a spell slot as long as you are brandishing your great sword.

DIVINE DOMAIN

Choose one of the 13 Gods and a domain related to that deity from the list of ones available. Your choice of god grants you a particular spell list and your choice of

domain provides a list of additional spells available at each new spell level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits when you choose it and then at 6th, 8th, and 10th levels.

DOMAIN SPELLS

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

CHANNEL DIVINITY

At 2nd level, you gain the ability to channel divine energy directly from your deity by brandishing your holy symbol, using that energy to fuel magical effects. You start with two such effects. Usually that is Turn Undead and an effect determined by your domain, but sometimes both effects are determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 5th level, you can use your Channel Divinity twice between rests, and at 9th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

CHANNEL DIVINITY: TURN UNDEAD.

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage from you or an ally.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, it cowers.

CHANNEL DIVINITY: HARNESS POWER

Beginning at 3rd level, you can expend a use of your Channel Divinity to fuel your spells. As a Bonus Action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). You may also use this ability to refresh your ability to use a cantrip after having failed a spellcheck (you still

make additional spell checks after each casting). You may only use this ability once between Short Rests.

FEAT

When your character level reaches 4th gain a feat (regardless of which classes make up that total, if you are multiclassed). Choose a feat from the available feat list for which you meet the prerequisites. The most common feat to choose is Ability Score Improvement, which provides an ability score improvement.

You gain this benefit again at 8th level.

DESTROY UNDEAD (CR 1/2)

Starting at 4th level, when an undead of CR 1/2 or lower fails its saving throw against your Turn Undead feature, the creature is instantly destroyed.

DESTROY UNDEAD (CR 1)

Starting at 7th level, when an undead of CR 1 or lower fails its saving throw against your Turn Undead feature, the creature is instantly destroyed.

DESTROY UNDEAD (CR 2)

Starting at 10th level, when an undead of CR 2 or lower fails its saving throw against your Turn Undead feature, the creature is instantly destroyed.

QUEST SPELL

Beginning at 9th level, a cleric may perform a ceremony that takes an uninterrupted hour to complete, beseeching their deity for additional divine power in order to accomplish a specific mission on behalf of their god or church. The ritual must be completed on consecrated ground at a time and/or place appropriate to the god's portfolio. At the end of the ritual, you gain a 9th level spell slot, and you can prepare any number of Quest Spells appearing on your chosen god's spell list and allowed by your normal maximum number of prepared spells.

Quest Spells are 6th, 7th, 8th, or 9th level spells. You can use the 9th level slot to either upcast a standard spell or cast one of the Quest spells. You must spend 1 Hit Die for each level of the spell above 5th. If you do not have enough Hit Dice, willing creatures you are touching may give twice the remaining number of required Hit Dice in your place. *For example, if you were to cast mass heal, a 9th level Quest Spell, it would cost you 4 Hit Dice. If you only had 2 Hit Dice remaining, a willing creature you touch could spend 4 Hit Dice to make up the difference.*

You regain the 9th level spell slot after a Long Rest and continue to get it until the Quest is resolved (including failure). You may not use this ability again until after you have spent an extended rest on reflection and prayer. At the DM's discretion, your deity may reject your petition for Quest spells depending on your god's portfolio and

your intentions for their use. If this happens, you must still spend an Extended Rest in reflection, sacrifice, and prayer before you can try to use this ability again. In general, the gods place close attention to mortals with this power and the use of Quest Spells can lead to unforeseen cosmic consequences.

DIVINE DOMAINS

LIFE DOMAIN

The Life domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. The gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of death and undeath.

Available Gods: Almathea, Cyrene, Elyssion, Jurto, Lyssara, Nyra, Zenithos

Armor Training: Light and Medium armor, and shields.

Weapon Training

Proficiencies: 3 simple weapons.

Specialization: Sacred Weapon (if none, choose a weapon in which you are proficient).

MEDICAL EXPERTISE

Upon choosing this domain, you get an expertise die (+1d4) on all Medicine skill checks.

DOMAIN SPELLS

Each domain has a list of spells — its domain spells — that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

LIFE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bles</i> , <i>cure wounds</i>
3rd	<i>lesser restoration</i> , <i>warding bond</i>
5th	<i>beacon of hope</i> , <i>mass healing word</i>
7th	<i>death ward</i> , <i>revivify</i>
9th	<i>mass cure wounds</i> , <i>greater restoration</i>

DISCIPLE OF LIFE

Also starting at 1st level, your healing spells are more effective. Whenever you use a spell slot of 1st level or higher to restore hit points to a creature, the creature regains an additional die of whatever type the spell restores. Thus, for example, if you cast Cure Wounds as a 1st level spell, it'd restore a number of hit points 2d8+Wisdom modifier, instead of the usual 1d8.

CHANNEL DIVINITY: PRESERVE LIFE.

Starting at 2nd level, you can use your Channel Divinity to heal the injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any Bloodied creatures within 30 feet of you, and divide those hit points among them. You can't use this feature on undead or constructs.

PEACEFUL WARRIOR

Also starting at 2nd level, once per turn when you successfully attack a creature with the intent to subdue, roll one extra die of the weapon's damage and add your Wisdom modifier. This damage is only used to determine if the target was struck unconscious and is not actually dealt.

WEAPON IMPROVEMENT

At 5th level, you gain an additional weapon proficiency. You may use this to choose one simple or martial weapon in which to be trained, or to specialize in a weapon in which you are already proficient. You gain another weapon proficiency to use in the same way at 10th level.

BLESSED HEALER

Beginning at 6th level, the healing spells you cast on others can heal others as well, including yourself. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you or another creature adjacent to you that is not the spell's recipient also regains hit points equal to half the amount rolled (rounded down).

DIVINE SUCCOR

At 8th level, whenever you cast a healing spell on a Bloodied creature, you may choose to also have them under the effect of a *sanctuary* spell. Once you use this feature, you may not use it again until after you finish a Short or Long Rest.

SUPREME HEALER

At 10th level, whenever you cast a spell that restores hit points, a number of dice you choose equal to your Charisma modifier (minimum 1) are automatically treated as if it rolled the maximum amount. Furthermore, your cure wounds spells now have a range of 30 feet.

WAR DOMAIN

War has many manifestations. It can make heroes of ordinary people. It can be desperate and horrific, with acts of cruelty and cowardice eclipsing instances of excellence and courage. In either case, the gods of war watch over warriors and reward them for their great deeds. The clerics of such gods excel in battle, inspiring others to fight the good fight or offering acts of violence as prayers.

Available Gods: Byrrhus, Nyra, Undine, Vynorax, Zenithos

Armor Training: Light, Medium and Heavy armor, and shields.

Weapon Training

Proficiencies: All simple weapons + sacred weapon + plus choose 1 group of martial weapons in which to be proficient: axes, swords, and hammers.

Specialization: Sacred Weapon + choose one weapon in which you are proficient.

WAR PRIEST

From 1st level, your god delivers bolts of inspiration to you while you are engaged in battle. When you use the Attack action, you can make one weapon attack as a Bonus Action. When you gain this feature, choose either Intelligence or Strength. You can use this feature a number of times equal to the chosen ability score modifier. You regain all expended uses when you finish a Short Rest.

Furthermore, your god's sacred weapon can serve as your divine focus for spellcasting.

DOMAIN SPELLS

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

WAR DOMAIN SPELLS

Cleric Level	Spells
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1st	divine favor, shield of faith
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3rd	magic weapon, spiritual weapon
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5th	hero's mantle, protection from energy
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7th	freedom of movement, staggering smite
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9th	flame strike, holy weapon
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CHANNEL DIVINITY: GUIDED STRIKE.

Starting at 2nd level, you can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +1d10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

WEAPON IMPROVEMENT

At 3rd level, you gain an additional weapon proficiency. You may use this to choose one martial weapon in which to be trained, or to specialize in a weapon in which you are already proficient. You gain another weapon proficiency to use in the same way at 6th and 9th levels.

CHANNEL DIVINITY: WAR GOD'S BLESSING

At 5th level, when a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +1d10 bonus to the roll, using your Channel Divinity. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

WEAPON MASTER

You may choose to use the Weapon Proficiency you gain at 6th level to unlock the Weapon Mastery in the sacred weapon of your god. Furthermore, choose one of the following mastery features based on the weapon damage type. You may apply it to your sacred weapon as well. Piercing: Slow, Vex. Slashing: Lacerate, Vex. Bludgeoning: Sap, Topple.

Otherwise, you may use the slot to be proficient in a martial weapon, or specialized in a weapon in which you are already proficient.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 10th level, the extra damage increases to 2d8.

AVATAR OF BATTLE

At 10th level you may use a Bonus Action to expend a use of Channel Divinity to enter a holy state of wrathful battle. You gain the following benefits (which last for 1 minute or until you are Incapacitated):

- You gain resistance to slashing, piercing, and bludgeoning damage.
- You have advantage on all saving throws.
- You are immune to the *frightened* and *charmed* conditions.
- You score critical hits a roll of 19 or 20.
- All your weapon attacks do an additional die of damage.

You may not use this feature again until after a Long Rest on hallowed ground or an Extended Rest.

LIGHT DOMAIN

Gods of light promote the ideals of rebirth and renewal, truth, vigilance, and beauty. Clerics of a god of light are enlightened souls infused with radiance and the power of their gods' discerning vision, charged with chasing away lies and burning away darkness.

Available Gods: Byrrhus, Cyrene, Elysson, Zenithos
Armor Training: Light and Medium armor and shields.

Weapon Training

Proficiencies: All simple weapons, plus choose 2 martial weapons.

Specialization: Sacred Weapon (if none, choose one weapon in which you are proficient).

DOMAIN SPELLS

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

LIGHT DOMAIN SPELLS

Cleric Level	Spells
1st	dazzle, faerie fire
3rd	moonbeam, scorching ray
5th	daylight, hypnotic pattern
7th	enervating radiance, wall of fire
9th	flame strike, holy weapon

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *light* cantrip if you don't already know it. This cantrip doesn't count against the number of cleric cantrips you know.

WARDING FLARE

Also at 1st level, you can interpose divine light between yourself and an attacking enemy. When you are attacked by a creature within 30 feet of you that you can see, you can use your Reaction to impose Disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded (or that is already blind) is immune to this feature. You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a Short or Long rest.

CHANNEL DIVINITY: RADIANCE OF THE DAWN

Starting at 2nd level, you can use your Channel Divinity to harness sunlight, banishing darkness and dealing radiant damage to your foes. As an action, you present your holy symbol, it momentarily shines with a bright light a 30-foot radius (and another 30 feet of shadowy illumination). Any magical darkness within 30 feet of you is dispelled and each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to 2d10 + your cleric level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

WEAPON IMPROVEMENT

At 4th level, you gain an additional weapon proficiency. You may use this to choose one martial weapon in which to be trained, or to specialize in a weapon in which you are already proficient. You gain another weapon proficiency to use in the same way at 8th level.

IMPROVED FLARE

Starting at 6th level, you can also use your Warding Flare feature when a creature that you can see within 30 feet of you attacks a creature other than you. If the creature misses it must make a Constitution saving throw or be *blinded* until the beginning of its next turn.

LIGHT OF TRUTH

Starting at 8th level, you can expend a use of Channel Divinity to cast *light*, discern the truth and dispel illusions. Upon manifesting this ability, your holy symbol glows as if by a *light* cantrip. For 1 minute (or until you dismiss it using another action) the area in a 20-foot radius centered on you is treated as a *zone of truth*, except anyone within the area of effect when this feature is used makes their saving throw at Disadvantage. Lastly, any persisting illusion spells or abilities within the radius when the feature is used are dispelled. If any illusions enter the area, anyone else in the area is allowed an immediate saving throw or ability check as if they had interacted with it.

CORONA OF LIGHT

At 10th level, you can use your action to activate an aura of sunlight that lasts for 1 minute or until you dismiss it using another action. You emit bright light in a 60-foot radius and dim light 60 feet beyond that. Your enemies in the bright light have Disadvantage to attack you and on saving throws against any spell that deals fire or radiant damage. This aura should be treated as actual sunlight. You may not use this feature again until after a Long Rest.

NATURE DOMAIN

Several of the 13 Gods have some dominion over nature, though Orostos is primary among them. Unlike druids who serve the forces of nature more directly and see the gods as manifestations or servants of those forces, worthy of due respect but not objects of worship, nature priests can be just as concerned with dominion over nature as a resource promised a god's followers as holding nature up as an ideal with which to live in balance.

Available Gods: Glim, Lyssara, Orostos

Armor Training: Light and Medium armor, and shields.

Weapon Training

Proficiencies: Choose 3 simple weapons + sacred weapon + scimitar or whip.

Specialization: Sacred Weapon (if none, choose a weapon in which you are proficient).

DOMAIN SPELLS

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the

number of spells you can prepare each day. If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

NATURE DOMAIN SPELLS

Cleric Level	Spells
1st	animal friendship, entangle
3rd	barkskin, spike growth
5th	plant growth, wind wall
7th	dominate beast, grasping vine
9th	insect plague, tree stride

STUDENT OF NATURE

At 1st level, you learn one druid cantrip of your choice. This cantrip doesn't count against the number of cleric cantrips you know. You also gain proficiency in one of the following skills of your choice: Animal Handling, Nature, or Survival. If you already are proficient in all three, you can choose a Skill Specialization in one of the three instead.

CHANNEL DIVINITY: CHARM ANIMALS AND PLANTS

Starting at 2nd level, you can use your Channel Divinity to charm animals and plants. As an action, you present your holy symbol and invoke the name of your deity. Each beast or plant creature that can see you within 30 feet of you must make a Wisdom saving throw. The creatures with a CR greater than half your cleric level (rounded down) are immune. If the creature fails its saving throw, it is *charmed* by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.

WEAPON IMPROVEMENT

At 4th level, you gain an additional weapon proficiency. You may use this to choose one martial weapon in which to be trained, or to specialize in a weapon in which you are already proficient. You gain another weapon proficiency to use in the same way at 8th level.

DAMPEN ELEMENTS

Starting at 6th level, when you or a creature within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your Reaction to grant resistance to the creature against that instance of the damage. You also gain that same resistance until the end of your next turn.

NATURAL GUARDIAN

Starting at 8th level, you can use your action to grow an animated plant version of your god's sacred animal. It grows out of any kind of natural foliage, from grass, to bushes, to trees and flowers in an unoccupied space within 30 feet of you. It is completely grown by the end your round and acts on your turn from then on. Your patron god determines the plant/beast form: Dire Badger (Glim), Tiger (Lyssara), or Dire Wolf (Orostos).

Your DM has the stat blocks for these creatures. You can telepathically communicate with the beast. The beast remains with you for one hour per cleric level, until the next sunset or sunrise, it reaches 0 hrs, if it moves more than a mile from you, or you use an action to dismiss it.

MASTER OF NATURE

At 10th level, your power over animals and plants increases. You *speak with animals* (as the spell) at will. Your Charm Animals and Plants feature now lasts for 10 minutes and you have the ability to command animals and plant creatures. While creatures are *charmed* by you in this way you can take a Bonus Action on your turn to verbally command them. They perform this command on their own turn. You must either give the same general command to all the charmed beasts, or single out specific types to command each time.

ARCANA DOMAIN

Magic is an energy that suffuses the multiverse and that fuels both destruction and creation. Gods of the Arcana domain know the secrets and potential of magic intimately. For some of these gods, magical knowledge is a great responsibility that comes with a special understanding of the nature of reality. Other gods of Arcana see magic as pure power, to be used as its wielder sees fit. The gods of this domain are often associated with knowledge, as learning and arcane power tend to go hand-in-hand.

Available Gods: Byrrhus, Cyrene, Glim, Myraxus, Vynorax

Armor Training: Light Armor

Weapon Training

Proficiencies: Choose 3 simple weapons + sacred weapon.

Specialization: Sacred Weapon (or if none, choose one other weapon in which you are proficient).

DOMAIN SPELLS

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

ARCANA DOMAIN SPELLS

Cleric Level	Spells
1st	detect magic, identify
3rd	detect thoughts, magic weapon
5th	dispel magic, magic circle
7th	arcane eye, banishment
9th	scrying, telekinesis

ARCANE INITIATE

When you choose this domain at 1st level, you gain proficiency in the Arcana skill. If you already have it gain a skill specialty in the Arcana skill instead. You gain two cantrips of your choice from the wizard spell list. For you, these cantrips count as cleric cantrips.

CHANNEL DIVINITY: ARCANE ABJURATION

Starting at 2nd level, you can use your Channel Divinity to abjure otherworldly creatures. As an action, you present your holy symbol, and one celestial, elemental, fey, or fiend of your choice that is within 30 feet of you must make a Charisma saving throw, provided that the creature can see or hear you. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly end its move in a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, then the creature can use the Dodge action.

After you reach 5th level, when a creature that isn't on its plane of origin fails its saving throw against your Arcane Abjuration feature, the creature is banished for 1 minute (as in the banishment spell, no concentration required). The creature's challenge rating must be at or below the threshold listed on the Arcane Banishment table.

ARCANE BANISHMENT

Cleric Level	Banishes Creatures of CR...
5th	1 or lower
7th	2 or lower
10th	3 or lower

WEAPON IMPROVEMENT

At 5th level, you gain an additional weapon proficiency. You may use this to choose one martial weapon in which to be trained, or to specialize in a weapon in which you are already proficient. You gain another weapon proficiency to use in the same way at 10th level.

SPELL BREAKER

Starting at 6th level, when you restore hit points to an ally with a spell of 1st level or higher, you can also end one spell of your choice on that creature. The level of the spell you end must be equal to or lower than the level of the spell slot you use to cast the healing spell.

ARCANE STRIKE

Starting at 8th level, you are blessed with divine might in battle. Once per turn when a creature takes damage from one of your cantrips or weapon attacks, you can

deal an additional 1d8 force damage to that creature. This extra damage is an exploding die, but if the die ever explodes more than once, you cannot use this ability again until after a Short Rest. If the bonus die ever explodes more times than your Wisdom modifier, you suffer an immediate level of exhaustion.

OLD MAGIC

At 10th level choose a 6th or 7th level Mage spell from the Old Magic spell list of the same school of magic as a wizard cantrip you already know. If it has the ritual tag, you may cast it as a ritual up to a maximum of once every 7 days. If it does not have ritual tag, you may prepare it as part of a one-hour ritual with materials equal to 100 x spell level in gold pieces or the cost of the material component, whichever is more. It remains prepared for up to 7 days, but becomes unprepared immediately after it is cast, at which point re-preparing it requires a Long Rest and performing the potentially costly ritual again.

Immediately after casting the spell, make a spell check roll against DC 8 + spell level. If you fail, you may not attempt to cast Old Magic again until after an extended rest and suffer a number of exhaustion levels equal to the spell's level minus 2d4 (yes, casting Old Magic can kill you). You can change this spell by means of a month's research. If it is a spell you have chosen before, this time is halved to a fortnight.

DEATH DOMAIN

Though in some minds death cannot be separated from evil, death is not necessarily the only the domain of dark gods. Yes, the self-named Slaves of Vynorax, venerate death itself seek to wreak it upon the world, but some of Jurto's clerics see death as a constant gambling companion, and Orostos is god of death, sitting in judgement of mortal souls that have passed on to the afterlife and decides weighs their life's acts before sending them on to their eternal hereafter. Some of Orostos death clerics serve as traveling judges.

Available Gods: Glim, Jurto, Orostos, Vynorax

Armor Training: Light, Medium, and Heavy armor.

Weapon Training

Proficiencies: All simple weapons + sacred weapon + one martial weapon.

Specialization: Sacred Weapon + choose one other weapon in which you are proficient.

REAPER

At 1st level, you learn the *toll the dead* cantrip.

DOMAIN SPELLS

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you have

a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

DEATH DOMAIN SPELLS

Cleric Level	Spells
1st	false life, ray of sickness
3rd	ray of enfeeblement, wither and bloom
5th	life transference, spirit shroud
7th	blight, death ward
9th	antilife shell, cloudkill

CHANNEL DIVINITY: TOUCH OF DEATH.

Starting at 2nd level, the cleric can use Channel Divinity to destroy another creature's life force by touch. When the cleric hits a creature with a melee attack, the cleric can use Channel Divinity to deal extra necrotic damage to the target. The damage equals 5 + twice his or her cleric level.

CHANNEL DIVINITY: BOLSTER UNDEAD

Starting at 5th level, as an action, you present your (un)holy symbol and speak an incantation bolstering the spirits of the undead. Each unturned undead that can see or hear you within 30 feet of you makes saves against being turned with Advantage, gain resistance to radiant damage, and gain temporary hit points equal to your cleric level + charisma modifier. This effect lasts for 10 minutes.

If any of the undead in the area are currently turned, roll an opposed cleric level check against the cleric who did the turning: d20 + wisdom modifier + cleric level. If you win the opposed roll, the undead are no longer turned and gain the benefits listed above.

WEAPON IMPROVEMENT

At 4th level, you gain an additional weapon proficiency. You may use this to choose one martial weapon in which to be trained, or to specialize in a weapon in which you are already proficient. You gain another weapon proficiency to use in the same way at 8th level.

FEAR THE REAPER

Starting at 6th level, as a Reaction to reducing an enemy to 0 hit points, you can cast *cause fear* at one of that creature's allies within 60 feet. If the creature struck died, the target saves at Disadvantage. You may not use this ability again until after a Short Rest. You may affect an additional target with this casting at 9th level.

DEATH BLOW

Starting at 8th level, every time you score a critical hit you do an additional 1d6 exploding necrotic damage. This damage is also subtracted from the creature's maximum hit points. It can only be regained through an extended rest or magical healing performed on consecrated ground. You regain an equal number of hit points and gain any points beyond your hit point

maximum as temporary hit points. These temporary hit points last for 1 hour.

DEATH MASKS

At 10th level, you can alter your face to imbue it with the dread power of death — your eyes become an inky void, your breath reeks of grave dirt and rolls like frost. Use an action and choose one creature within 60 feet that can see you. It must succeed on a Wisdom saving throw or be affected for 1 minute by your choice of one of the effects below. On each of your turns until the ability ends, you can use a Bonus Action to target another creature but can't target a creature again if it has succeeded on a saving throw against any of the death masks. You must maintain concentration while using this ability (as with a spell), but the effects themselves are not interruptible in that way.

- *Grief-Stricken.* The target falls into a crying stupor and is Incapacitated. If another creature uses its action to shake and slap the target, they are merely Dazed for the remaining duration and at the end of each of the remaining turns, it can make a Wisdom saving throw. If it succeeds, the effect ends.
- *Angered.* The target is *charmed* and immediately takes a single melee weapon attack against a random creature in reach. If they are not holding a melee weapon, they use whatever is in their hands as an improvised weapon or make an unarmed attack. On each of its turns, it must use its action to make a melee attack against the closest random creature or move towards them and attack, if possible. They may make a saving throw at the end of their turn or whenever they take damage from an ally in order to end the effect.
- *Panicked.* The target is *frightened* of you. On each of its turns, the *frightened* creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.
- *Sickened.* The target has Disadvantage on attack rolls, ability checks, and Strength and Dexterity saves. At the end of each of its turns, it can make a Constitution saving throw. If it succeeds, the effect ends.

TEMPEST DOMAIN

The world of Makrinos is known for its stormy seas, vast oceans, and cloud covered mountains wreathed in thunder and lightning. As such, the gods whose portfolios include weather, seafaring, and the natural world have clerics who adhere to a tumultuous and stormy view of a troubled world to be met with equal force. Clerics of the “Storm Twins,” Elyssion and Undine often found churches together and/or elevate

the syncretic goddess Tempestat, while clerics of Orostos who follow this tradition emphasize the destructive power of nature.

Available Gods: Elyssion, Orostos, Undine

Armor Training: Light and Medium armor, and shields

Weapon Training

Proficiencies: All simple weapons + sacred weapon + 2 martial weapons.

Specialization: Sacred Weapon + choose one other weapon in which you are proficient.

DOMAIN SPELLS

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

TEMPEST DOMAIN SPELLS

Cleric Level	Spells
1st	fog cloud, thunderwave
3rd	gust of wind, shatter
5th	call lightning, sleet storm
7th	control water, storm sphere
9th	control winds, maelstrom

WRATH OF THE STORM

At 1st level, you can thunderously rebuke attackers. When an adjacent creature that you can see hits you with an attack, you can use your Reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a Long Rest.

CHANNEL DIVINITY: DESTRUCTIVE WRATH

Starting at 2nd level, you can use your Channel Divinity to wield the power of the storm with unchecked ferocity. When you roll lightning or thunder damage, you can expend a use of your Channel Divinity to roll an extra 1d8 and add your Wisdom modifier to the total.

Weapon Improvement####

At 4th level, you gain an additional weapon proficiency. You may use this to choose one martial weapon in which to be trained, or to specialize in a weapon in which you are already proficient. You gain another weapon proficiency to use in the same way at 8th level.

THUNDERBOLT STRIKE

At 6th level, when you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once per turn when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 thunder damage to the target. The blow resounds with a thunderclap easily heard up to 300 yards away. You may do this a number of times equal to your proficiency bonus and then may not use this feature again until after a Short or Long rest. When you reach 10th level, the extra damage increases to 2d8.

STORMBORN

At 10th level you can expend a use of your Channel Divinity ability to gain 60 feet flying speed for 10 minutes. When the duration expires you float to the ground as if by *feather fall* up to a number of feet equal to your Wisdom x 10. Furthermore, during this time all lightning or thunder damage you cause deals an extra die of damage.

CLERIC SPELL LIST BY GOD

ALMATHEA - GODDESS OF DOMESTICITY & THE HEARTH

CANTRIPS (0 LEVEL)

Blade Ward
Control Flames
Create Bonfire
Detect Magic
Guidance
Light
Peace Bond
Resistance
Sacred Flame
Shillelagh
Spare the Dying
Thaumaturgy
Word of Radiance

1ST LEVEL

Animal Friendship
Bless
Blessed Watchfulness
Call Upon Faith
Command
Create or Destroy Water
Cure Wounds
Detect Outsider
Detect Poison and Disease
Grease
Healing Word
Hold Portal
Protection from Outsiders

Purify Food and Drink
Sanctuary
Shield of Faith
Sleep

2ND LEVEL

Aid
Animal Messenger
Augury
Calm Emotions
Cordon of Arrows
Dispel Charm
Enhance Ability
Gentle Repose
Halo of Rejuvenation
Hold Person
Lesser Restoration
Locate Object
Protection from Poison
Rally
See Invisibility
Silence
Spiritual Weapon
Warding Bond
Zone of Truth

3RD LEVEL

Beacon of Hope
Clairvoyance

Create Food and Water
Daylight
Dispel Magic
Magic Circle
Mass Healing Word
Protection from Energy
Remove Curse
Sending
Tongues

4TH LEVEL

Banishment
Conjure Minor Elemental (fire)
Death Ward
Divination
Freedom of Movement
Guardian of Faith
Impeding Permission
Locate Creature
Revivify

5TH LEVEL

Clarion Call
Commune
Dispel Outsiders
Flame Strike
Geas
Greater Restoration

Hallow
Legend Lore
Mass Cure Wounds
Planar Binding
Raise Dead
Scrying
Vitality

QUEST SPELLS

6TH LEVEL

Forbiddance
Heal
Heroes' Feast
Divine Ally
True Seeing
Word of Recall

7TH LEVEL

Conjure Celestial
Divine Word
Regenerate
Resurrection

8TH LEVEL

Demiplane
Holy Aura

9TH LEVEL

Mass Heal

BYRRHUS - GOD OF CIVILIZATION & MONEY

CANTRIPS (0 LEVEL)

Detect Magic
Guidance
Light
Magic Stone
Resistance
Produce Flame
Sacred Flame
Spare the Dying
Thaumaturgy

1ST LEVEL

Appraise
Bane
Bless
Blessed Watchfulness
Call Upon Faith
Command

Create or Destroy Water
Cure Wounds
Detect Outsider
Detect Poison and Disease
Divine Sanction
Heroism
Healing Word
Hold Portal
Inflict Wounds
Protection from Outsiders
Purify Food and Drink
Sanctuary
Shield of Faith

2ND LEVEL

Aid
Augury
Blindness/Deafness
Calm Emotions

Enhance Ability
Enlarge/Reduce
Earthbind
Gentle Repose
Gift of Speech
Hold Person
Lesser Restoration
Locate Object
See Invisibility
Silence
Spiritual Weapon
Warding Bond
Zone of Truth

3RD LEVEL

Babble
Bestow Curse
Clairvoyance
Create Food and Water
Daylight
Dispel Magic
Enduring Scrutiny
Fear
Forceful Repulsion
Glyph of Warding
Magic Circle
Protection from Energy
Quench
Remove Curse
Sending
Speak with Dead
Strength of One
Tongues

4TH LEVEL

Aura of Purity
Banishment
Compulsion
Control Water
Divination
Dominate Beast
Guardian of Faith
Impeding Permission
Locate Creature
Stone Shape

5TH LEVEL

Clarion Call
Commune
Dispel Outsiders
Dominate Person
Flame Strike
Geas
Greater Restoration
Hallow
Hold Monster
Legend Lore
Mass Cure Wounds
Pariah's Curse
Raise Dead

Scrying
Transmute Rock
Vitality
Wall of Stone

QUEST SPELLS**6TH LEVEL**

Bones of the Earth
Divine Ally
Forbiddance
Harm
True Seeing

Word of Recall

7TH LEVEL

Divine Word
Fire Storm
Forcecage
Symbol

8TH LEVEL

Dominate Monster
Maze

9TH LEVEL

Meteor Swarm

CYRENE – GODDESS OF MAGIC & THE MOON**CANTRIPS (0 LEVEL)**

Detect Magic
Guidance
Light
Mage Hand
Resistance
Sacred Flame
Spare the Dying
Thaumaturgy

1ST LEVEL

Bane
Bless
Call Upon Faith
Cause Fear
Charm Person
Command
Cure Wounds
Detect Outsider
Detect Poison and Disease
Faerie Fire
Fog Cloud
Guiding Bolt
Healing Word
Inflict Wounds
Protection from Outsiders
Purify Food and Drink
Sanctuary
Shield of Faith

Sleep
Witch Bolt

2ND LEVEL

Aid
Augury
Blindness/Deafness
Calm Emotions
Darkvision
Death Recall
Detect Thoughts
Gentle Repose
Hold Person
Lesser Restoration
Locate Object
Moonbeam
Moon Runes
Protection from Poison
Silence
Warding Bond
Zone of Truth

3RD LEVEL

Beacon of Hope
Bestow Curse
Clairvoyance
Counterspell
Dispel Magic
Feign Death
Magic Circle

Mass Healing Word
Protection from Energy
Remove Curse
Sending
Speak with Dead
Tongues
Water Walk

4TH LEVEL

Banishment
Charm Monster
Control Water
Death Ward
Divination
Dominate Beast
Freedom of Movement
Guardian of Faith
Locate Creature
Polymorph
Revivify

5TH LEVEL

Clarion Call
Commune
Dispel Outsiders
Dream
Flame Strike
Geas
Greater Restoration
Hallow

Legend Lore
Mass Cure Wounds
Planar Binding
Raise Dead
Scrying
Vitality
Wall of Force

QUEST SPELLS**6TH LEVEL**

Find the Path
Globe of Invulnerability
Heal
Heroes' Feast
Divine Ally
True Seeing

7TH LEVEL

Conjure Celestial
Mirage Arcana
Resurrection
Symbol

8TH LEVEL

Antimagick Field
Antipathy/Sympathy

9TH LEVEL

Wish

ELYSSION – GOD OF BIRDS & THE SKY

CANTRIPS (0 LEVEL)

Detect Magic
Guidance
Gust
Light
Resistance
Shocking Grasp
Spare the Dying
Thaumaturgy

1ST LEVEL

Bless
Call Upon Faith
Create or Destroy Water
Cure Wounds
Detect Outsider
Detect Poison and Disease
Feather Fall
Fog Cloud
Guiding Bolt
Healing Word
Protection from Outsiders
Purify Food and Drink
Sanctuary
Shield of Faith
Speak with Birds
Thunderwave

2ND LEVEL

Aid
Air Bubble
Augury
Calm Emotions
Dust Devil
Gust of Wind
Hold Person
Lesser Restoration
Levitate
Locate Object
Silence
Spiritual Weapon
Warding Bond
Warding Wind

3RD LEVEL

Beacon of Hope
Birdshape
Call Lightning
Clairvoyance
Create Food and Water
Daylight
Dispel Magic
Fly
Magic Circle
Mass Healing Word

Protection from Energy
Remove Curse
Sending
Sleet Storm
Sweet Air
Thunderstep
Wind Wall

4TH LEVEL

Banishment
Conjure Minor Elemental
(Air)
Death Ward
Divination
Freedom of Movement
Guardian of Faith
Ice Storm
Locate Creature
Revivify
Storm Sphere

5TH LEVEL

Commune
Conjure Air Elemental
Control Winds
Dispel Outsiders
Geas
Greater Restoration

Hallow
Legend Lore
Mass Cure Wounds
Scrying
Vitality

QUEST SPELLS

6TH LEVEL

Chain Lightning
Divine Ally
Find the Path
Heal
True Seeing
Word of Recall

7TH LEVEL

Conjure Celestial
Divine Word
Forcecage
Whirlwind

8TH LEVEL

Control Weather
Holy Aura

9TH LEVEL

Storm of Vengeance

GLIM – GOD OF EARTH AND STONE

CANTRIPS (0 LEVEL)

Acid Splash
Detect Magic
Guidance
Light
Magic Stone
Mold Earth
Resistance
Thaumaturgy

1ST LEVEL

Acid Spittle
Bane
Bless
Cure Wounds
Detect Outsider
Detect Poison and Disease
Earth Barrier
Fist of Stone
Hold Portal
Inflict Wounds
Protection from Outsiders
Sanctuary

Shield of Faith
Tremor

2ND LEVEL

Aid
Augury
Blindness/Deafness
Death Recall
Earthen Grasp
Find Traps
Gentle Repose
Hold Person
Lesser Restoration
Locate Object
Protection from Poison
Silence
Spike Growth

3RD LEVEL

Bestow Curse
Clairvoyance
Create Food and Water
Dispel Magic

Erupting Earth
Magic Circle
Meld into Stone
Protection from Energy
Remove Curse
Sending
Speak with Dead
Wall of Sand
Wind Wall

4TH LEVEL

Banishment
Conjure Minor Elemental
(earth)
Death Ward
Divination
Freedom of Movement
Locate Creature
Stone Shape
Stoneskin

5TH LEVEL

Commune

Conjure Earth Elemental
Dispel Outsiders
Geas
Greater Restoration
Hallow
Insect Plague
Legend Lore
Passwall
Planar Binding
Raise Dead
Scrying
Transmute Rock
Wall of Stone

QUEST SPELLS

6TH LEVEL

Find the Path
Flesh to Stone
Forbiddance
Divine Ally
Move Earth
Word of Recall

7TH LEVEL
Conjure Celestial
Divine Word

Reverse Gravity
Symbol

8TH LEVEL
Earthquake
Mighty Fortress

9TH LEVEL
Meteor Swarm

JURTO – GOD OF LUCK & GAMBLING

CANTRIPS (0 LEVEL)

Detect Magic
Friends
Guidance
Light
Resistance
Spare the Dying
Thaumaturgy
True Strike

1ST LEVEL

Bane
Bless
Call Upon Faith
Cure Wounds
Detect Outsider
Detect Poison and Disease
Healing Word
Hold Portal
Inflict Wounds
Jump
Protection from Outsiders
Purify Food and Drink
Sanctuary

Shield of Faith

2ND LEVEL

Aid
Augury
Calm Emotions
Enhance Ability
Find Traps
Hold Person
Jaunty Jig
Lesser Restoration
Locate Object
Lucky Shot
Protection from Poison
Suggestion
Warding Bond

3RD LEVEL

Bestow Curse
Blink
Clairvoyance
Dispel Magic
Enemies Abound
Feign Death
Magic Circle

Mass Healing Word
Protection from Energy
Remove Curse
Sending
Tongues
Water Walk

4TH LEVEL

Banishment
Death Ward
Divination
Freedom of Movement
Guardian of Faith
Locate Creature
Revivify

5TH LEVEL

Commune
Dispel Outsiders
Far Step
Geas
Greater Restoration
Legend Lore
Mass Cure Wounds
Planar Binding

Scrying
Vitality

QUEST SPELLS

6TH LEVEL

Contingency
Find the Path
Heroes' Feast
Divine Ally
True Seeing
Word of Recall

7TH LEVEL

Conjure Celestial
Divine Word
Regenerate
Resurrection

8TH LEVEL

Feeblemind
Holy Aura

9TH LEVEL

Foresight

LYSSARA – GODDESS OF BEASTS & THE HUNT

CANTRIPS (0 LEVEL)

Detect Magic
Guidance
Light
Primal Savagery
Resistance
Spare the Dying
Thaumaturgy

1ST LEVEL

Animal Friendship
Bane
Bless
Blessed Watchfulness
Call Upon Faith
Cure Wounds
Detect Outsider
Detect Poison and Disease
Healing Word
Hunter's Mark
Longstrider
Protection from Outsiders
Purify Food and Drink

Sanctuary
Shield of Faith

2ND LEVEL

Aid
Augury
Beast Sense
Darkvision
Death Recall
Enhance Ability
Find Traps
Lesser Restoration
Locate Animals or Plants
Pass Without Trace
Protection from Poison
Silence
Spiritual Weapon
Summon Beast
Warding Bond

3RD LEVEL

Beacon of Hope
Bestow Curse

Clairvoyance
Conjure Animals
Create Food and Water
Daylight
Dispel Magic
Magic Circle
Mass Healing Word
Protection from Energy
Remove Curse
Sending
Tongues
Water Breathing

4TH LEVEL

Banishment
Death Ward
Divination
Dominate Beast
Freedom of Movement
Guardian of Faith
Locate Creature
Revivify

5TH LEVEL

Awaken
Commune
Dispel Outsiders
Geas
Greater Restoration
Hallow
Hold Monster
Insect Plague
Legend Lore
Mass Cure Wounds
Planar Binding
Scrying
Vitality

QUEST SPELLS

6TH LEVEL

Find the Path
Forbiddance
Heal
Heroes' Feast
Divine Ally
True Seeing

7TH LEVEL
Conjure Celestial
Divine Word

Regenerate
Resurrection

8TH LEVEL
Animal Shapes
Holy Aura

9TH LEVEL
Shapechange

MYRAXUS - GOD OF KNOWLEDGE AND SECRETS

CANTRIPS (0 LEVEL)

Blade Ward
Detect Magic
Dictation
Guidance
Light
Message
Resistance
Thaumaturgy
Toll the Dead

1ST LEVEL

Blessed Watchfulness
Call Upon Faith
Command
Comprehend Languages
Cure Wounds
Detect Outsider
Detect Poison and Disease
Healing Word
Hold Portal
Identify
Inflict Wounds
Protection from Outsiders
Sanctuary
Shield of Faith
Speak with Animals

2ND LEVEL

Aid
Augury
Blindness/Deafness
Darkvision
Death Recall
Detect Thoughts
Find Traps
Hold Person
Lesser Restoration
Locate Object
Protection from Poison
See Invisibility
Silence
Spiritual Weapon
Warding Bond
Zone of Truth

3RD LEVEL

Bestow Curse
Clairvoyance
Counterspell
Daylight
Dispel Magic
Enduring Scrutiny
Glyph of Warding
Magic Circle

Protection from Energy
Remove Curse
Sending
Speak with Dead
Speak with Plants
Tongues

4TH LEVEL

Arcane Eye
Banishment
Confusion
Death Ward
Divination
Guardian of Faith
Locate Creature

5TH LEVEL

Brain Freeze
Clarion Call
Commune
Contact Other Plane
Dispel Outsiders
Dream
Geas
Greater Restoration
Hallow
Legend Lore

Planar Binding
Scrying
Seeming

QUEST SPELLS

6TH LEVEL

Find the Path
Forbiddance
Divine Ally
Mental Prison
True Seeing
Word of Recall

7TH LEVEL

Conjure Celestial
Divine Word
Plane Shift
Symbol

8TH LEVEL

Antimagick Field
Holy Aura

9TH LEVEL

Timestop

NYRA - GODDESS OF HEALING AND WAR

CANTRIPS (0 LEVEL)

Blade Ward
Detect Magic
Friends
Guidance
Light
Resistance
Spare the Dying
Thaumaturgy

1ST LEVEL

Bless
Blessed Watchfulness
Call Upon Faith
Command
Create or Destroy Water
Cure Wounds
Detect Outsider
Detect Poison and Disease
Healing Word
Jump

Protection from Outsiders
Purify Food and Drink
Sanctuary
Sleep
Shield of Faith

2ND LEVEL

Aid
Augury
Calm Emotions
Gentle Repose
Halo of Rejuvenation
Healing Spirit
Hold Person
Lesser Restoration
Magic Weapon
Prayer of Healing
Protection from Poison
Rally
Silence
Spiritual Weapon
Warding Bond

3RD LEVEL

Beacon of Hope
Create Food and Water
Daylight
Dispel Magic
Hero's Mantle
Magic Circle
Mass Healing Word
Protection from Energy
Remove Curse
Sending
Speak with Dead
Tongues

4TH LEVEL

Aura of Life
Aura of Purity
Death Ward
Divination
Freedom of Movement
Guardian of Faith

Revivify
Staggering Smite

5TH LEVEL

Clarion Call
Commune
Dispel Outsiders
Greater Restoration
Hallow
Mass Cure Wounds
Raise Dead
Vitality

QUEST SPELLS

6TH LEVEL

Heal
Heroes' Feast
Divine Ally
True Seeing
Word of Recall

7TH LEVEL
Conjure Celestial
Divine Word

Regenerate
Resurrection

8TH LEVEL
Holy Aura
Mind Blank

9TH LEVEL
Mass Heal

OROSTOS – GOD OF NATURE AND DEATH

CANTRIPS (0 LEVEL)

Detect Magic
Druidcraft
Guidance
Infestation
Light
Resistance
Primal Savagery
Spare the Dying
Thornwhip
Thunderclap
Toll the Dead

1ST LEVEL

Absorb Elements
Bane
Bless
Call Upon Faith
Create or Destroy Water
Cure Wounds
Detect Outsider
Detect Poison and Disease
Entangle
Faerie Fire
Fog Cloud
Healing Word
Inflict Wounds
Longstrider
Protection from Outsiders

Purify Food and Drink
Sanctuary
Speak with Animals

2ND LEVEL

Augury
Barkskin
Beast Sense
Blindness/Deafness
Death Recall
Enhance Ability
Flame Blade
Gentle Repose
Lesser Restoration
Locate Object
Protection from Poison
Silence
Spiritual Weapon
Warding Bond
Wither and Bloom
Zone of Truth

3RD LEVEL

Animate Dead
Bestow Curse
Clairvoyance
Conjure Animals
Daylight
Dispel Magic
Feign Death

Magic Circle
Protection from Energy
Remove Curse
Sending
Speak with Dead
Speak with Plants
Tongues

4TH LEVEL

Banishment
Blight
Conjure Lesser Elemental
(all)
Death Ward
Divination
Freedom of Movement
Giant Insect
Guardian of Nature
Locate Creature
Revivify
Spirit of Death

5TH LEVEL

Commune
Conjure Elemental (all)
Contagion
Control Winds
Dispel Outsiders
Geas
Greater Restoration

Hallow
Insect Plague
Mass Cure Wounds
Planar Binding
Raise Dead
Scrying
Wrath of Nature

QUEST SPELLS

6TH LEVEL

Circle of Death
Create Undead
Divine Ally
Find the Path
Heal
True Seeing

7TH LEVEL

Conjure Celestial
Finger of Death
Fire Storm
Resurrection

8TH LEVEL

Control Weather
Earthquake

9TH LEVEL

True Resurrection

UNDINE – GODDESS OF WATERS & THE SEA

CANTRIPS (0 LEVEL)

Detect Magic
Guidance
Gust
Light
Ray of Frost
Resistance
Shape Water
Thaumaturgy

1ST LEVEL

Blessed Watchfulness
Call Upon Faith
Create or Destroy Water
Cure Wounds
Detect Outsider
Detect Poison and Disease

Healing Word
Protection from Outsiders
Purify Food and Drink
Shield of Faith

2ND LEVEL

Aid
Augury
Binding Ice
Enhance Ability
Gust of Wind
Hold Person
Lesser Restoration
Locate Object
Protection from Poison
Silence
Spirit of the Shark

Spiritual Weapon
Warding Bond

3RD LEVEL

Bestow Curse
Clairvoyance
Create Food and Water
Daylight
Dispel Magic
Geyser
Magic Circle
Mass Healing Word
Protection from Energy
Quench
Remove Curse
Sending
Tidal Wave

Tongues
Wall of Water
Water Breathing
Water Walk

4TH LEVEL

Conjure Minor Elemental
(water)
Control Water
Death Ward
Divination
Freedom of Movement
Guardian of Faith
Ice Storm
Revivify
Stone Shape
Watery Sphere

5TH LEVEL

Commune
 Conjure Elemental (water)
 Dispel Outsiders
 Geas
 Greater Restoration
 Hallow
 Legend Lore

Mass Cure Wounds
 Scrying
 Transmute Rock

QUEST SPELLS**6TH LEVEL**

Find the Path
 Harm

Heal
 Heroes' Feast
 Divine Ally
 Wall of Ice

7TH LEVEL

Conjure Celestial
 Divine Word
 Ice Blight

Simulacrum

8TH LEVEL

Control Weather
 Tsunami

9TH LEVEL

Storm of Vengeance

VYNORAX – GOD OF DECEIT & POISON**CANTRIPS (0 LEVEL)**

Detect Magic
 Infestation
 Light
 Poison Spray
 Resistance
 Thaumaturgy
 True Strike

1ST LEVEL

Bane
 Call Upon Faith
 Charm Person
 Command
 Create or Destroy Water
 Cure Wounds
 Detect Outsider
 Detect Poison and Disease
 Expeditious Retreat
 Guiding Bolt
 Inflict Wounds
 Protection from Outsiders
 Ray of Sickness
 Shield of Faith
 Sleep

2ND LEVEL

Alter Self
 Augury
 Blindness/Deafness

Calm Emotions
 Crown of Madness
 Darkness
 Death Recall
 Detect Thoughts
 Enhance Ability
 Hold Person
 Lesser Restoration
 Locate Object
 Protection from Poison
 Silence
 Suggestion
 Zone of Truth

3RD LEVEL

Animate Dead
 Bestow Curse
 Clairvoyance
 Cobra Spit
 Dispel Magic
 Enduring Scrutiny
 Enemies Abound
 Feign Death
 Hypnotic Pattern
 Life Transference
 Magic Circle
 Protection from Energy
 Remove Curse
 Sending
 Speak with Dead

Tongues
 Vampiric Touch
 Venomous Arrows
 Venomous Succor
 Water Walk

4TH LEVEL

Banishment
 Charm Monster
 Compulsion
 Death Ward
 Divination
 Dominate Beast
 Freedom of Movement
 Guardian of Faith
 Impeding Permission
 Locate Creature
 Polymorph

5TH LEVEL

Clarion Call
 Cloudkill
 Commune
 Conjure Volley
 Contagion
 Dispel Outsiders
 Dominate Person
 Dream
 Flame Strike
 Geas

Greater Restoration
 Hallow
 Infernal Calling
 Insect Plague
 Legend Lore
 Planar Binding
 Scrying

QUEST SPELLS**6TH LEVEL**

Create Undead
 Find the Path
 Harm
 Divine Ally
 True Seeing
 Word of Recall

7TH LEVEL

Finger of Death
 Divine Word
 Plane Shift
 Symbol

8TH LEVEL

Holy Aura
 Mind Blank

9TH LEVEL

Psychic Scream

ZENITHOS – GOD OF SUN & LAW**CANTRIPS (0 LEVEL)**

Detect Magic
 Guidance
 Light
 Fire Bolt
 Resistance
 Sacred Flame
 Spare the Dying
 Thaumaturgy

1ST LEVEL

Bane
 Bless
 Blessed Watchfulness
 Call Upon Faith
 Command
 Cure Wounds
 Divine Sanction
 Detect Outsider
 Detect Poison and Disease
 Healing Word

Protection from Outsiders
 Purify Food and Drink
 Sanctuary
 Searing Smite
 Shield of Faith

2ND LEVEL

Aid
 Augury
 Blindness/Deafness
 Calm Emotions

Flame Blade
 Heat Metal
 Hold Person
 Lesser Restoration
 Locate Object
 Protection from Poison
 Rally
 Scorching Ray
 Spiritual Weapon
 Warding Bond
 Zone of Truth

3RD LEVEL

Beacon of Hope
Clairvoyance
Create Food and Water
Daylight
Dispel Magic
Enduring Scrutiny
Flame Arrows
Magic Circle
Mass Healing Word
Protection from Energy
Remove Curse
Sending
Speak with Dead
Tongues

4TH LEVEL

Banishment
Conjure Lesser Elemental
(fire)
Death Ward
Divination
Freedom of Movement
Guardian of Faith
Impeding Permission
Locate Creature
Revivify
Wall of Fire

5TH LEVEL

Clarion Call
Commune
Conjure Elemental (fire)

Dispel Outsiders
Flame Strike
Geas
Greater Restoration
Hallow
Immolation
Legend Lore
Mass Cure Wounds
Planar Binding
Raise Dead
Scrying
Vitality

QUEST SPELLS**6TH LEVEL**

Heal
Heroes' Feast

Divine Ally
Sunbeam
True Seeing
Word of Recall

7TH LEVEL

Conjure Celestial
Divine Word
Fire Storm
Resurrection

8TH LEVEL

Antimagic Field
Holy Aura

9TH LEVEL

Meteor Swarm