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Divination

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Prayer

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Remove Curse

Cleric Level 3 - Transmutation

Water Walk

Cleric Level 4 - Abjuration

Death Ward

Cleric Level 4 - Abjuration

Freedom of Movement

Prayer

Casting time: Swift

Range: 25'

Duration: Concentration, up to 1 minutes

Choose any number of creatures within range. Until the spell ends, each target gains the blessings of the gods, manifested in a +1 bonus to AC, attack rolls, weapon damage rolls, ability checks, and saving throws.

Remove Curse

Casting time: 1 action

Range: Touch

Duration: Instantaneous

You touch one creature or object. All curses affecting it end, unless the object is a magic weapon, a shield, or a suit of armor. Such an item remains cursed, but the person wearing or holding the cursed item can remove or drop it and is no longer attuned to it.

Water Walk

Casting time: 1 Action

Range: 25'

Duration: 1 Hour

Choose up to 10 willing creatures within range. Until the spell ends, each target can move across any liquid surface - such as water, acid, mud, snow, quicksand, ice or lava - as if it were solid ground.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60' per round.

Death Ward

Casting time: 1 Action

Range: Touch

Duration: 8 hours

You touch a creature. Until the Spell ends, the first time the target is subjected to an effect that would kill it outright without dealing damage, that effect is instead negated against the target, and the spell ends. Or the first time the target drops to 0 HP because of damage, the target instead drops to 1 HP, and the spell ends.

This spell has no effect upon undead or constructs.

Holy Vigor

Casting time: 1 Action

Range: Touch

Duration: 8 Hours

Your touch imbues a willing creature with blessed vigor. It gains 3d8+6 temporary hit points for the duration. These hit points can exceed the creature's hit point maximum, and they cannot be regained. If the creature takes any damage, these HP are lost first.

At Higher Levels: Temporary HP increase by 2d8 for each spell slot above 3rd.

Mass Healing Word

Casting time: Swift

Range: 50'

Duration: Instantaneous

As you call out a brief prayer of restoration, choose up to 6 creatures within range. Each target regains 1d8+2 HP. This spell has no effect upon undead or constructs.

At Higher Levels: +1d8 per slot above 3rd.

Protection from Energy

Casting time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

You touch a willing creature and choose one damage type: Acid, cold, fire, lightning, or thunder. The target has resistance to that damage type for the duration.

Speak with Dead

Casting time: 1 Action

Range: 10'

Duration: 10 Minutes

Choose a corpse within range. The corpse must still have a mouth, not be an undead creature, and not have been the target of this spell within the last 7 days. Until the spell ends, you can ask the corpse up to 5 questions. The corpse only knows what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive. This spell does not return a creature's soul to its body, only its animating spirit. Thus the corpse cannot learn any new information, does not comprehend anything that has happened since it died, nor can it speculate about future events.

Air Walk

Casting time: 1 Action

Range: 5'

Duration: Concentration, up to 1 hour

Choose a willing creature within range. Until the spell ends, the target can tread on air as if walking on solid ground. The target can move upward or downward at a 45 degree angle at half its speed. Treat strong winds (20+ MPH) as difficult terrain.

If the spell ends while the target is airborne, it falls if this spell was the only thing keeping it aloft.

At higher levels: Add 1 target for each spell slot above 4th

Divination

Casting time: 1 action

Range: Self

Duration: Instantaneous

Your prayer and offering put you in contact with your god or the god's servants. Ask a single question concerning a specific goal, event or activity to occur within 1 week. The DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an Omen. See Spell description for additional details.