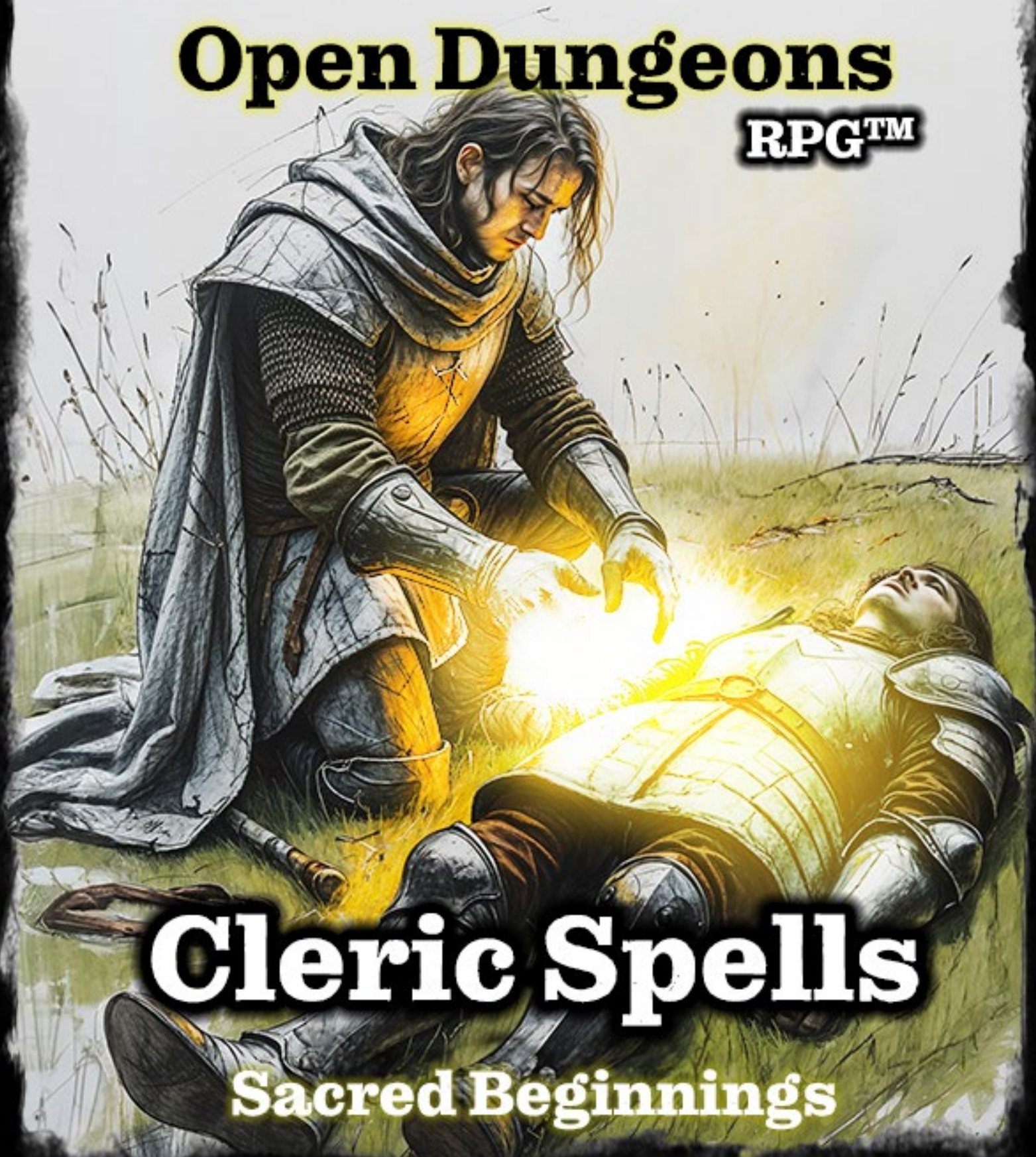
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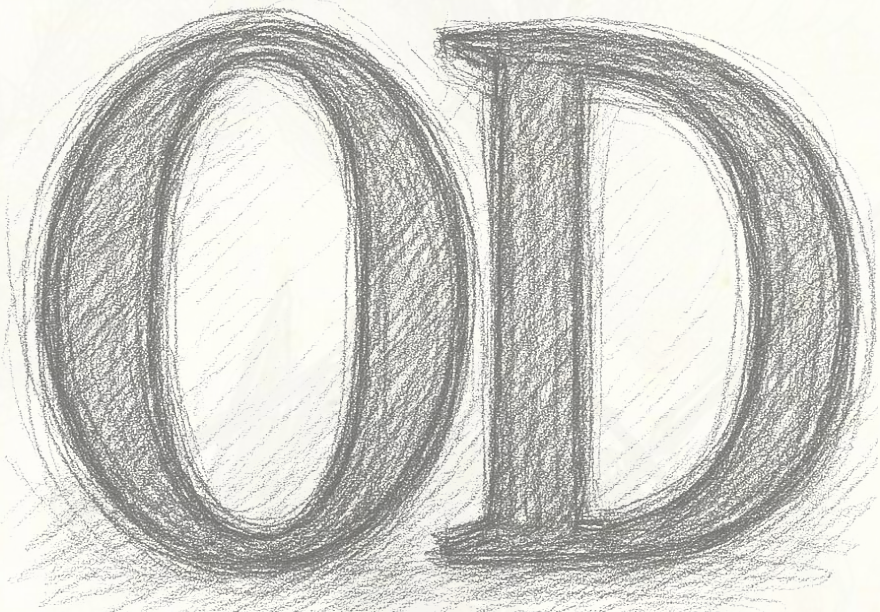
Sacred Beginnings

Open Dungeons RPG™

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Cleric Spells
Sacred Beginnings



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Magic Stacking and Nature of Magic

Powerful magic spells and magic items cannot be stacked, not because it is volatile, but because it is the very nature of magic to dissipate under such circumstances. Like water heated to its boiling point, lesser enchantments simply evaporate when a greater one is present. Two smaller magics can build together, but when power grows past the threshold, the weaker effects fade away, leaving only the strongest enchantment behind.

Destination Stacking

No more than 2 magical effects (spells or items) can apply to the same destination. A destination is any single stat or value, such as AC, attack bonus, damage bonus, a specific Save Roll, a skill, an ability score, etc. All versions of the same thing count as the same destination. This limit also applies to area effects.

Spell and Magic Limitations

Within a destination, you can benefit from up to 2 modifiers, but only if each one is +2 or lower.

If any single modifier to that destination is +3 or higher, only that highest modifier applies and nothing else stacks with it for that destination.

This rule also applies to penalties, not just bonuses.

Examples of Stat Stacking

A spell +2 AC and an amulet +1 AC stack for a total of +3 AC. Two effects of +2 or lower to the same destination can stack.

A spell +3 AC and a ring +2 AC do not stack. You get only +3 AC total. The +3 effect suppresses the smaller one.

You cannot run a potion +2 AC, a spell +2 AC magic armor +2 AC, and a magic sword +1 AC all to AC. That is 4 effects trying to reach the same destination. Only 2 may apply. If more than 2 effects would apply, the creature chooses which 2 apply. Max allowed is 2 magical effects per stat if none are +3 or higher.

A potion of +4 Constitution and a spell +3 Constitution do not give +7 Constitution. You take only +4 Constitution, since a modifier of +3 or higher blocks other stacking on that destination.

Magical Resistance vs. Immunity

These terms define how creatures interact with harmful magic. If you're Resistant to a damage type, you take half damage from that source. If you're Immune, you take no damage at all. Know the difference, it could save your life.

Magical Backlash

Magical Backlash occurs when a spell, magic item, enchanted zone, or specific rule explicitly says it can cause backlash.

When a target rolls a natural 20 on a Save Roll using 1d20, the save succeeds no matter the Target Number, and the magic fails completely against that target. Magical Backlash applies, the escape is so complete that the spell may twist, rebound, spill over, or accidentally affect the caster instead. The DN decides the exact result at that moment based on the spell and situation.

When you suffer Magical Backlash, you take a -1 penalty to your Constitution score (Backlash on CON doesn't stack). The duration depends on your class: Wizards recover after completing their morning studies, while Cler-ics must finish their morning meditation to clear the effect (see Character Builder).

Touch or Target Range

Includes Self: Any spell with a range of

"Touch" or "Target" can be cast on yourself. You're always within your own reach.

Trigger Spells

Some spells have a "Trigger" designation, meaning you can cast them as an instant reaction, interjecting them into the action as it unfolds.

Spell Interruption

If your spellcasting is interrupted, you lose that spell for the day. The magical energy dissipates, and you cannot cast that particular spell again until you've stuided or mediated.

Saving Rolls

When you cast a spell that allows a save, each target rolls once against that specific casting, no matter how many objects or effects the spell creates. One roll, one result.

Example: you cast Searing Lances - if you attack 1 target with all three lances of searing light, the target makes only 1 Save Roll

Magical Healing

Magical healing works differently from mundane medicine. Healing spells channel magical/divine/arcane energy directly into the target rather than accelerating biological processes. The magic bypasses natural recovery entirely. Wounds close through its power, not cell regeneration.

It may not function on creatures lacking life force, such as undead, constructs, or certain magical beings. It's fundamentally different from natural healing, which do rely on the body's own systems.

Combat Timing

In combat, 1 Round is about 5 seconds. 1 minute equal to about 12 Rounds. This conversion matters for spell durations, ritual casting, and any timed effects that bridge narrative and tactical play.

Turn and Round

A Round is when all in combat has had a Turn.

A Turn is what you do with your 5 seconds i.e. hide, attack, cast a spell, etc.

Day Cycles

A day runs from 6:00 AM to 5:59 AM the following morning. This defines when daily abilities reset, when spell preparation can occur, and when "per day" effects refresh.

Weary Condition

When you become Weary through exhaustion, forced marching, magical effects, etc. you suffer a -2 penalty to all Save Rolls. Rest and recovery remove this condition: a full nights rest of 6 or more hours.

Night Vision (True Night Sight): You see normally in natural darkness as if it were daylight. This works outdoors at night and in unlit areas underground. However, magical darkness still blocks your sight completely. Normal obstacles like fog, smoke, and solid barriers affect you as usual. If range for Night Vision is unknown, and is needed, DN uses 60 feet as a default.

Twilight Sight: Outdoors at night, you see in twilight, dusk, dawn, or under a clear full moon as though it were daytime. This ability doesn't function indoors, underground, or in total darkness. It requires some ambient lighting from twilight, dusk, dawn or full moon to work.

Dark Sense: In complete darkness, you have a 40% chance to sense that something is near within a 30-foot radius. You can attempt this once per hour, or whenever the DN calls for a check. Success gives you vague awareness, presence and rough direction only, not precise location, number, or identity. This

sense doesn't count as sight and doesn't automatically grant combat advantages unless the DN rules otherwise. It won't pierce walls or barriers.

Thermal Vision: You perceive heat contrasts, warm bodies, hot metal, cooling surfaces, even in total darkness. You can identify living creatures and recent tracks by temperature differences, but fine details, colors, text, and subtle features remain indistinct. Thick stone, metal, glass, heavy insulation, or uniform temperatures can block or confuse thermal vision. Magical darkness doesn't stop heat detection, but solid walls and barriers do. If range for Thermal Vision is unknown, and is needed, DN uses 60 feet as a default.

Vision Adjudication Notes: Magical darkness defeats even Night Vision and Twilight Sight, though Thermal Vision may still detect heat signatures and Dark Sense can ping presence within its rules. When multiple vision modes apply, use whichever gives the clearest result. Don't stack bonuses. Visual illusions fool Night Vision and Twilight Sight. Thermal Vision may see through heatless images. Dark Sense ignores purely visual tricks.

Lower Realm Creatures

Throughout this guide, references to "undead, demonic, infernal, fiends, and other creatures from the lower realms" all describe beings originating from or connected to dark planes of existence. These creatures can share similar vulnerabilities and resistances.

See DN Guide for further information about realms.

Magic and Spell Resistance

Magic Resistant and Spell Resistant are the same thing. These terms are interchangeable and refer to the same defensive property.

Cleric Spell Meditation

Clerics must meditate 30 minutes everyday. Must be done every morning by 10am.
If a cleric does not meditate (pray), they can still cast any of the spells they know at each spell level. However, spells they have already cast remain expended and cannot be regained until they complete their meditation.

Spell Scaling

When a spell scales with your level, the new value for the increased effect overwrites the original stat bonus. The scaling replaces the base value entirely rather than adding to it.

Damage Type Descriptions

If you read fire damage, thunder damage, force damage, or similar descriptive terms in a spell, it's still physical damage and DR (Damage Reduction) applies. These words are used as descriptive flair and guidance for the DN to help narrate the effect. The damage type describes how the spell manifests, but mechanically it functions as physical damage unless stated otherwise.

Duration Per Level

When a spell lists duration as "plus X minutes per caster level," this refers to your current level, so adding from earlier levle advacement applies.

Example: A 3rd level spell, Arcane Refuge you obtain at 3rd level states: "Duration: 15 minutes, plus 5 minutes per caster level." So at 3rd level it automatically protects you for 30 minutes (15 minutes + 3rd level).

Mindless Undead and Mind Saves

Even though mindless undead like zombies or skeletons have no Intelligence or conscious thought, the Save Roll system in OD represents magical resistance or spiritual recoil, not mental reasoning. So a WIS Mind save isn't about thinking, it's about whether the magic "takes hold" of their animating essence.

Mindless undead do not think, but they may still roll WIS Mind saves when affected by magic targeting their animating essence or spiritual presence. This represents the strength of necromantic energy, not mental reasoning.

How to Read Spell Entries

Level

Indicates the minimum caster level required to learn and cast the spell.

Casting Time

Tells you how long it takes to cast the spell. “Turn” means the spell takes your full action during combat. Other spells might list “Instant” for immediate casting, which still uses up your full Turn unless specified otherwise.

Range

Describes how far away your target can be, else how far you can cast the spell. “Self” means you can only cast the spell on yourself. “Touch” means you must physically touch the target, and “Touch” includes self. Numerical ranges like “60 feet” tell you the maximum distance the spell can reach.

Cone attacks originates form caster. Reading “Self, 30-foot cone” means from caster, 30 feet in length and 30 feet wide at its furthest point.

Duration

Explains how long the spell’s effects last. “Instant” means the effect happens immediately and then ends. Time-based durations like “10 minutes” or “1 hour” tell you how long the magic persists.

Target

Specifies what or who the spell affects. This might be “Self,” “One creature,” “All creatures in cone,” or another descriptor that defines valid targets for the spell.

Save

Save means Save Roll. It indicates whether targets can resist the spell’s effects and what type of Save Roll they must make. “None” means no save is allowed. If you have any questions, please consult with your DN.

Effect

This section explains the mechanical benefits, damage dealt, conditions imposed, or other game effects the spell creates.

Scaling

Shows how the spell becomes more powerful as you gain levels - displaying you are becoming more skillsful at harnessing magic, or more intuned to becoming a conduit for your deity.

Special

Contains unique rules, limitations, or clarifications specific to that spell.




Level 1
Cleric Spells

Aegis of Grace

Level: 1
Casting Time: Turn
Range: Touch
Duration: 1 hour
Target: One creature
Save: None

Effect:
You surround the target with a protective aura of divine energy. The target gains a +1 bonus to Armor Class and +1 to all saving rolls. The protection appears as a faint shimmer of golden light around the target.

Scaling:
At 4th level, the AC bonus increases to +2, lasting 2 hours.
At 7th level, the AC bonus increases to +3, lasting 3 hours.
At 9th level, the target also gains DR 1.

Special:
The aura provides comfort and confidence to the protected creature.

Beast Link

Level: 1
Casting Time: Turn
Range: Touch
Duration: 10 minutes
Target: One willing creature
Save: None

Effect:
You create a sacred bond between yourself and an animal.
The bonded creature gains +1 to all saves, can understand your simple commands, and you can sense its general emotional state and location within 1 mile. The bond appears as a faint golden thread visible only to you.

Scaling:
At 6th level, you can maintain bonds with up to three creatures simultaneously.
At 9th level, you can communicate telepathically with bonded creatures and share their senses for up to 10 minutes.

Special:
The bond ends if either creature dies or travels to a different plane.
The DN determines which creatures can be bonded based on their intelligence and nature.

Beast Speech

Level: 1
Casting Time: Turn
Range: Self
Duration: 10 minutes
Target: Self
Save: None

Effect:
You gain the ability to speak with and understand animals. You can communicate simple concepts, emotions, and requests. Animals are not compelled to be helpful, but they recognize you as a friend of nature and are generally more cooperative.

Scaling:
At 6th level, you can also communicate with magical animals and creatures (DN's discretion e.g., elemental, celestial, chimeras, etc.).
At 9th level, you can speak with natural spirits in addition to animals.

Special:
The spell does not grant animals greater intelligence or knowledge beyond their natural experience.
Hostile animals may still attack despite being able to communicate.

Cleanse Sustenance

Level: 1
Casting Time: Turn
Range: Touch
Duration: Instant
Target: 1 meal of food for up to 2 people
Save: None

Effect:
You purify food removing all poisons, diseases, and spoilage. Spoiled food becomes fresh and nutritious, while poisoned substances become safe to consume. The blessed sustenance glows faintly for a moment when cleansed.

Scaling:
At 4th level, you can purify sustenance for up to 4 meals/people.
At 6th level, you can purify sustenance for up to 6 meals/people.
At 9th level, the blessed food provides additional nourishment, reducing the need for food for a day.

Special:
The spell cannot create food, only purify existing sustenance.

Harm

Level: 1
Casting Time: Turn
Range: 60 feet
Duration: Instant
Target: One creature
Save: CON Tough (half damage on successful save)

Effect:
You channel negative energy to wither and decay the target. The spell deals 1d8 necrotic damage. Living creatures suffer visible wounds that appear as darkened, withered skin.

Scaling:
At 4th level, the damage increases to 2d8 necrotic damage.
At 6th level, the damage increases to 3d8 necrotic damage.
At 9th level, creatures that fail their save also suffer -1 to their next attack roll as their flesh continues to ache.

Special:
This spell has no effect on constructs or undead.
The withering effect is purely cosmetic and heals normally.

Mend Wound

Level: 1
Casting Time: Turn
Range: Touch
Duration: Instant
Target: One creature
Save: None

Effect:
You channel healing energy to mend wounds and restore vitality. The target regains 1d8+2 hit points. The healing appears as a warm, golden glow that flows from your hands into the target's wounds.

Scaling:
At 6th level, the healing increases to 2d8+4 hit points.
At 9th level, the healing increases to 3d8+6 hit points.

Special:
This spell has no effect on constructs or undead.

Haven of Peace

Level: 1
Casting Time: Turn
Range: Touch
Duration: 1 hour
Target: 10-foot radius area
Save: WIS Mind (entry only)

Effect:
You consecrate an area as a sanctuary of peace and rest. Creatures within the area cannot attack or cast harmful spells, and hostile creatures cannot enter unless they succeed on a WIS Mind save. The area radiates a sense of calm and safety.

Scaling:
At 6th level, the radius expands to 15 feet.
At 9th level, creatures resting in the haven for 1 hour recover Weary effects and regain 25% of their Hit Points.

Special:
The effect ends if the caster attacks or casts a harmful spell.
The DN determines what constitutes a "harmful" action in ambiguous cases.
If a hostile creature can't legally enter (range/line-of-sight/eligibility), it remains outside and may act normally.
Creatures (hostile or not) already inside are not forced out.

Oakstaff

Level: 1
Casting Time: Turn
Range: Touch
Duration: 10 minutes
Target: One staff, club, or similar weapon, twig or branch
Save: None

Effect:
You transform a simple wooden weapon into a weapon of living wood. The weapon becomes magical, gains a +1 bonus to attack and damage rolls, and you may channel nature-themed spells through the weapon; it counts as a magical implement. The weapon sprouts small leaves and feels warm to the touch.

Scaling:
At 5th level, on a Nat 20 attack with the weapon, the target is entangled until the end of its next turn (DEX Quick save negates).
At 9th level, the weapon can cast Mend Wound once per day without expending one of your daily spells. On a hit, the target is entangled until the end of its next turn unless it succeeds on a DEX Quick save.

Special:
The weapon returns to normal when the spell ends.
Only wooden weapons, twig or branch can be affected by this spell.

Radiant Censure

Level: 1
Casting Time: Turn
Range: 30 feet
Duration: Instant
Target: One creature
Save: WIS Mind (negates stun)

Effect:
You speak a word of divine power that resonates with divine energy. The target automatically takes 1d6 radiant damage. If the target fails a WIS Mind save, it is stunned for their following turn. Undead and fiends instead suffer -1 to attacks until the end of their next turn.

Scaling:
At 4th level, the damage increases to 2d6 radiant damage.
At 6th level, the damage increases to 3d6 radiant damage.
At 9th level, you can target up to three creatures within range.

Special:
The word appears as visible golden script that fades after striking the target.
The DN may rule that certain divine or infernal creatures resist the stunning effect.

Sacred Favor

Level: 1
Casting Time: Turn
Range: Touch
Duration: 4 hours
Target: One creature
Save: None

Effect:
You bestow divine favor upon the target, granting them good fortune in their endeavors. The target can reroll one failed ability check, attack roll, or saving roll during the spell's duration. The favor appears as a brief golden aura when activated.

Scaling:
At 4th level, a reroll gains +1.
At 6th level duration lasts 8 hours.
At 9th level, second reroll gains +2 bonus.

Special:
Can call for reroll anytime.
The DN may rule that certain epic or divine effects are beyond this spell's influence.

Radiant Glow

Level: 1
Casting Time: Turn
Range: Touch
Duration: 30 minutes
Target: One object
Save: None

Effect:
You cause an object to emit bright light in a 20-foot radius and dim light for an additional 20 feet. The light is warm and comforting, and undead creatures within the bright light suffer -1 to attack rolls. The object glows with pure, white radiance.

Scaling:
At 5th level all undead suffer -2 to attack rolls.
At 6th level, the light radius expands to 30 feet bright, 60 feet dim. Lasts 1 hour.
At 9th level, the light can be made to pulse or change intensity at your command, all undead -3 to attack rolls.

Special:
The light cannot be extinguished by normal means but can be suppressed by magical darkness.
The glow provides a sense of security to those within its radius.
May draw nearby undead.

Sacred Wellspring

Level: 1
Casting Time: Turn
Range: Touch
Duration: 10 minutes
Target: Water (if in natural source, it stays in place)
Save: None

Effect:
You bless a natural water source, purifying it and imbuing it with healing properties. Creatures that drink from the wellspring regain 1 hit point and are cured of minor ailments. The water glows faintly and tastes pure and refreshing.

Scaling:
At 4th level regain 10% of hitpoints (round up) and sacred water lasts 30 minutes.
At 7th level, the water neutralizes poisons.

Special:
The spell affects up to 1 gallon of water.
Sip only needed - no gains for drinking more than a sip.
Heals through divine essence rather than biological processes.

Sanctified Ward

Level: 1
Casting Time: Turn
Range: Self
Duration: 10 minutes
Target: Self
Save: None

Effect:
You surround yourself with a protective ward of divine energy. You gain DR 2 against damage and +2 to any save (Quick, Tough, or Mind) made against effects originating from undead, fiends, or evil creatures. The ward appears as a faint aura of silver light.

Scaling:
At 5th level, the DR increases to DR 3, and the save bonus increases to +3.
At 7th level it lasts 30 minutes.

Special:
The ward provides spiritual protection as well as physical, bolstering your faith and resolve.
The aura is clearly visible to creatures that can detect good or evil.

Sense Sight

Level: 1
Casting Time: Turn
Range: Self
Duration: 10 minutes
Target: Self
Save: None

Effect:
You open your spirit to the unseen forces of faith, perceiving the presence of divine or evil power within 60 feet. This sense reveals consecrated or desecrated ground, active divine spells or blessings, cursed or blighted enchantments of evil origin, hallowed or profaned relics, and creatures suffused with divine grace or corruption. Your perception extends beyond the physical, allowing you to feel the pulse of faith, devotion, and malice that clings to places and beings alike.

Scaling:
None

Special:
This spell detects only divine and evil energies - it does not reveal arcane, primal, or psionic magic.
Overwhelming auras, such as those in temples or strongholds of evil, may flood your senses and obscure lesser signatures nearby.

Sense Malice

Level: 1
Casting Time: Turn
Range: Self
Duration: 10 minutes
Target: Self
Save: None

Effect:
You attune yourself to detect hostile intentions and evil presence. You can sense the general direction of creatures with evil intent within 60 feet, though not their exact location or identity. Your eyes briefly glow with divine light when you detect malice.

Scaling:
At 6th level, the range increases to 120 feet, and you can distinguish between different types of evil (undead, fiend, corrupted, etc.).

Special:
The spell detects intent, not alignment, so a good creature planning harm would register.
The DN determines what constitutes "malicious intent" in ambiguous situations.

Swift Step

Level: 1
Casting Time: Turn
Range: Touch
Duration: 10 minutes
Target: One creature
Save: None

Effect:
You bless the target with divine swiftness, allowing them to move with supernatural grace. The target's movement speed doubles, and they gain +1 to DEX Quick saves. They gain +2 to Stealth checks for movement and ignore penalties from armor noise. Their steps leave brief, glowing footprints that fade quickly.

Scaling:
At 6th level Dex Quick save bonus increases to +2.

Special:
The enhanced movement feels natural and does not cause fatigue.
The glowing footprints are only visible to creatures with divine sight.

Vitalfruit

Level: 1
Casting Time: Turn
Range: Touch
Duration: 8 hours, plus 1 hour per level
Target: Up to 1 piece of fruit
Save: None

Effect:
You transform ordinary fruit into nourishing, magical sustenance. Each piece of vitalfruit provides a full day's nutrition and restores 1 hit point when consumed. If already at max HP, grants +1 temporary HP instead of healing. The fruit glows with a soft, warm light and has an exceptionally sweet flavor.

Scaling:
At 6th level, you can create up to 2 pieces of vitalfruit.
At 9th level, each piece also grants +1 to the consumer's next saving roll.

Special:
The magic fades if the fruit is not consumed within the duration.
If used in combat, it takes two turns to eat.



Beast Snare

Level: 2
Casting Time: Turn
Range: 60 feet
Duration: 1 minute
Target: One creature
Save: DEX Quick (negates)

Effect:
You call upon nature to bind your target with roots, vines, and thorny branches that burst from the ground. The target must succeed on a DEX Quick save or be restrained. While restrained, the target cannot move and suffers a -2 penalty to attack rolls.

Scaling:
At 4th level, the binding affects up to two creatures within 30 feet of each other.
At 7th level, at the start of each restrained creature's turn, it takes 1d4 piercing damage from the thorns.

Special:
A restrained creature can use its turn to attempt a CON Tough save to break free each round. The effect requires natural ground; it cannot function on worked stone or metal surfaces.

Bolster Spirit

Level: 2
Casting Time: Turn
Range: Touch
Duration: 10 minutes
Target: One creature
Save: None

Effect:
You infuse the target with divine courage and determination. The target gains +2 to WIS Mind saves, and +1 to attack rolls when fighting undead, fiends, or evil creatures. Their eyes glow with inner light when the blessing is active.

Scaling:
At 6th level, the WIS Mind save bonus increases to +3, and the attack bonus increases to +2.
At 9th level, the target also gains +2 to damage rolls against evil creatures.

Special:
The blessing provides spiritual strength that helps resist corruption and despair.
The DN determines what constitutes an "evil creature" in ambiguous cases.

Circle of Honesty

Level: 2
Casting Time: Turn
Range: Touch
Duration: 1 minute
Target: 15-foot radius area
Save: WIS Mind (success save negates compulsion to answer, creatures may remain silent)

Effect:
You consecrate a circle of golden light that compels truth. Creatures inside must answer questions posed to them, and their answers cannot contain deliberate lies. You may ask up to 3 questions during the spell's duration.

Scaling:
At 6th level, the radius expands to 20 feet and you may ask up to 5 questions.

Special:
Compelled creatures must speak when asked a direct question.
On a successful Save, a creature may remain silent or evade.
Answers must be truthful, but creatures can still be brief, cryptic, or omit details.

Divine Omen

Level: 2
Casting Time: Turn
Range: Self
Duration: Instant
Target: Self
Save: None

Effect:
You beseech your deity for guidance about a single, immediate course of action you or your companions are considering. The DN responds with an omen of weal (favorable), woe (unfavorable), weal and woe (mixed), or nothing (unclear). The omen appears as a fleeting vision, sound, or feeling that only you perceive.

Scaling:
6th level: The omen may include a secondary symbol (e.g., a stormcloud with a ray of light).
9th level: The omen becomes more vivid and unmistakable, but still symbolic - never literal instructions or future events.

Special:
You may only cast this spell once per day, regardless of topic.
Rephrasing the same question does not bypass the limit.
Omens reveal only the most likely outcome of the next 30 minutes of action. The future may still change.

Exile Strike

Level: 2
Casting Time: Turn
Range: 60 feet
Duration: Instant
Target: One creature
Save: CON Tough (half damage on successful save)

Effect:
You channel divine power to banish evil from the material realm. The spell deals 2d8 radiant damage. If the target is an undead, fiend, or otherworldly (from another realm) creature, they take double damage and must succeed on an additional Wis Mind save or be banished to their home realm for 1 minute.

Scaling:
At 6th level, the damage increases to 3d8 radiant damage, and banished creatures cannot return for 10 minutes.
At 9th level, banished creatures cannot return for 1 hour, and the spell affects creatures of your choice within 10 feet of the target.

Special:
Banished creatures return to the same location when the effect ends.
The DN determines which creatures count as “otherworldly (from another realm)” for this spell.

Gills of the Deep

Level: 2
Casting Time: Turn
Range: Touch
Duration: 30 minutes
Target: Up to 4 creatures
Save: None

Effect:
You bless the targets with the ability to breathe underwater as easily as air. No physical change occurs - instead, a divine aura surrounds them, allowing their lungs to draw breath beneath the waves. Swim speed is that of a brisk walk.

Scaling:
At 4th level, duration is 1 hour.
At 6th level, you can affect up to 8 creatures. You don’t need to touch, Range is now 100 feet.

Special:
The targets retain their ability to breathe air normally.

Greenstride

Level: 2
Casting Time: Turn
Range: Touch
Duration: 30 minutes
Target: Up to 4 creatures
Save: None

Effect:
You bless the targets with nature's favor, allowing them to move through natural terrain without hindrance. They can pass through underbrush, briars, and shallow bogs at normal speed. They may cross water by stepping on lily pads, driftwood, stones, or other natural surfaces, but must always have some kind of footing - the blessing does not allow walking on open water. Their feet leave no tracks.

Scaling:
At 5th level, duration is 1 hour.
At 6th level, you can affect up to 8 creatures.

Special:
The blessing only works in natural environments; it has no effect in dungeons or cities.
The enhanced movement feels natural and causes no fatigue.

Hushed Sanctum

Level: 2
Casting Time: Turn
Range: Touch
Duration: 1 hour
Target: 20-foot radius area
Save: None

Effect:
You consecrate an area with divine silence and concealment. No sound can enter or leave the area, and the space is visually occluded from outside (appears as empty, featureless space). Those within can see out normally. Ranged attacks and spells that originate inside or outside do not cross the boundary.

Scaling:
At 6th level, the radius expands to 30 feet.
At 9th level, the sanctum also blocks magical detection and scrying.

Special:
The effect ends if anyone within the sanctum attacks or casts a harmful spell.
Any harmful action by a creature inside ends the effect for that creature.

Manifest Weapon

Level: 2
Casting Time: Turn
Range: Self
Duration: 10 minutes
Target: Self
Save: None

Effect:
You call forth a weapon of pure divine energy that appears in your hands. The weapon can be any hand or two-handed weapon you are proficient with, deals 1d8 damage, counts as magical, and reduces target DR by 2 for 1d4 turns. It glows with divine light.

Scaling:
At 5th level, the weapon damage increases to 2d8 damage.
At 6th level, the weapon gains a +1 bonus to attack rolls.
At 8th level, the weapon gains a +2 bonus to damage and weapon damage increases to 3d8
At 9th level, the weapon damage increases to 3d10 damage.

Special:
The weapon disappears if dropped or if you lose consciousness.
You can only have one manifested weapon at a time.
The weapon reduces target DR by 2 when it hits for 1d4 turns.

Minor Renewal

Level: 2
Casting Time: Turn
Range: Touch
Duration: Instant
Target: One creature
Save: None

Effect:
You channel restorative energy to cure minor ailments and restore vitality. The target regains 2d6+2 hit points. The healing appears as warm, silver light.

Scaling:
At 6th level, the healing increases to 3d8+3 hit points.

Special:
This spell has no effect on constructs or undead.
The DN determines what constitutes a “minor” curse for this spell.

Radiant Smite

Level: 2
Casting Time: Turn
Range: 60 feet
Duration: Instant
Target: One creature
Save: CON Tough (half damage on successful save)

Effect:
You call down a pillar of divine radiance that strikes your target from above. The spell deals 2d8 radiant damage. Undead, demonic, infernal, fiends and other creatures from the lower realms take double damage and must succeed on an additional Wis Mind save or be repelled back (unable to move) for 1d6 turns.

Scaling:
At 6th level, the damage increases to 3d8+4 radiant damage. Repelled for 1d8 rounds.
At 9th level, the pillar affects 2 creatures of your choice in a 20-foot radius around the target for 2d8+2 damage, and repelled too.

Special:
The radiance creates a brief column of brilliant light visible for miles.
Repelled creatures must use their movement to move as far away as possible and may attempt a WIS Mind save at the end of each turn to end the effect.

Rest Eternal

Level: 2
Casting Time: Turn
Range: Touch
Duration: Until dispelled
Target: One corpse
Save: None

Effect:
You consecrate a corpse, protecting it from decay and preventing it from being raised as undead. The corpse is preserved exactly in its current state and radiates a faint aura of peace. Any attempt to animate or desecrate the corpse automatically fails.

Scaling:
At 6th level, you can affect up to 3 corpses simultaneously. At 9th level can affect 5 corpses.

Special:
The spell does not prevent willing resurrection of the deceased.
The blessing is clearly visible to creatures that can detect good or evil.

Silver Rays

Level: 2
Casting Time: Turn
Range: Self, 30-foot cone
Duration: Instant
Target: All creatures in cone
Save: WIS Mind (negates)

Effect:
You unleash beams of pure silver light that illuminates the truth and reveals deception. Creatures under invisibility, disguise, polymorph, or illusion effects must succeed on a WIS Mind save or have their true form revealed and invisibility/illusion suppressed until the end of your next turn.

Scaling:
None

Special:
If creature is intentionally hiding or blocked, they will be discovered but not revert to its true form.

Wild Courier

Level: 2
Casting Time: Turn
Range: Touch
Duration: 8 hours, plus 1 hour per level
Target: One tiny or small creature/vermin/pests (see Monster Trove's Monster Sizes)
Save: None

Effect:
You bless a small animal to serve as an intelligent messenger. The creature gains human-level intelligence for the duration, can speak one language you know, and will faithfully deliver a message to a person or location you specify within 25 miles. It will continually search, but if becomes confused, injured or killed the spell is broken.

Scaling:
At 5th level it can be up to a medium size animal.
At 6th level, the courier can travel up to 50 miles and remember complex instructions.
At 8th level, the courier becomes invisible during its journey and can phase through non-magical barriers (can slip through cracks/under doors, blocked by wards, solid metal, or antimagic).

Special:
The animal retains its loyalty to you but gains its own personality during the duration.
DN adjudicates route, travel time, weather, predators, and obstacles.



Banish Curse

Level: 3
Casting Time: Turn
Range: Touch
Duration: Instant
Target: One creature or object
Save: None

Effect:
You channel divine power to end malign bindings, ending one curse on a creature; suppressing one curse on a magic item for 72 hours; or curing lycanthropy if it was contracted within the last month.

Scaling:
6th level: Either permanently remove one curse from a magic item, or end up to two non-item curses on a creature simultaneously.
9th level: Either remove all curses from one magic item, or end curses of any age, including permanent transformations and ancient hexes.

Special:
The DN determines what qualifies as a curse (typical examples: cursed items, hexes, afflictions like lycanthropy; not ordinary bad luck or nonmagical misfortune).
Artifacts/unique relics may resist removal except at 9th-level scaling, at the DN's discretion.
Ending a curse doesn't restore expended resources or lost class features unless the curse explicitly removed them.
Unwilling creatures can be targeted, but the effect fails if the curse is self-willed or bound by an oath (DN adjudicates).

Dark Benediction

Level: 3
Casting Time: Turn
Range: Touch
Duration: 1 hour
Target: One creature
Save: None

Effect:
You imbue the target with heightened senses and resistance to hostile influences. The target gains Night Vision to 60 feet (or extends existing Night Vision by 30 feet), a +2 bonus on saving rolls against abilities and spells of undead and fiends (i.e vampire charm gaze, undead paralyzing touch, aura of fear, etc.), and can sense the presence of undead, demonic, infernal, fiends and other creatures from the lower realms within 30 feet as a faint directional “ping” (an awareness without precise location or line of sight).

Scaling:
6th level: Save bonus becomes +3; sensing range 60 feet.
9th level: The target gains DR 2.

Special:
This effect does not reveal the exact location of undead, demonic, infernal, fiends and other creatures from the lower realms, only their presence within range. The sense is blocked by solid barriers and does not require line of sight.

Divine Radiance

Level: 3
Casting Time: Turn
Range: 90 feet
Duration: Instant
Target: One creature
Save: CON Tough (half damage on successful save), WIS Mind (turning, undead/fiends only)

Effect:
You call down a column of divine radiance that burns away evil and corruption. The spell deals 3d6 radiant damage. If the target is undead or a fiend, they must also succeed on a WIS Mind save or be repelled until the end of their next turn if they aren’t killed by the damage.

Scaling:
At 6th level, the damage increases to 5d6 radiant damage.
At 9th level, the radiance creates a 10-foot radius burst, affecting creatures of your choice within the area.

Special:
The column of light is visible for miles and may attract attention.
Repelled creatures will move as far away as possible.

Element Ward

Level: 3
Casting Time: Turn
Range: Touch
Duration: 1 hour
Target: Up to 4 creatures
Save: None

Effect:
You grant protection against elemental forces. Choose one damage type when casting: fire, cold, lightning, or acid. The targets gain +2 DR against that damage type and +2 on saves against effects that deal that damage type.

Scaling:
At 6th level, you can protect up to 6 creatures, choose two damage types instead of one, and the DR bonus increases to +3.
At 9th level, choose three damage types when casting instead of one.

Special:
The protection appears as a faint shimmer of the opposing element around the targets.

Grave Tongue

Level: 3
Casting Time: Turn
Range: Touch
Duration: 10 minutes
Target: One recently deceased creature (within 24 hours of death)
Save: WIS Mind (negates, unwilling spirits only)

Effect:
You commune with the spirit of the deceased, allowing brief conversation. The spirit retains the knowledge and personality it had in life but is not compelled to be truthful or helpful. The conversation appears as whispered words only you can hear.

Scaling:
At 4th level, you can speak with corpses up to 1 week old.
At 7th level, you can speak with corpses up to 1 month old
At 9th level, you can speak with corpses up to 10 years old, 20% chance of success if older.

Special:
The spirit is not compelled to answer truthfully. Its response depends on its relationship with the summoner - shared faith, opposed religions, past enmity, or divine alignment may influence whether it answers, refuses, or deceives. The DN may determine its behavior.

Halo Host

Level: 3
Casting Time: Turn
Range: Touch
Duration: 30 minutes
Target: Up to 6 creatures
Save: None

Effect:
You surround the targets with rings of divine light that provide protection and guidance. Choose one effect when casting: either +1 AC for all targets, or +2 on WIS Mind saves for all targets. All targets cannot be blinded by non-magical effects. The halos shed bright light in a 5-foot radius around each creature.

Scaling:
At 6th level, you can affect up to 8 creatures. If you chose the AC bonus, it increases to +2. If you chose the WIS save bonus, it increases to +3. Additionally, all affected creatures gain +2 to attack rolls against undead and fiends.

Special:
The halos are clearly visible and may attract unwanted attention.

Hunter's Spirit

Level: 3
Casting Time: Turn
Range: Touch
Duration: 30 minutes
Target: One creature
Save: None

Effect:
You awaken primal hunting instincts within the target. They gain +2 to outdoors, survival and tracking checks (Chance Rolls), can move stealthily at full speed without penalty, innate sense of direction towards the nearest source of fresh water within 5 miles, and gain +1 to attack and damage rolls against animals and other low-intelligent creatures.

Scaling:
At 6th level, the attack and damage bonus against creatures increases to +2.
At 8th level, the target gains +3 to outdoors, survival and tracking checks.

Special:
The blessing connects the target to primal instincts and natural awareness.

Litany of Renewal

Level: 3
Casting Time: Turn
Range: 60 feet
Duration: Instant
Target: Up to 6 creatures within range
Save: None

Effect:
You speak a powerful prayer of restoration that heals multiple allies. Each target regains 2d8+2 hit points and is cured of one of the following conditions of their choice: poisoned, diseased, blinded, or deafened.

Scaling:
At 6th level, you can target up to 8 creatures, and healing increases to 3d10+3.
At 9th level, you can also cure two of the gravest afflictions: paralysis (those bound to a wheelchair or bedridden) or petrification (flesh turned to stone). For these particular afflictions, the rite requires 8 hours of solemn, ceremonial prayer over the creature during the night, else 12 hours during the day. If morning breaks (6am) for a night rites, the rite is interrupted and needs to start again.

Special:
This spell has no effect on constructs or undead.

Magnus Cleansing

Level: 3
Casting Time: Turn
Range: 60 feet
Duration: Instant
Target: One magical effect or enchanted item
Save: None

Effect:
You channel divine power to unravel a single magical effect or enchantment within range. You automatically end any spell effect of 4th level or lower, or nullify a comparable lesser enchantment.

Scaling:
6th level: You automatically end greater effects and gain +3 to unravel checks against 5th-level spells or stronger enchantments.
8th level: You can target up to two magical effects or items simultaneously.

Special:
A brief flash of blue-white light ripples through the air when magic is successfully broken.
This spell cannot end effects that are part of a creature's natural essence, innate ability, or divine blessing.
The spell does not unmake relics, artifacts, or other legendary works bound by the gods or ancient magic - the DN determines the scope of these limitations.

Meldstone

Level: 3
Casting Time: Turn
Range: Touch
Duration: 5 minutes
Target: Up to 4 creatures
Save: None

Effect:
You grant the targets the ability to merge with and move through solid stone, whether natural or worked. They can enter stone surfaces and move through them at half their normal speed. While merged, a creature cannot be targeted by direct single-target attacks or spells, but it can be affected by area effects that impact the stone (such effects deal half damage to merged creatures unless they explicitly affect objects). Merged creatures cannot act, hear only muffled sounds from outside, and must hold their breath while within the stone. A creature cannot end its turn inside another creature or object. Most spellcasters use this ability to slip through castle walls, cavern passages, and fortress stone alike - often as a means to hide or escape unseen.

Scaling:
9th level: Targets can see and hear normally while merged with stone and no longer need to hold their breath, though they still cannot act.

Special:
If the spell ends while a target is within stone, they are harmlessly expelled to the nearest unoccupied exterior surface adjacent to the stone. If no such space exists within 30 feet, the target appears atop the stone at the nearest safe surface and takes 1d6 bludgeoning damage per 10 feet moved.
This spell allows movement through both natural and worked stone, but not through metal, crystal, or magically warded barriers. It has no effect on soil, sand, or other loose earth materials.
Targets may bring all gear and clothing that is a part of them, including living creatures if they hold its hand, tail, arm, etc. (so though only “4” creatures targeted, holding hands could carry the number much higher).
Targets can hold their breath for 20 + CON modifier rounds while merged (about 2 minutes); afterward they begin to suffocate (1 HP per round).

Examples of valid materials: Granite, limestone, basalt, marble, sandstone and other non-loose formations.

Nature's Severance

Level: 3
Casting Time: Turn
Range: Touch
Duration: 2 hours
Target: Up to 4 creatures
Save: None

Effect:
You grant the targets the ability to move through natural hazards without harm. They are immune to non-magical difficult terrain, take no damage from natural thorns or brambles, are unaffected by natural environmental hazards like quicksand or unstable ground, and can move through thick undergrowth at full speed.

Scaling:
At 6th level, you can affect up to 6 creatures for 4 hours.
At 9th level, can ignore the effects of extreme natural temperatures.

Special:
This protection only applies to natural hazards, not magical traps or constructed obstacles. The blessing appears as a faint orange aura around the protected creatures.

Pillar of Faith

Level: 3
Casting Time: Turn
Range: 60 feet
Duration: 10 minutes
Target: 30-foot radius area
Save: None

Effect:
You consecrate an area with divine power, creating a pillar of white light that reaches toward the divine realm. Allies within the area gain +2 on all saves and +1 to attack rolls. Undead, demonic, infernal, fiends and other creatures from the lower realms entering the area must succeed on a WIS Mind save or be repelled until spell wear off (they may lurk outside the magical pillar...waiting).

Scaling:
At 5th level, the radius expands to 60 feet, 30 minutes and a +3 on all attack rolls.
At 9th level, allies within the area also regain 1 hit point at the start of each of their turns.

Special:
The pillar of light is clearly visible and may attract attention from great distances.

Renew Life

Level: 3
Casting Time: Turn
Range: Touch
Duration: Instant
Target: One creature
Save: None

Effect:
You channel powerful restorative energy to heal grievous wounds and restore vitality. The target regains 3d8+3 hit points and is cured of minor ailments such as weakness, confusion, Weary, temporarily blinded, etc. but not if magically induced.

Scaling:
At 6th level, the healing increases to 5d8+4 hit points.

Special:
This spell has no effect on constructs or undead.

Sacred Circle

Level: 3
Casting Time: Turn
Range: Touch
Duration: 1 hour
Target: 20-foot-radius area
Save: WIS Mind (for hostile creatures)

Effect:
You consecrate ground within a traced circle. Undead and beings of the lower realms that attempt to cross the boundary must succeed on a WIS Mind save each time they enter or start their turn inside; on a failed save, they are repelled to the edge. Creatures that die within the circle cannot be raised as undead. All healing performed within the circle restores +4 hit points to each creature healed.

Scaling:
At 6th level, the radius expands to 60 feet.
At 9th level, the circle also blocks teleportation and other-realm travel by hostile creatures.

Special:
The consecration is visible as faint golden runes along the circle’s perimeter.

Sunlight Bloom

Level: 3
Casting Time: Turn
Range: 120 feet
Duration: Instant
Target: 90-foot radius area
Save: DEX Quick (half damage on successful save), CON Tough (blinded)

Effect:
You cause brilliant sunlight to explode from a point you choose. All creatures (including allies) in the area take 3d6+4 radiant damage and must succeed on an additional CON Tough save or be blinded for 1d4 turns (allies must save too if not given warning before casting). Undead, demonic, infernal, fiends and other creatures from the lower realms and creatures vulnerable to sunlight take double damage from this spell.

Scaling:
At 6th level, the damage increases to 6d6+6 radiant damage.
At 9th level, the radius expands to 120 feet, and you can choose to exclude allies from the effect.

Special:
The burst disperses magical darkness within the area.
The illumination counts as natural sunlight for creatures with sunlight sensitivity.
Total cover blocks the effect; creatures behind solid obstacles are unaffected.

Tread Waves

Level: 3
Casting Time: Turn
Range: Touch
Duration: 30 minutes
Target: Up to 5 creatures
Save: None

Effect:
You bless the targets with the ability to walk on liquid surfaces as if they were solid ground. Walking on a liquid prevents sinking but does not grant resistance to heat, fumes, or corrosive splash; ambient environmental damage still applies. They move at their normal speed and can run, jump, or fight normally.

Scaling:
At 6th level, you can affect up to 8 creatures and duration increases to 1 hour.

Special:
Each target may, at will, choose to treat liquid as solid or as liquid (free choice on their turn).
Forced movement (push, grapple, shove) cannot drive a target beneath the surface unless they are grappled/restrained or choose to submerge.
Rough water (heavy surf, rapids, ship wakes) effects are negated.
Falling onto a liquid while under this blessing counts as striking solid ground for fall damage.
Works on mundane and magical liquids (water, oil, alcohol, mercury, acid, lava, etc.); the blessing only supports weight - environmental harm still applies.
The blessing appears as faint ripples of light beneath the targets' feet.

Verdant Tongue

Level: 3
Casting Time: Turn
Range: Self
Duration: 30 minutes
Target: Self
Save: None

Effect:
You gain the ability to communicate with plants and plant creatures through slow, deliberate exchange. Conversations take several minutes as plants process thoughts differently. You can ask questions and receive answers, though plant intelligence varies widely. Most plants can relay information about recent events in their vicinity, weather patterns, and the presence of creatures.

Scaling:
At 6th level, you can also command small plants to perform simple tasks (tasks that takes less than 3 rounds i.e. opening passages, grasping objects).
At 9th level, you can extend this ability to up to 4 willing plants/plant creatures you touch.

Special:
Plant creatures are not compelled to be helpful or truthful.
The conversation appears as rustling leaves, creaking branches, or similar natural sounds that only you can understand.