

# Dwarf Cleric, level 2

## Dwarf Features

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Stonecunning.** You have a +4 bonus on Intelligence (History) checks related to the origin of stonework.

**Dwarven Resilience.** You have advantage on saving throws against poison, and you have resistance against poison damage. If a creature or an object has resistance to a damage type, damage of that type is halved against it.

## Cleric Features

**Channel Divinity.** Recharges after You Finish a Short or Long Rest. You can channel divine energy to create one of the following effects: preserve life or turn undead. You can do so once.

*Preserve Life.* As an action, you present your holy symbol and evoke healing energy that can restore up to 10 hit points. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

*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 succeed on a DC 13 Wisdom saving throw or become 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 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, the creature can use the Dodge action.

**Life Domain.** The Life domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. You gain a number of domain spells, which are always considered to be prepared, as a result of this domain. In addition, you have access to the following features:

*Disciple of Life.* When you cast a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

**Spellcasting.** Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

*Cantrips.* You know three cantrips, which you can cast at will.

*Preparing and Casting Spells.* To cast one of your cleric 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 up to five cleric spells. The spells must be of a level for which you have spell

slots. You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must pray for 1 minute per spell level for each spell on your list.

*Spellcasting Ability.* Wisdom is your spellcasting ability for your cleric spells, since your magic draws upon your devotion to the dwarven deities, especially Moradin. You use your Wisdom whenever a spell refers to your spellcasting ability.

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

*Spellcasting Focus.* You can use a holy symbol as a spellcasting focus for your cleric spells.

## cleric spells

### cantrips

#### sacred flame

- Evocation cantrip
- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S
- **Duration:** Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

#### spare the dying

- Necromancy cantrip
- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S
- **Duration:** Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

## thaumaturgy

- Transmutation cantrip
- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V
- **Duration:** Up to 1 minute

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

## 1st level spells

### bless

- 1st-level enchantment
- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S, M (a sprinkling of holy water)
- **Duration:** Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

## cure wounds

- 1st-level evocation
- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S
- **Duration:** Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

## detect evil and good

- 1st-level divination
- **Casting Time:** 1 action
- **Range:** Self
- **Components:** V, S
- **Duration:** Concentration, up to 10 minutes

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## detect magic

- 1st-level divination (**ritual**)
- **Casting Time:** 1 action
- **Range:** Self
- **Components:** V, S
- **Duration:** Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## detect poison and disease

- 1st-level divination (**ritual**)
- **Casting Time:** 1 action
- **Range:** Self
- **Components:** V, S, M (a yew leaf)
- **Duration:** Concentration, up to 10 minutes

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## guiding bolt

- 1st-level evocation
- **Casting Time:** 1 action
- **Range:** 120 feet
- **Components:** V, S
- **Duration:** 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

## healing word

- 1st-level evocation
- **Casting Time:** 1 bonus action
- **Range:** 60 feet
- **Components:** V
- **Duration:** Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.