

# Cleric Font Spells

Divine DC 17 (Attack +7)

## Cantrips

Name	Duration	Range	Save	Area/Targets
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## Spell Level 1

Name	Duration	Range	Save	Area/Targets
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Cleric Font

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# Level 1 Spells

Heal   

Spell 1

Healing

Necromancy

Positive

**Range** varies; **Targets** 1 willing living creature or 1 undead

You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

[one-action] (somatic) The spell has a range of touch.

[two-actions] (verbal, somatic) The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

[three-actions] (material, somatic, verbal) You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

**Heightened (+1)** The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

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