Cleric Level Channel Divinity Total Used Rese		50,000	2			
Short of Long Re	st 5th LVL =1/2,	Undead Undead of CR 8th=1, 11th=2, 14th=4		8++	WIS MISC.	Spell Attack Modifier
Cantrips Known Prep	ells ared	iciency Bonus, MISC. = N		or Magical Modifie	To Wis	(min 1) O O Cong Rest
	3	3	-	3		ht: Warding Flare, War: War Pries
Regain spell slot Your domain spe	s after a long res lls are always pr	t. See page 207 in epared and don't o Domais	the Player count again	's Handbook nst your num	for the Cleric's Sp ber of prepared s	pell List. pells.
VL Spell		Page	LVL	Spell		Page
						
<u> </u>						
Pa	age Cantrip	Known Ca	ntrips	Page C	Cantrip	Pag
Snell		Cleric's S	pell Lis	st Spell		Pag
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	Regain spell slot Your domain spe	Regain spell slots after a long res Your domain spells are always provided by the spell state of the spell s	Regain spell slots after a long rest. See page 207 in Your domain spells are always prepared and don't on Domain VL Spell Page Page Cantrip Known Ca Cleric's Spell Cleric's Cleric's Cleric's Spell Cleric's Cleri	Regain spell slots after a long rest. See page 207 in the Player Your domain spells are always prepared and don't count again Domain Spell VL Spell Page LVL Page Cantrip Known Cantrips Cleric's Spell Li	Regain spell slots after a long rest. See page 207 in the Player's Handbook Your domain spells are always prepared and don't count against your num Domain Spells Page LVL Spell Page Cantrip Page Cantrip Regain spell slots after a long rest. See page 207 in the Player's Handbook Your domain spells Page LVL Spell Page Cantrip Cleric's Spell List	Regain spell slots after a long rest. See page 207 in the Player's Handbook for the Cleric's Spyour domain spells are always prepared and don't count against your number of prepared sport and page LVL Spell Page LVL Spell Page Cantrip Regain spell slots after a long rest. See page 207 in the Player's Handbook for the Cleric's Spyour domain spells LVL Spell Page Cantrip Cleric's Spell List



Cleric - Light Domain



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Light Domain Spells LVL 1, 3, 5, 7	, 9 NOTES:
LVL 1 - burning hands, faerie fire	<u> </u>
LVL 3 - flaming sphere, scorching ray	
LVL 5 - daylight, fireball	
LVL 7 - guardian of faith, wall of fire	
LVL 9 - flame strike, scrying	
Always have prepared. Don't count against the number of spells per day.	
Bonus Cantrip you have the <i>light</i> cantrip.	.1
Warding Flare	.1
You can cast warding flair as a reaction, (number of times =	7
WIS modifier/long rest)	
Attackers who can see have disadvantage on attacks.	
Channel Divinity LVL 2 (1/rest), 6 (2/rest), 18 (3/re	st)
You can use Channel Divinity to Turn Undead	1
Turn Undead: All undead within 30 feet make WIS saving	
throw or flee for 1 minute or until it takes damage. At higher	
levels, undead of a certain challenge rating (CR) or lower tha	
fail their save are destroyed. LVL 5 CR 1/2, LVL 8 CR 1, LVL	
11 CR 2, LVL 14 CR 3, LVL 17 CR 4	
☐ Radiance of the Dawn	
can use Channel Divinity to:	.2
As an action-	
For a range or 30 ft., dispel magical darkness, and hostile	
creatures that don't have total cover take radiant damage =	
2d10 + your cleric level (or half damage on a successful CON	
save).	
Ability Score Improvement LVL 4, 8, 12, 16 and	
Ability Score Improvement LVL 4, 8, 12, 16 and Increase one ability score by 2, or two ability scores by 1, to	
maximum score of 20. Or select one feat.	
N NA ANDREI	
Improved Flare	
that you can see within 30 feet of you attacks a creature other	
than you.	
The state of the s	
Potent Spellcasting Add your Wisdom modifier to the damage you deal with any	_8
cleric cantrip.	
te septiments and than or many M use or the septiment of	
Divine Intervention LVL 10,	20
As an action, (1/seven days if successful, otherwise 1/long rest)	
(Notroll days il successiul, otherwise Mong rest)	
Roll your cleric level or lower on 1d20 for your deity to	
intervene on your behalf (DM chooses what your deity does)	
No roll required (automatic success) when you reach LVL 20	
Corona of Light LVL	
As an action - Duration: 1 minute or until you use an action	Ä
to dismiss. You emit light, bright to 60-foot and dim 30 feet	
beyond. Your enemies in the bright light have disadv. on save	
against any spell that deals fire or radiant damage.	