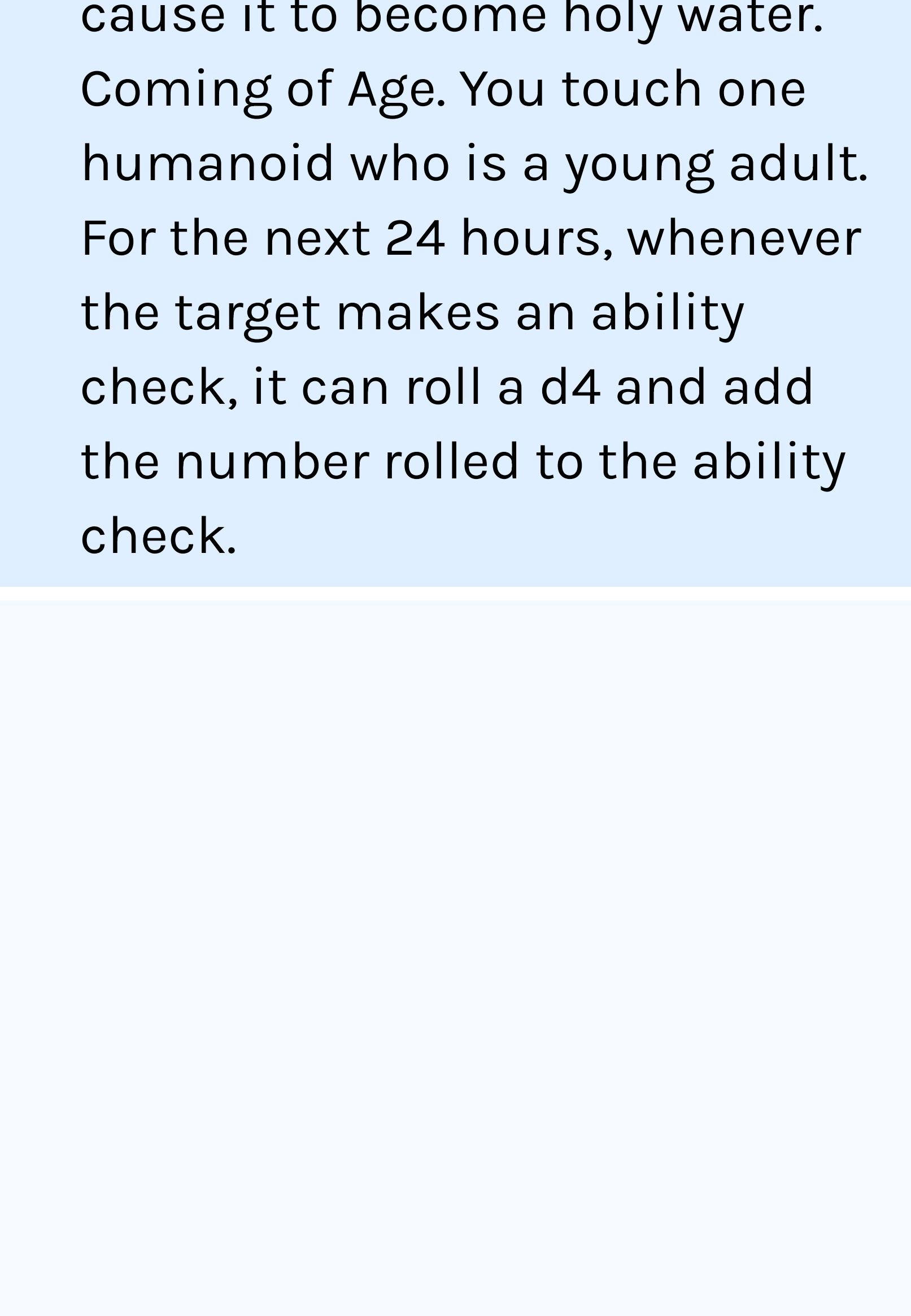


Dungeons and Dragons

Ceremony 5e

You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting. Atonement.



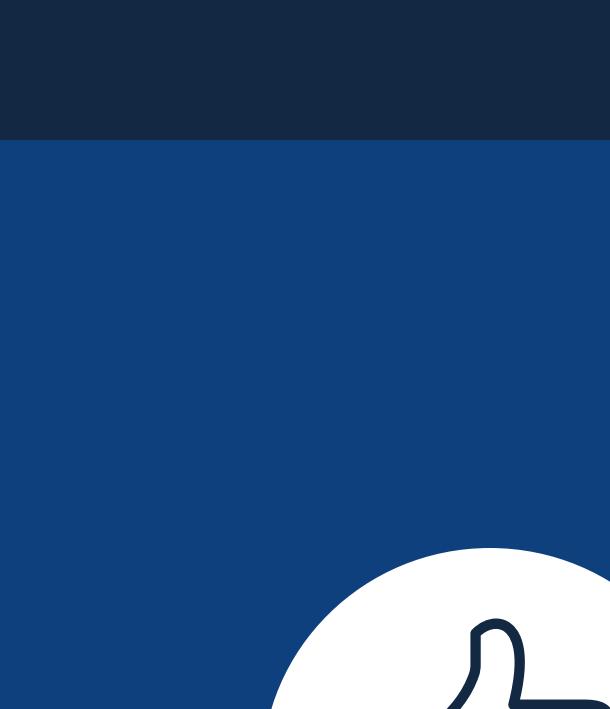
On a successful check, you restore the target to its original alignment. Bless Water. You touch one vial of water and cause it to become holy water. Coming of Age. You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check.



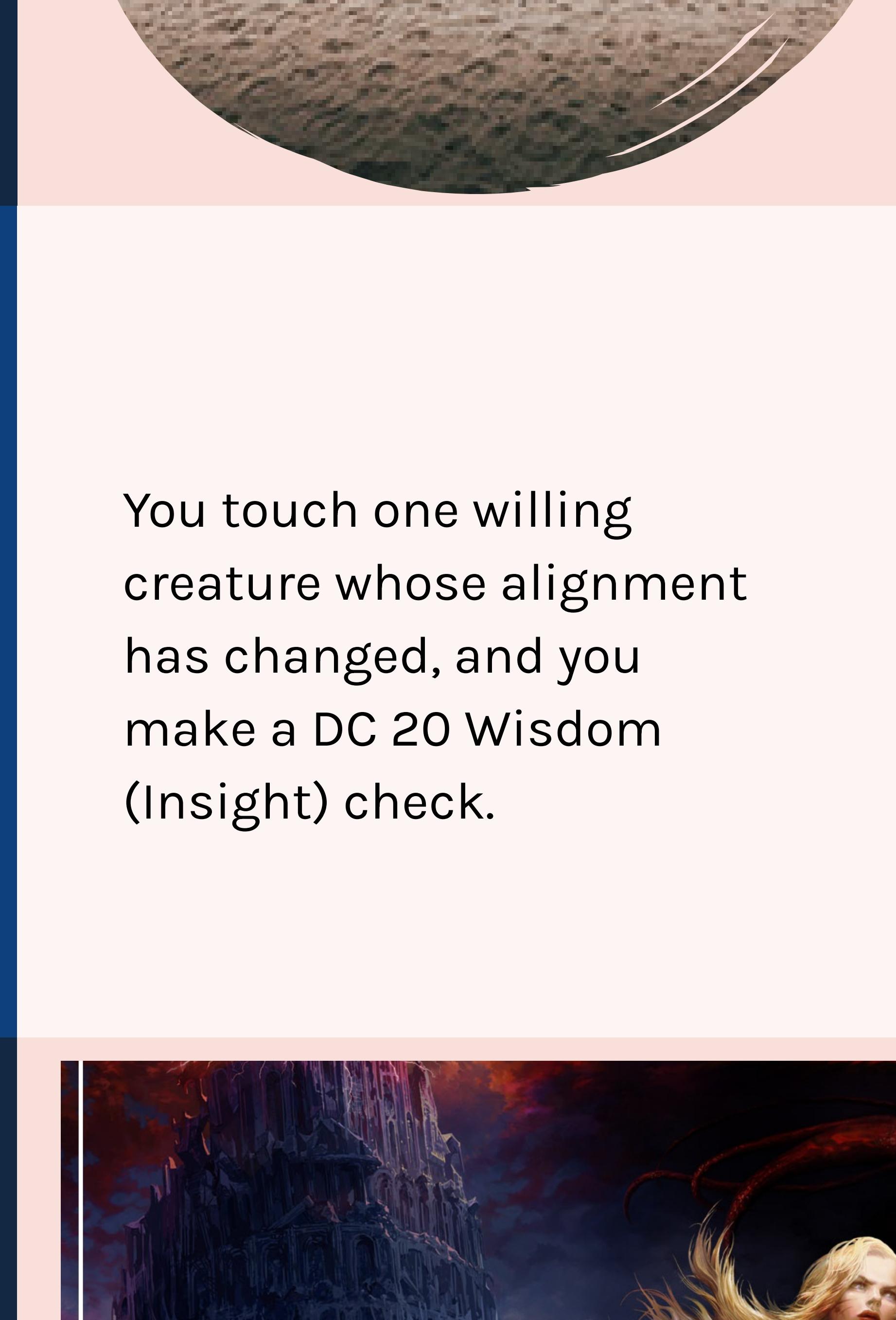
You raise your hand, and burning radiance erupts from it. Each creature of your choice that you simply can see within 5 feet of you wants to succeed on a Constitution saving throw or take 1d6 radiant damage.



The spell's damage increases by 1d6 once you reach the 5th level (2d6), 11th level (3d6), and 17th level (4d6).



School:
Abjuration

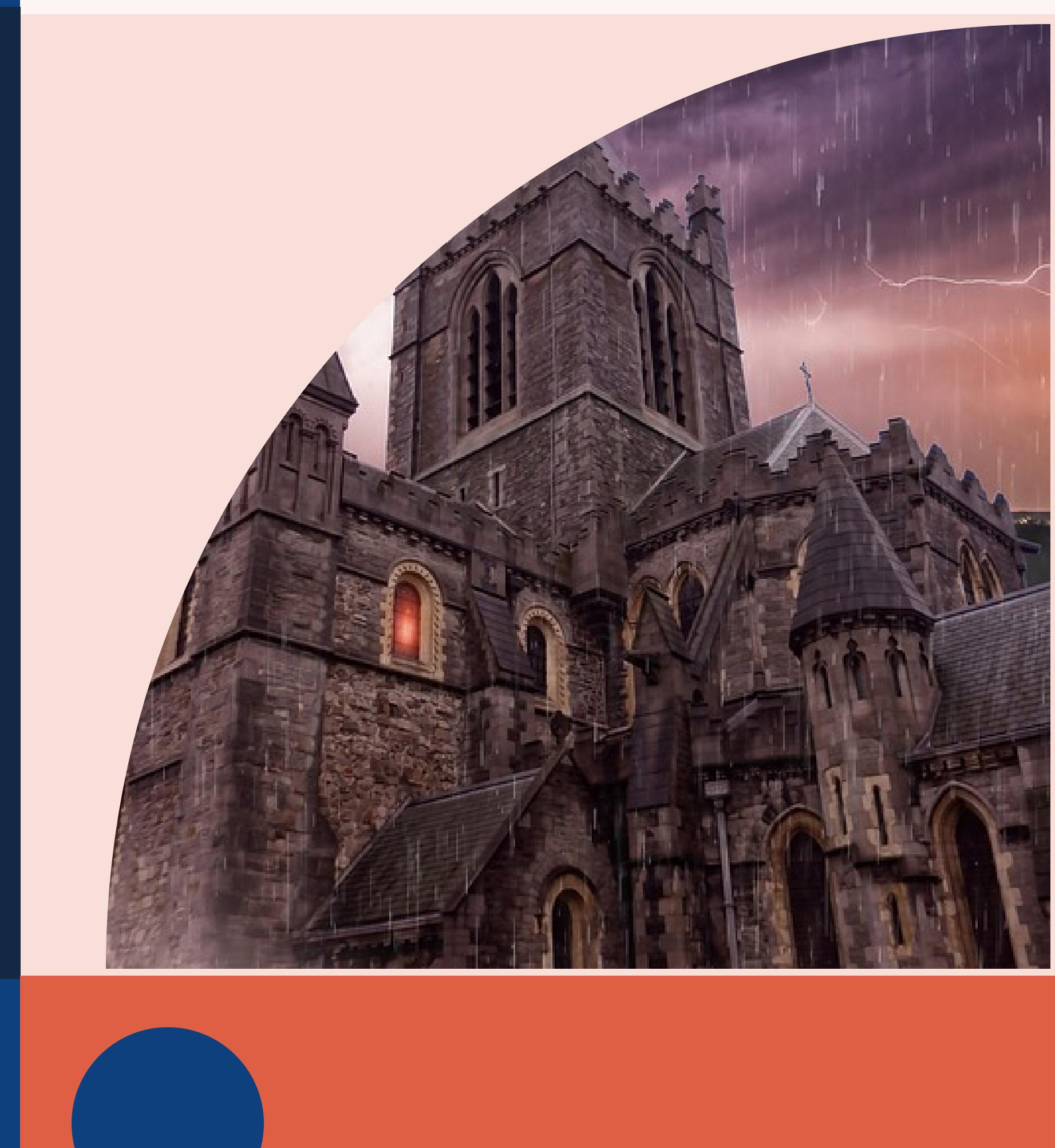


Level: 1

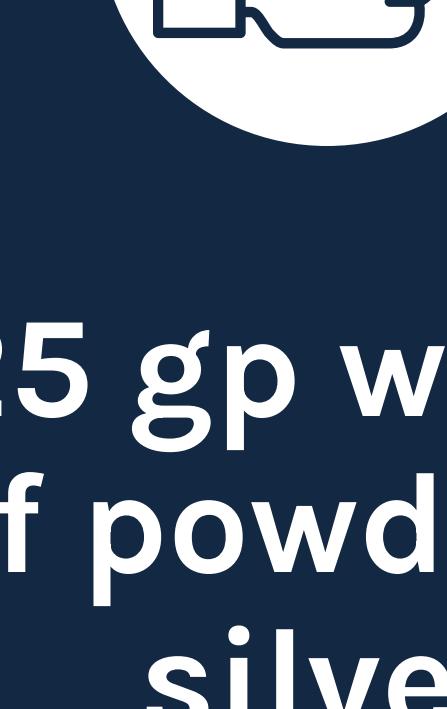
You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check.



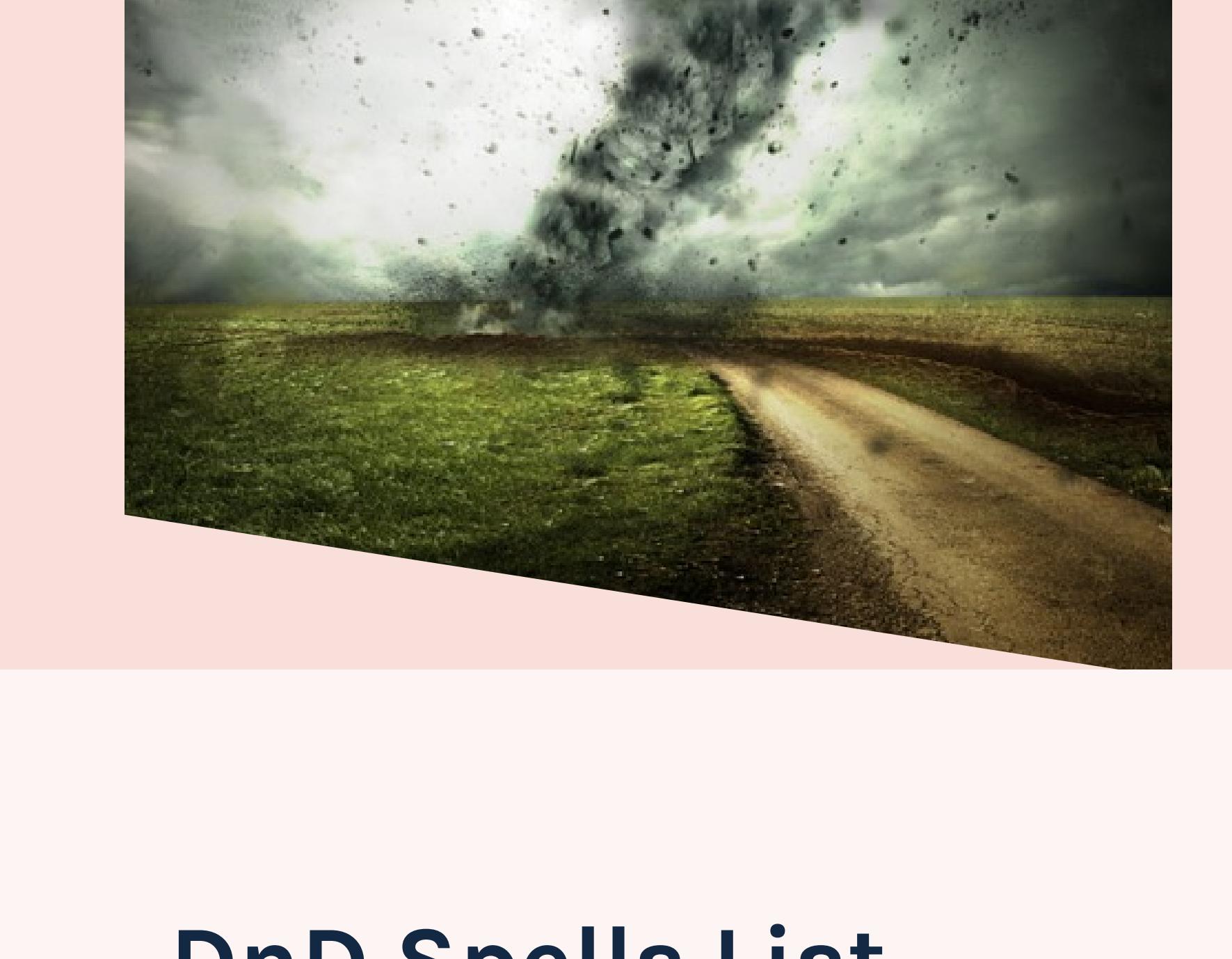
Duration:
Instantaneous



A creature can benefit from this rite only once. Dedication. You touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once.



Range:
Touch

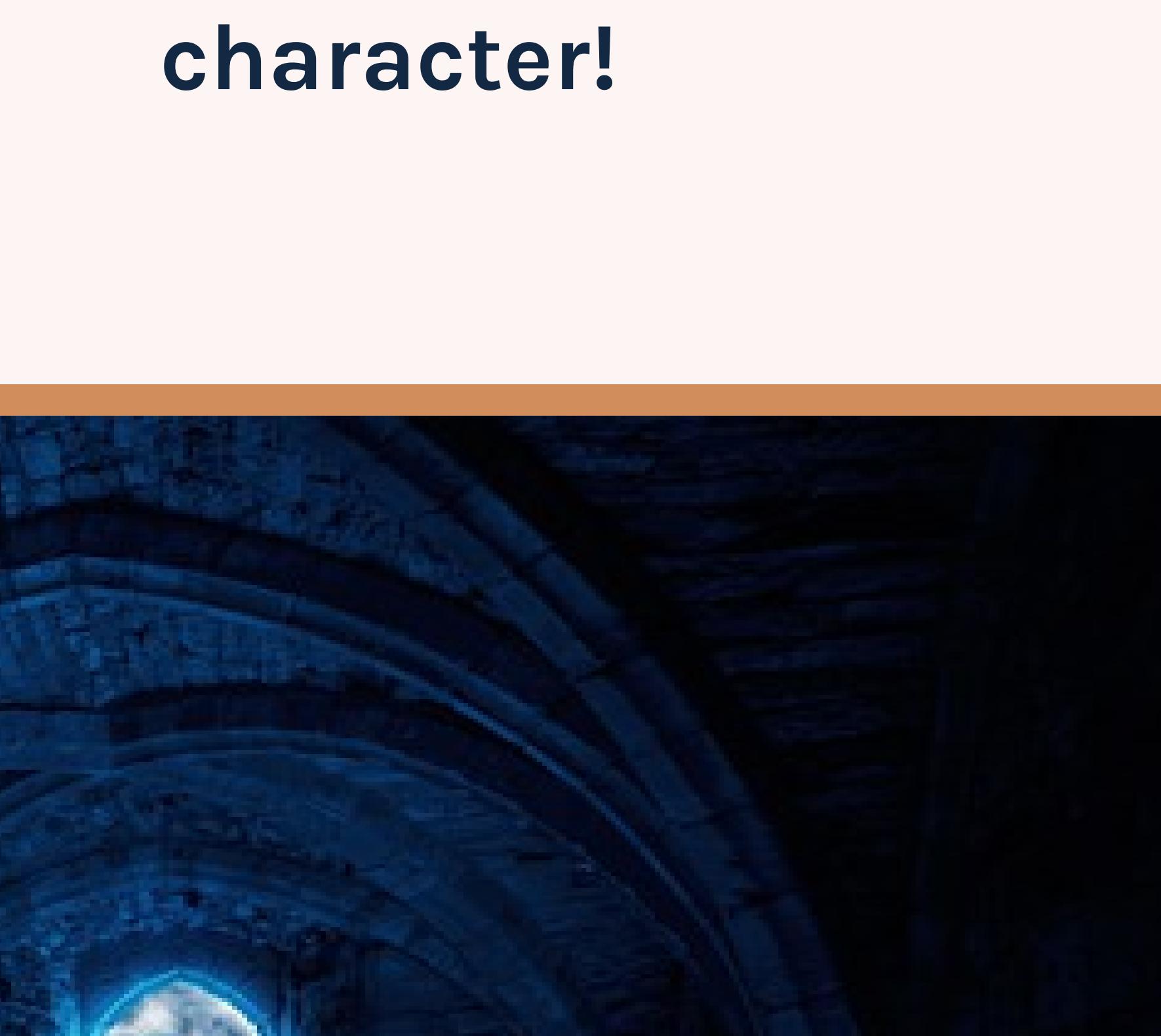


Components:
V, S, M

For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.



25 gp worth of powdered silver



Save:
Wisdom

DnD Spells List enables your to create your own spellbook for your character!



Dungeons & Dragons

After you create the attack, your teeth or fingernails return to normal. The spell's damage increases by 1d10 once you reach the 5th level (2d10), 11th level (3d10), and 17th level (4d10).