

# Spell description

## A Glass Darkly

*6th-level Divination*

*“For now we see as through a glass darkly,*

*but then we shall see face to face.*

*Now I know partially, then shall I know fully.”*

*-1 Corint hians 13:12*

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a willing creature and speak words in an angelic tongue, granting the creature the ability to see the influences from beyond the veil. For the duration, the creature can see into the spiritual realm, noticing angels, demons, and other spiritual creatures that would normally be invisible to the mortal eye out to a range of 120 feet. The creature is also aware of the presence of angels or demons who are disguised by magic, or who have a physical form or simulacrum that would otherwise be undetectable out to a range of 120 feet.

Additionally, you can see a faint glow around creatures who are actively telling a lie or withholding important information, and a faint glow around creatures who have a deeply buried secret. The stronger the feeling of guilt (or the more the secret is eating away at them), the stronger the glow becomes.

## **Annunciation**

6th-level Conjunction

“The angel of the Lord appeared to them and the glory of the Lord shone around them.”

-Luke 2:9

Casting Time: 1 action

Range: Self

Components: V, S, M (Some dirt taken from Holy Ground, and 500 gp worth of incense, which the spell consumes)

Duration: Instantaneous

You open a momentary rift in the veil between the spiritual and mortal realms, allowing celestial beings of the heavenly host a few moments to speak to you. The angels proclaim good news of great joy for all people. It takes 10 minutes for the angels to proclaim their message, and at the end of the 10 minutes the angels disappear and the rift closes. Any creatures who were present to hear this announcement immediately forget the exact words that the angels spoke, but the feeling of the words remain with them for the next 24 hours, granting the following benefits.

- The creature becomes immune to being charmed or frightened
- The creature gains advantage on all ability checks
- The creature's speed increases by 10 feet.

## **Ascension**

9th-level conjuration

“A chariot of fire came between them, and Elijah was taken up to heaven.”

-2 Kings 2:11

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You attempt to enter - body and soul - into the heavenly realm. You can specify a target destination in general terms, such as “on the bank of the Glassy Sea” or “in the presence of Cherubim,” and you may arrive near that destination, at the GM’s discretion. Your body is physically transported with you as you enter heaven.

If you cast this spell with selfish or evil intent, as determined by the GM, the spell fails and you take 12d12 radiant damage and are knocked prone in the space where you cast the spell.

## **Aura of Temptation**

9th-level Enchantment

“They are falling into temptation which will plunge them into ruin and destruction.”

-1 Timothy 6:9

Casting Time: 24 hours

Range: Self

Components: V, S, M (a ripe piece of fruit and the skin of a snake, which the spell consumes)

Duration: Until Dispelled

You call upon the innate stain of original sin in the human heart, causing all humanoids in the area to feel an inclination to commit sins of a specified type with greater frequency. When you cast this spell, you specify a type of sin (lust, greed, sloth, etc.), creating an aura of temptation toward that sin which radiates out in a 1-mile-radius sphere. Creatures who enter this area for the first time on a turn or begin their turn there must make a Wisdom saving throw against your spell save DC or have their mind filled with thoughts that tempt them to commit sins of the specified type. In addition, you cause any of the following effects to take hold within 1 mile:

- A harmless sensory effect associated with the chosen sin (example: the smell of baked goods in an aura of Gluttony).

- A recurring minor illusory effect associated with the chosen sin (such as posters that advertise a local gambling hall in an aura of Greed).
- Harmless recurring events that mimic the effects of a spell of first level or lower (such as fog cloud, prestidigitation, or similar).

## **Bind with Water**

4th-level Conjuration

“Moses stretched out his hand and the water covered Pharaoh’s army, and not even one escaped.”

-Exodus 14:28

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

You stretch out your hand, causing tendrils of water to erupt from the earth at a point within range. Any creatures within a 20-foot wide, 50-foot tall cylinder centered on that point must make a Strength saving throw. A creature who succeeds on the save is ejected to the nearest empty space outside of the cylinder. On a failed save, a creature is restrained and held aloft by the tendrils of water. The cylinder can restrain up to 8 “points” worth of creatures. The number of “points” it takes to restrain a creature is determined by its size, shown in the chart below.

Size Cost

Tiny or Small 1 point

Medium 2 points

Large 4 points

Huge 8 points

Gargantuan 16 points

At the end of each of its turns, a restrained target can repeat the saving throw, ending the effect on itself on a success.

At Higher Levels: When you cast this spell using a spell slot

of 5th level or higher, the cylinder can restrain two additional “points” worth of creatures for each slot level above 4th.

## **Cenacle**

5th-level Conjururation

They locked the doors of the upper room, for they were afraid of those who persecuted them.

-John 20:19

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (a jar of water)

Duration: 12 hours

You conjure a doorway to an extradimensional space within range. The door is 5 feet wide and 8 feet tall, and you designate its location when you cast the spell. You and any creature you designate when you cast the spell can open and close the door to the extradimensional space, but when the door is closed, it becomes magically locked as though through the Arcane Lock spell. The door is immune to all damage, and spells and other magical effects cannot pass through the door.

Inside the doorway is a simple stone staircase that leads into an upper room. The upper room is 20 feet wide and 40 feet long, with windows that give the illusion of looking out over any city or landscape you choose when you cast the spell. If no landscape is chosen when the spell is cast, the illusion takes the form of a location of a fond memory of the caster. The room smells of fresh

herbs and spices, and is kept warm by a large stone fireplace set into the far wall. A long wooden table dominates the center of the space, with place settings and enough space to accommodate 15 people. The table is already prepared with bread, wine, and any other foods you specify when you cast the spell.

Cushions and blankets are neatly folded and placed along the outside of the room, and the walls are adorned with any pictures, trinkets, or decorations you choose when you cast the

spell. Any food or objects created by this spell are nourishing and functional, but may not be removed from the upper room. A creature that takes a Long Rest in this room is immune to any effects that would interfere with its sleep, such as a Night Hag's "Nightmare Haunting," the Dream spell, or a demon lair's "Aura of Temptation."

When the spell ends, any creatures inside the upper room or staircase are expelled into the open spaces nearest to the entrance.

All objects and uneaten food created by this spell vanish when the spell ends.

## **Covenant**

5th-level Divination

"We have not forgotten you,  
nor been disloyal to your covenant."

-Psalm 44:18

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 30 days

You make a promise or contract, binding any number of creatures you choose within range with magic of covenant language. The contract must be spoken out loud as the verbal component of the spell, but may take the form of a song, an impassioned speech, or a stern exhortation. If a creature can see, hear, and understand you, the spell marks that creature.

As part of this contract you specify a triggering behavior, action, or course of activity. Examples of triggers include "if you break your promise," "if you speak my name out loud," or "if any harm comes to this child." If a creature marked by this spell performs the triggering action before the spell ends, you are immediately alerted to this fact. If you are sleeping, this mental alert wakes you up.

At Higher Levels: When you cast this spell using a spell slot

of 6th level, you are also alerted to the identity of the creature that performed the triggering action. When you cast this spell using a spell slot of 7th level or higher, you are alerted to the creature's distance and direction at the time of the triggering event, as well as its identity.

## Create Golem

5th-level Transmutation

"You saw that I was unformed, as a golem"

-Psalm 139:16

Casting Time: 1 hour

Range: Touch

Components: V, S, M (350 pounds of clay, earth, or other substance)

Duration: 24 hours

You shape the clay used in the material component into the form of a golem. During the casting of this spell, you etch the Hebrew letter aleph " א " into the forehead of the golem, imbuing it with a semblance of life force. The type of golem is chosen by you during the casting of the spell and must have a challenge rating of 4 or lower. Any golem created with this spell obeys your commands without question for the duration of its existence.

As a bonus action on each of your turns you can issue a command to the golem if it is within 120 feet and can hear you. Once given a command, the golem will continue to obey it until the task is complete.

The golem exists for 24 hours, after which it collapses back into a pile of shapeless earth. To maintain the golem's existence for another 24 hours, you must cast this spell on the golem again before the current 24-hour period ends. This use of the spell restores the golem's hit points to full and maintains the golem's existence, rather than creating a new golem.

Deluge

3rd-level Conjuraction

"You cannot see!"

A deluge of water covers you."

-Job 14:2

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (A vial of rainwater)

Duration: Instantaneous

You conjure a deluge of water that crashes down in a 10-foot-radius, 40-foot-high cylinder centered on a point you can see within range. Each creature in this area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and is not knocked prone. The water then spreads across the ground in all directions, extinguishing unprotected flames within 30 feet of it, and then vanishes.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Do Unto Others

1st-level enchantment

“Give to anyone who begs from you.

Do unto others as you would have them do to you.”

-Luke 6:30

Casting Time: 1 reaction

Range: Special

Components: V, S, M (a selfless action, done out of concern for another’s wellbeing)

Duration: Instantaneous

You weave magic into a simple action, sending ripples into the metaphysical world. After you offer aid to a creature in need of help (offering money to a beggar, healing a wounded animal, performing a favor for a town priest), you can use your reaction to consecrate the act as a truly selfless offering to God.

If the act was done out of concern for the wellbeing of the creature rather than out of selfish gain (at the discretion of the GM), then the fabric of universe shifts in your favor. At some time in the next 3 days, aid will be given to you in kind taking a

form chosen by the GM. Typically, the aid you receive will reflect your original selfless action (if you make an offering of money, you may stumble upon some hidden fortune; if you cast a 3rd-level spell to heal a creature's affliction, you may receive a boon equal to the effects of another 3rd-level spell); however, the aid you receive is determined by the GM and is not restricted by the original action you performed.

You may also cast this spell as a reaction to your own inaction. For example, if a pickpocket steals your party's Bag of Holding and you cast this spell as a reaction rather than giving chase or seeking revenge, then the spell functions as normal, treating the contents of the theft as it would an offering to a beggar. Similarly, casting this spell as you choose not to engage in a bar fight or other warranted act of aggression may result in bandits choosing not to attack your party the road during the following evening.

Every Knee Shall Bend

1st-level enchantment

"Every knee should bend, of those in heaven and on earth and under the earth."

-Philippians 2:10

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 hour

You speak one of the names of God to a creature who can hear you within 30 feet. The target must succeed on a Wisdom saving throw or drop to one knee out of respect for the name. On a failed saving throw, the target's speed becomes 0, and it is unable to stand up for the duration.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on this saving throw if it is triggered by taking damage. On a success, the spell ends.

Greater Atonement

5th-level abjuration (ritual)

“Abraham looked up and saw a ram, which he made as a burnt offering in place of Isaac.”

-Genesis 22:13

Casting Time: 10 minutes

Range: 1 mile

Components: V, S, M (incense worth 150 gp and a sacrificial ram which appears during the casting, both of which are consumed)

Duration: Instantaneous

During the casting of this spell, a spectral ram appears in an unoccupied space within 30 feet. The ram then becomes the material component of the spell. At the conclusion of the casting, all sin within range is dispelled, regardless of type.

This spell dispels the magic of sins that have already been committed, but does not prevent future sinful action. All creatures within range are forgiven for their sins; however, creatures are still responsible for the consequences of such sins. For example, a creature that commits theft can be forgiven for the sin of greed, but the theft has still occurred and the creature may still receive punishment.

Any magic within range that requires sin as a material component is instantly dispelled, and any simulacra created by the spell Weave Sin are instantly reduced to 0 hit points and destroyed.

Hail and Fire

7th-level evocation

“Such heavy hail as had never been seen before rained down destruction, with flashes of fire and light in the midst of it.”

-Exodus 9:24

Casting Time: 1 action

Range: 1000 feet

Components: V, S

Duration: Instantaneous

Fist-sized chunks of ice begin raining down to the ground at four points you can see within range. Each creature in a 30-foot radius, 40-foot-high cylinder centered on each point you choose must make a Dexterity saving throw. Each cylinder spreads around corners. A creature in the cylinder takes 2d6 bludgeoning damage and 2d6 radiant damage on a failed save, or half as much damage on a successful one. The spell also deals double damage objects and structures in the area.

A creature in the area of more than one cylinder is affected by each one. For example, a creature simultaneously in the area of all four cylinders takes 8d6 bludgeoning damage and 8d6 radiant damage on a failed save, or half as much on a successful one.

Induce Envy

3rd-level enchantment

“Then I saw that all toil and all skill in work come from one person’s envy of another.”

-Ecclesiastes 4:4

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 8 hours

You reach into the subconscious of a creature you can see within range, filling its mind with the magic of temptation.

The target must succeed on an Intelligence saving throw or be Charmed by you for the duration. While Charmed in this way, the target becomes envious of another creature you specify when you cast the spell.

The target will actively work against the creature of whom it is envious in subtle ways. The target will not attack the creature or use violence, but will eavesdrop, spy, gossip, and blackmail in order to undermine the creature’s status and plans. Any check made to persuade or deceive the target may be made with advantage if the target perceives the course of action to be detrimental to the creature of whom it is envious.

The spell lasts for the duration, or until the target takes

damage. When the spell ends, the target is aware that it has been acting strangely, but is unable to identify the reason for its behavior.

Induce Gluttony

3rd-level Enchantment

“Gluttony brings only sickness.”

-Sirach 37:30

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (something edible within 30 feet)

Duration: Concentration, up to 1 minute

You point to a morsel of food, a flagon of ale, a platter of dessert, or other edible substance within range, imbuing it with the magic of temptation. Each creature within a 20-foot-radius sphere, centered on the object must make a Wisdom saving throw. On a failed save, a creature is Charmed by you. A creature Charmed in this way is overcome with hunger and will use its movement and action to move as close to the food or drink as possible and attempt to consume it. If there is not enough food or drink to be shared by all creatures Charmed, they may argue over who gets the last bite or sip, but will not become violent. At the end of each of its turns, an affected creature may repeat the saving throw. The effect ends early for a creature that succeeds on its saving throw, or that takes any damage before the spell ends.

Induce Greed

3rd-level Enchantment

“This is the way of everyone greedy for loot:

It takes away their lives.”

-Proverbs 1:19

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (any object within 30 feet worth at least 10 gp)

Duration: Concentration, up to 1 minute

You point to an object within range, imbuing it with the magic of temptation. Each creature within a 20-foot-radius sphere, centered on the object must make a Wisdom saving throw. On a failed save, a creature is charmed by you. A creature charmed in this way is overcome with a desire to possess the object and will use its movement and action to move as close to the object as possible and attempt to pick it up. If multiple creatures are charmed at the same time, they may squabble over possession of the object, but will not cause damage to each other.

At the end of each of its turns, an affected creature may repeat the saving throw. The effect ends early for a creature that succeeds on its saving throw, or that takes any damage before the spell ends.

Induce Lust

3rd-level Enchantment

If you look at a woman with lust, you have already committed adultery with her in your heart.

-Matthew 5:28

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bottle of perfume)

Duration: Concentration, up to 1 minute

You touch a creature, imbuing it with the magic of temptation.

When you cast the spell, you designate any number of creatures you can see to be unaffected by it. When a creature sees the target for the first time or starts its turn with the ability to see the target, it must make a Wisdom saving throw or become Charmed. A creature Charmed in this way is incapacitated, has a speed of 0, and cannot speak as it stares dumbfounded at the beauty of the target. Creatures of a different creature type than the target automatically succeed on their saving throw. Creatures that would not normally be attracted to the sex of the target may make their saving throw with advantage.

At the end of each of its turns, an affected creature may repeat the saving throw. The effect ends early for a creature that

succeeds on its saving throw, loses sight of the target, or that takes any damage before the spell ends.

Induce Pride

3rd-level Enchantment

“Pride goes before disaster,  
and a haughty spirit before a fall.”

-Proverbs 16:18

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A peacock feather)

Duration: Concentration, up to 1 minute

You cause creatures in a certain area to become embarrassingly prideful. Each creature within a 30-foot-radius sphere, centered on a point you choose within range, must make a Charisma saving throw. On a failed save, a creature is Charmed by you for the duration. A creature Charmed in this way is overcome with pride in its appearance, strength, and accomplishments. During its turn, an affected creature must perform a random prideful action determined by rolling a d4.

1. Boast. The creature spends its breath proclaiming how great it is. It cannot use actions that require a mouth (including bite attacks, breath weapons, and spells with a verbal component) this turn. Creatures that are unable to speak simply roar a prideful roar.

2. Strut. The creature spends its entire movement to show off its figure, moving at half speed in a random direction.

3. Flex. The creature spends its action to make an Athletics or Acrobatics check to show off its physical power.

4. Pose. The creature's movement becomes 0 for this turn as it strikes a pose. It can still take actions this turn.

While a creature is affected in this way, it has disadvantage on Wisdom (Perception and Insight) checks. At the end of each of its turns, an affected creature may repeat the saving throw. The effect ends early for a creature that succeeds on its saving throw, or that takes any damage before the spell ends.

## Induce Sloth

3rd-level Enchantment

“This is the way of everyone greedy for loot:  
it takes away their lives.”

-Proverbs 1:19

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a sprig of lavender)

Duration: Concentration, up to 1 minute

You force a creature you can see within 30 feet to be overwhelmingly lazy. The creature must succeed on a Constitution saving throw or gain one level of exhaustion. A creature that has one or more levels of exhaustion automatically succeeds on its saving throw against this spell.

## Induce Wrath

3rd-level Enchantment

“A harsh word stirs up wrath.”

-Proverbs 15:1

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

You cause wrath and violence to break out unexpectedly among allies. Each creature within a 20-foot-radius sphere, centered on a point you choose within range, must make a Wisdom saving throw. On a failed save, a creature is Charmed by you and draws a weapon. A creature affected in this way perceives all creatures it can see as enemies, and will use its action on its turn to attack the nearest creature to it. If a creature it perceives as an enemy provokes an opportunity attack, it must use its reaction to make an opportunity attack.

At the end of each of its turns, an affected creature may repeat the saving throw. If the creature has taken damage, it makes the saving throw with advantage. The effect ends early for a creature that succeeds on its saving throw.

## Lesser Atonement

2nd-level abjuration

“Those who ministered to the Lord offered the daily burnt offering.”

-Judith 4:14

Casting Time: 1 action

Range: Self

Components: V, S, M (a burnt offering, specific to the type of sin to be forgiven, which is consumed)

Duration: Concentration, up to 1 hour

Cleansing energy radiates out from you in a 30-foot radius.

Until the spell ends, the aura moves with you, centered on you.

The magic of sin is dispelled inside of this radius, and any creature that enters this area for the first time on its turn or begins its turn there is instantly forgiven for sins associated with the chosen type.

When you cast this spell, you name a specific type of sin to be dispelled. The type can be pride, wrath, envy, gluttony, greed, sloth, or lust. The type named also determines the material component (shown in the table below), which must be burnt and consumed during the casting of the spell.

Any magic within this aura that requires sin as a material component is instantly dispelled, and any simulacra created by the spell Weave Sin (using sin of the chosen type) take 27 (6d8) force damage when it enters this space for the first time on a turn or ends its turn there.

### Sin Burnt Offering

Envy A rare, or rarer magic item

Greed A gem worth 500 gp or more

Gluttony The fangs of a dragon

Lust The heart of a creature killed in self-defense

Pride The spellcasting focus of the caster

Sloth A stone taken from the peak of a mountain

Wrath The tears of a unicorn, freely given

Magnificat

1st-level abjuration

“My soul magnifies the Lord, and my spirit rejoices in God my savior.”

-Luke 1:46

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 hour

A protective aura surrounds you as you sing a song of praise to God. For the next hour, if a creature targets you with a spell or ability that requires you to make a saving throw, the creature instantly takes 2d10 radiant damage and this spell ends.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Manna and Quail

1st-level conjuration

“I will rain down bread from heaven.”

-Exodus 16:4

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You offer a prayer to the heavens, and suddenly the ground is covered with a flaky white substance called “manna” at a point you choose within range. The manna has a familiar texture that you cannot quite place, and tastes of wafers made with wild honey. A creature that eats the manna gains 1d6 temporary hit points and enough nourishment for 1 day, regardless of the amount eaten. This spell provides enough manna to nourish 6 creatures.

Manna cannot be stored overnight, and spoils the following day at dawn, becoming filled with worms and giving off a foulsmelling odor.

If this spell is cast in the moonlight, the manna instead takes

the form of spectral quail that cover the ground. The effects of eating the quail are the same as eating the manna.

Mark of Cain

6th-level necromancy

“If anyone harms Cain,

Cain shall be avenged 7 times.”

-Genesis 4:15

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

The Hebrew letter “Vav” appears on your forehead as you point at a creature you can see within range. An identical mark burns itself into the forehead of the target, magically tethering itself to the mark on your own. Whenever you take damage, the target must make a Constitution saving throw. On a failed save, you take half of the damage (rounded down), and the target takes the remaining damage.

Paraclete

5th-level conjuration

“The Father will send you a paraclete,

he will teach you and remind you.”

-John 14:26

Casting Time: 10 minutes

Range: Self

Components: V, S, M (an olive branch)

Duration: 24 hours

A pure white dove descends from above to perch on your shoulder. The dove remains with you for the next 24 hours, or until you dismiss it as a bonus action. The dove has a fly speed of 40, and follows your movements unless you request that it go elsewhere. The dove is immune to all damage, cannot be targeted by spells, cannot have its speed reduced, and is immune to being paralyzed or restrained. The dove understands all spoken languages but cannot speak.

The dove may perform simple actions for you (such as delivering a letter or retrieving an item), but the dove is entirely devoted to the will of God. If you or any of your companions attempt to trick or coerce the dove into performing an evil action, it vanishes and the spell ends. As long as the dove remains with you, you gain the following benefits:

- You, and up to 8 other creatures you designate when you cast the spell, may add 1d4 to all ability checks, as though by the guidance cantrip
- The dove sheds bright light out to a radius of 30 feet. As a bonus action, you can request the dove to dim or extinguish the light.
- Once before the spell ends, when you cast a spell with a range of Touch, the dove can deliver the spell for you as if it had cast the spell. If the spell requires an attack roll, you use your attack modifier for the roll. Once you have cast a spell through the dove in this way, the dove immediately vanishes and the spell ends.

Pentecost

9th-level divination

“There came a noise like a strong driving wind, and tongues of fire came to rest on each of them.”

-Acts 2:2

Casting Time: 1 action

Range: 1 mile

Components: V, S, M (a dove’s feather)

Duration: Concentration, up to 10 minutes

Dark clouds form in the sky, and a violent wind shakes structures within 1 mile. Motes of fire appear in the sky and come to hover over 12 creatures within range that you designate when you cast the spell (one of which can be you). Creatures affected in this way gain the following benefits:

- You are immune to the Frightened condition.
- Any creature that can understand a language can understand you, regardless of the language you speak.

- You can understand all spoken languages.
- You have advantage on Charisma checks and Charisma saving throws.

If you maintain concentration on this spell for the duration, the effects become permanent.

Pillar of Cloud

6th-level divination

“By day the Lord went ahead of them in a Pillar of Cloud to guide them on their way.”

-Exodus 13:21

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 day

Your prayers for guidance are answered as a swirling pillar of pure white cloud reaches down from the heavens and hovers in a space you can see within range. You speak the name of a creature, location, or item with which you are familiar, or which you can describe with sufficient detail. The pillar of cloud instantly moves in the direction of the most efficient path toward the target, but stops to wait if it moves further than 30 feet ahead of you. The pillar leads you in the most direct and efficient physical path to the target, but this path will not necessarily be the safest. As a rule, the pillar will automatically lead you around any terrain that would require an ability check to pass, leading you to a bridge to cross difficult waters or to a hidden goat path to avoid a rocky mountain climb. However, the pillar is not aware of threats unrelated to the landscape, and you may still run into a group of bandits waiting to ambush you, violent weather, or unfriendly beasts in the wilderness.

Pillar of Fire

4th-level evocation

“Then the Pillar of Fire moved between Israel and the army of Egypt, so that Pharaoh could not attack during the night.”

-Exodus 14:19

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 8 hours

You call down a pillar of swirling flame from heaven. The pillar hovers in a space you can see within range. The pillar of fire sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Any creature hostile to you that comes within 5 feet of the pillar, or ends its turn there, must succeed on a Dexterity saving throw. The creature takes 10 fire damage on a failed save, and half as much on a successful one. Each time the pillar deals damage to an enemy its form becomes smaller, and its light, dimmer. When the pillar has dealt a total of 80 damage, it fades away entirely and the spell ends. As a bonus action, you can command the pillar to move up to 25 feet in a turn. The pillar deals damage to enemies as it moves, but has no effect on objects or structures.

Scapegoat

3rd-level abjuration

You shall bring forward a goat,

And lay upon its head the iniquities of the people.

-Leviticus 16:20

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

You call forth a celestial spirit that takes the shape of a spectral goat in a space you can see within range. The scapegoat is a small celestial with an AC of 10 and 4d8 hit points. When a creature you can see within 30 feet of the goat would take damage, you may use your reaction to transfer half of the damage, rounded up, to the goat. You may transfer this damage even if the total damage the goat would receive is greater than its remaining hit points. When the goat drops to 0 hit points or

fewer, it vanishes and the spell ends.

The goat has a hovering speed of 30, and follows your movements for the duration. As a bonus action, you may command the goat to use its movement to follow an ally, stay in a specific location, or follow you. The scapegoat is unaffected by difficult terrain, cannot have its speed reduced, is immune to being paralyzed or restrained, and does not need to make climb checks. Since the scapegoat is technically hovering above the ground, it also does not trigger traps or other effects that respond to a creature's weight. The scapegoat is incorporeal, and cannot interact with items or its environment in any way.

**Casting at Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the scapegoat's hit points increase by 1d8 for each spell slot above 3rd.

**Summon Angel**

6th-level conjuration

"The Lord commands his angels to guard you wherever you go."

-Psalm 91:11

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a piece of parchment or other material onto which is inscribed the true name of an angel)

**Duration:** Instantaneous

You call out the name of an angel of the Lord. You choose the angel's type, which must be of challenge rating 5 or lower, such as a Messenger Angel, Guardian Angel, or Challenger Angel.

The angel appears in an unoccupied space you can see within range. The angel disappears when it drops to 0 hit points or when it decides to return to the heavenly realm.

The angel is obedient to the will of God alone, and is under no compulsion to behave in any particular way. You may respectfully request the angel's aid, but it is not obliged to help you.

Examples of tasks that an angel may willingly perform

include: delivering a message, providing advice, rescuing an innocent person from danger, or engaging in combat with a demon. An angel will not commit an act of violence against a mortal creature unless in defense of another mortal creature's life, and even then will use nonlethal damage. An angel can provide excellent and insightful advice, but it is not omniscient and its advice is limited to its own experience of the universe.

If the angel decides that it is the will of God that it should assist you, it will remain on earth until your request is complete. If you are rude to the angel, or if it deems your request to be against the will of God, the angel will disappear at once.

Summon Cherubim

9th-level conjuration

Blessed are you who look upon the Cherubim.

-Daniel 3:55

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of parchment or other material onto which is inscribed the true name of a Cherubim)

Duration: instantaneous

You call out the true name of one of the guardians of the heavenly throne. All creatures (including you) within 120 feet take 2d6 thunder damage as the fabric of reality is torn asunder with a thunderous noise. A cherubim steps through this portal, appearing in a space you can see within range. The cherubim disappears when it drops to 0 hit points or when it decides to return to the heavenly realm.

The cherubim is obedient to the will of God alone, and is under no compulsion to behave in any particular way. You may respectfully request the cherubim's aid, but it is not obliged to help you.

Cherubim may agree to answer a question or questions, deliver a message, or enter combat against a demon. The cherubim have existed since before the creation of the world, and

thus possess near infinite knowledge. However, a Cherubim will not share knowledge that could be used for selfish gain or evil intent. A cherubim will also not commit any act that it perceives to be contrary to the will of God. If you are rude to the cherubim, or if it deems your request to be against the will of God, there is an equal chance that it will either disappear or attempt to strike you down.

Tehom

5th-level conjuration

“Now you are swallowed up by the seas,  
in the depths of the waters.”

-Ezekiel 27:34

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of water taken from any body of water)

Duration: Concentration, up to 1 minute

A swirling whirlpool of 5-foot-deep water appears in a 30-foot radius centered on a point you can see within range. The point must be on the ground or in a body of water. Until the spell ends, that area is difficult terrain, and any creature that enters it for the first time on its turn or starts its turn there must make a Strength saving throw. A creature takes 4d8 bludgeoning damage and is pulled 15 feet toward the center on a failure. A creature that succeeds its saving throw takes half as much damage and is not pulled.

If a creature begins its turn at the center of the whirlpool and fails its saving throw, it immediately disappears and is magically teleported into a distant body of water, in the exact spot from which you drew the vial of water used as the material component of the spell. The target remains there until the spell ends, at which point the target reappears in the nearest unoccupied space to the one it left.

If you maintain concentration on this spell for the full duration, vanished creatures do not return.

## Torrent of Water

3rd-level conjuration

“A river has swept away their foundations.”

-Job 22:16

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (A smooth stone taken from a riverbed)

Duration: Concentration, up to 1 minute

A river flows up from the ground at a point you choose within range. You can make the river up to 60 feet long and 10

feet wide, and the river can be shaped in any way you choose as long as it makes a continuous path along the ground. The river is considered difficult terrain. You choose the direction the water is flowing when you cast the spell. The river lasts for the duration.

When the river appears, each creature within its area must make a Strength saving throw. On failure a creature takes 2d10 bludgeoning damage and is pushed 10 feet in the direction of the water's flow. On a successful saving throw, the creature takes half as much damage and is not pushed. A creature must make this saving throw when it enters the area of the river for the first time on its turn, or when it begins its turn there.

## Transubstantiation

7th-level transmutation

“Aaron raised his staff and struck the waters of the Nile, and it was changed to blood.”

-Jo b 14:2

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

You choose a volume of any nonmagical liquid that you can see that fits within a 40-foot cube within range, permanently changing it into an equal volume of a different nonmagical liquid.

Examples include turning water into wine or turning a river into

blood.

You must be intimately familiar with the type of liquid it is to become. For example, you cannot produce a vintage of wine that you have never tasted yourself, and if you transmute a liquid into blood, the blood is identical to your own.

Turn the Other Cheek

2nd-level abjuration

“When someone strikes you on your right cheek, turn the other one to him as well.”

-Matthew 5:39

Casting Time: 1 reaction

Range: Self

Components: S

Duration: 1 minute

Whenever you take damage from a creature’s attack, you can use your reaction to turn the other cheek to your attacker. The attacking creature must succeed on a Wisdom saving throw or it is turned for the duration.

A turned creature must spend its turns trying to move as far away from you as it can, and it cannot willingly move to a space within 30 feet of you. It also cannot 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.

If the creature takes damage before the spell ends, it may repeat the saving throw, ending the effect on itself with a success.

Unum in Christo

5th-level transmutation

“We are now one body, one spirit.”

-Ephesians 4:4

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a trinket gifted to you by the target)

Duration: 24 hours

You touch a willing creature with whom you are familiar,

recognizing the spiritual bond you share with it and designating it as the target.

Until the spell ends, you ignore the range and sight restrictions on any spells with a range greater than Touch when this creature is the target of the spell. This allows you to target the designated creature over any distance, as long as it is on the same plane of existence.

Visitation

6th-level conjuration

Casting Time: 1 minute

Range: Special

Components: V, S, M (an object or trinket, previously taken from the target)

Duration: 10 minutes

Choose a creature or location with which you are familiar as the target of the spell. The target must be on the same plane of existence as you. You enter a trance-like state as a copy of your physical form coalesces in an unoccupied space within 30 feet of the target. Creating this copy of yourself takes 1 minute, during which time you are incapacitated and cannot move. This copy is identical to you in every way, and for the duration of the spell you may move and act as normal in the form of this copy.

The copy has your same game statistics and abilities, but it does not possess any weapons, armor, or items from your inventory, appearing clothed in a simple white tunic. Your copy can cast spells of 3rd level or lower as normal, using your spell slots. Your copy has 4d8 hit points.

For the duration of the spell you may move and take actions as normal, and can physically interact with your environment and other creatures. If your copy is reduced to 0 hit points, it vanishes in a cloud of mist, and the spell ends early.

When the spell ends, your consciousness returns to your body and your trance ends. Any items worn or carried by your copy remain where they are, dropping to the ground in the space where your copy vanishes.

## Walk in Shadow

5th-level transmutation

“Swift is the shadow that does not abide.”

-Jo b 14:2

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Your body melts into two-dimensional darkness, appearing as a mere shadow on the wall. Anything you are wearing or carrying is absorbed into your shadow form. The shadow looks like your normal shadow, but with no apparent source. While in this form, you move across surfaces and up and down along walls as a shadow does. Your shadow form is visible to creatures who are looking for it, but you may make all Stealth checks with advantage while in this form. You have darkvision out to a range of 120 feet. Also, regardless of the light available in the space, you are not able to see color and instead regard the world in shades of gray. Similarly, sound becomes more obscured and nearby voices sound muffled. You make all Perception checks that rely on sound with disadvantage.

While moving as a shadow, you can move up, down, and across vertical surfaces as well as along floors and ceilings at your normal walking speed. You are also unaffected by difficult terrain, cannot have your speed reduced, and are immune to being paralyzed or restrained while in your shadow form. You can, however, still take damage from attacks and can still suffer other negative effects. You cannot pick up or physically interact with objects while in this form.

You are treated as shadow for the purpose of determining spaces you can occupy. You may be able to slide along the floor to pass beneath a locked door, provided there is a gap, but you cannot slide beneath an object that is sitting squarely on the ground (your form would instead move up the side of the object and across its top).

## Weave Sin

8th-level Necromancy

“Thus death came to all,  
because all have sinned.”

-Romans 5:12

Casting Time: 24 hours

Range: Touch

Components: V, S, M (Sinful acts of a certain type being committed within a 1 mile radius of the spells casting)

Duration: Instantaneous

You shape the fabric of sin itself to create a magical construct called a “simulacrum.” This simulacrum is the personification of the accumulated sin, but otherwise appears to be a normal human person. When the casting time for the spell is complete, your body enters into a dormant state as your consciousness enters the body of the newly created simulacrum. Once the effects of this spell take hold, they last until the simulacrum is destroyed.

The process of casting this spell is difficult, and requires an abundance of sinful acts being committed within a 1 mile radius for the duration of the casting. The type of sin being committed (lust, greed, sloth, etc.) affects the statistics and abilities of the simulacrum produced. Only one simulacrum can be controlled at a time. If you cast this spell again, any currently active simulacra are instantly destroyed.

The created simulacrum is the physical manifestation of sin, and is therefore extremely vulnerable to repentance and forgiveness. A simulacrum that enters in the aura of a lesser atonement spell or similar magic is instantly destroyed.

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