

# DIVINE PRAYERS

HOME BREW



# DIVINE PRAYERS

Version 1.0

**A CONVERSION OF OVER 740  
4TH EDITION DIVINE POWERS  
INTO 5TH EDITION ABILITIES**

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## INTRODUCTION

This document is part of a larger series converting 4th edition powers into 5th edition abilities. This particular document presents Avenger, Cleric, Invoker, Paladin, and Rune priest prayers. Any prayer in this document is not intended to be only for these classes. It is intended to add a little dash of divine magical flavor to any character.

That being said, there are abilities presented here that benefit certain classes more. Those prayers often refer to marking, a variant combat option in the DMG.

Some may reference channel divinity, which does require the character to possess the channel divinity class feature.

## WHAT IS A PRAYER?

Prayers are abilities converted from 4th edition Divine Powers, taken from Avenger, Cleric, Invoker, Paladin, and Rune priest.

They are Divine which means you have been invested with the authority to wield their power on behalf of a deity, faith, or philosophy.

These prayers are divided by Rank, with each rank about equal in power to a spell of the same level or a permanent magic item of equal rarity. See the prayer Rank and Rarity table for comparison.

## HOW TO USE PRAYERS IN YOUR GAME

These prayers are intended to be used as either special abilities for NPCs to use to make them unique, or as rewards for players in place of magic items. They do not take up an attunement slot, but are also more limited in function than a magic item.

Each rank is intended to have a minimum character level to acquire, but that is ultimately up to the GM to decide.

## HOW PLAYERS CAN ACQUIRE PRAYERS

It is ultimately up to you to decide how they are introduced into your game, and which ones are available. Here are a few examples of how you could allow players to acquire them.

- You could have NPCs reward them as special training instead of treasure. Similar in the way Boons are awarded.
- The players find a magical scroll that when studied is consumed as it bestows the knowledge of the prayer on the character.
- You could use the "Buying a Magic Item" Downtime Activity from Xanathar's Guide to Everything as a framework for spending downtime to train a prayer from a teacher.
- If using the training method or rewarding them instead of treasure, it is unlikely that an instructor knows all of the prayers. What I find works best is letting the player pick from the full list, then deciding if that prayer seems like something the instructor would know and if it's appropriate to the PCs character concept.

## PRAYER RANK AND RARITY COMPARISON

Rank	Spell Level	Magic Item Rarity	Level Range
1	1st	Common	1-4
2	2nd	Uncommon	5-8
3	3rd	Rare	9-12
4	4th	Very Rare	13-16
5	5th	Legendary	17-20

## READING A PRAYER

### NAME OF PRAYER

*Rank of Prayer • Tags (How often the Prayer recharges)*

Prayer text. This section describes the mechanical benefits of the prayer.

*Flavor text. This section describes how the prayer appears in the world*

### HOW OFTEN THE PRAYER RECHARGES

- **Turn.** The prayer recharges at the start of your turn.
- **Short.** The prayer recharges after a short or long rest.
- **Long.** The prayer recharges after a long rest.

# NEW RULES & TERMS

## CONDITIONS

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### BLEEDING

Bleeding is a new condition. A creature that is bleeding takes the listed amount of damage (usually a die amount) at the beginning of its turn. Bleeding can be stopped by using an action to make a DC 15 Wisdom (Medicine) check or through the application of any effect that allows the creature to regain hit points.

GMs can choose to have bleed damage stack with itself or not, depending on the type of campaign they wish to play.

### VARIANT BLEEDING

A bleeding creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the bleeding on a success.

### DAZED

This is a new condition that means a creature may not take reactions, and on its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

## RULES

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### BLOODIED

You are bloodied when your current hit points drop to your bloodied value or lower. Your bloodied value is one-half your current maximum hit points (rounded down). Certain prayers and effects work only against a bloodied target or work better.

### DIVINE SANCTION

Being subject to a divine sanction means the target is marked by you for a duration specified in the description of the prayer. Unless otherwise noted, the mark ends before the specified duration if someone else marks the target.

Until the mark ends, the target takes 2d4 radiant damage the first time each round it targets a creature other than you with an attack, spell, or ability. This does not apply to abilities and spells that affect an area, such as the fireball spell or a dragon's breath weapon. The damage increases to 2d6 at 5th level, 2d8 at 11th level, and 2d12 at 17th level.

### MARKED

This is the variant rule presented on page 271 of the *Dungeons Masters Guide*. When a creature marks a target, the mark lasts until the end of the attacker's next turn unless specified otherwise, and any opportunity attack it makes against the marked target has advantage. The opportunity attack doesn't expend the attacker's reaction, but the attacker can't make the attack if anything, such as the incapacitated condition or the shocking grasps spell, is preventing it from taking reactions. The attacker is limited to one opportunity attack per turn.

### SAVING THROWS

Some prayers require your target to make a saving throw to resist its effects. The saving throw DC is calculated as follows:

**Prayer Save DC** = 8 + your proficiency bonus + your Wisdom or Charisma modifier (your choice)

### SUSCEPTIBILITY

Being susceptible to a damage type means you take extra damage from that damage type. If you have a 1d6 susceptibility to fire, then any time you take fire damage, you take an additional 1d6 fire damage.

### ATTACKING OBJECTS

With your DM's permission, you can use a prayer to target an object when it would normally target a creature.

## TAGS

### CHANNEL DIVINITY

A Channel Divinity prayers offer alternate options for your **Channel Divinity** class feature.

### CHARM

A charm prayer controls a creature's actions in some way. This control is often represented by the creature being forced to attack its ally or being subjected to the dominated condition. This tag is mostly used to identify which prayers ally to creatures that are resistant or immune to charm effects.

### CONJURATION

Prayers that have the conjuration keyword create conjurations, objects or creatures of magical energy. Conjuration prayers gain the benefits of a Wizard's **Conjuration Savant** class feature. A conjuration you create uses these rules, unless a prayer description says otherwise;

- **Occupies no Spaces:** The conjuration can be moved through by allies and enemies alike, and movement can end in its space.
- **Unaffected by the Environment:** Terrain and environmental phenomena have no effect on the conjuration. For example, a conjuration that is an icy hand functions in an inferno without penalty. The conjuration does not need to be supported by a solid surface, so it can float in the air.
- **Your Defenses:** Normally, a conjuration cannot be attacked or physically affected. If a conjuration can be attacked or physically affected, it uses your saving throw modifiers and its AC is 10 + the prayers rank + your spellcasting ability modifier. Unless an attack specifically targets conjurations, only the attack's damage (not including ongoing effects) affects the conjuration.
- **Attacking with a Conjuration:** If you can attack with a conjuration, you make the attack, or it uses your saving throw DC. You determine line of sight normally, but you determine line of effect from the conjuration.
- **Movable Conjurations:** If the prayer you use to create a conjuration allows you to move it, it's a movable conjuration. At the end of your turn, the movable conjuration ends if you are not within range of at least 1 space it's in (using the prayer's range) or if you don't have line of effect to at least 1 space it's in.

When you move a conjuration, you can't move it through a solid obstacle.

- **Death Ends:** If you die, the conjuration ends immediately.

### ENCHANTMENT

Enchantment prayers alter creatures' emotions, thoughts, and actions, including beguiling onlookers, terrifying foes, and encouraging allies. Enchantment prayers gain the benefits of a Wizard's **Enchantment Savant** class feature.

## EVOCATION

Evocation prayers bring various magical effects into being, including explosions, rays of magical energy, and lingering environmental effects. This is the most widely practiced school of magic. Scholars have various theories about the connection, if any, between this school of magic and primal prayers, which are sometimes called rites. Both evocation prayers and primal rites involves calling on magical energy in the cosmos. Evocation prayers draw on the very fabric of existence, whereas primal rites call on the spirits found throughout the world. Evocation prayers gain the benefits of a Wizard's **Evocation Savant** class feature.

### FEAR

A fear prayer inspires fright. This fright is often represented by a creature being forced to move, taking a penalty to attack rolls, or granting advantage on attack rolls. Creatures immune to fear effects will be immune to parts of a prayer, if not the whole thing.

### FOCUS

A focus normally refers to a spellcasting focus, items wielded by certain characters to channel their magical abilities. Your class description or a special feature tells you which focuses you can wield, if any. Any prayer that has the focus tag essentially has the material component requirement of a spellcasting focus. Prayers count as spells for the purpose of spellcasting foci that increase spell save DCs and spell attack rolls.

### ILLUSION

An illusion prayer deceives the mind or the senses. Illusions often obstruct vision or redirect attacks. If an illusion prayer deals damage, the damage itself is not an illusion. Illusion prayers gain the benefits of a Wizard's **Illusion Savant** class feature.

### NECROMANCY

Necromancy prayers generally deal with the forces of life and death. Necromancy is actually made up of two schools, necromancy being the more commonly known one, but also nethermancy. Nethermancy magic focuses more of the negative energy that permeates realms like the Shadowfell. Necromancy prayers gain the benefits of a Wizard's **Necromancy Savant** class feature.

### OFFENSIVE

You can only activate one prayer per turn with the "Offensive" tag. This is intended to prevent stacking damage dealing prayers on a single trigger, and to prevent offensive prayers from triggering off of each other.

**Variant:** Offensive could also be limited to once per round, depending on if you want to make players choose between using an offensive prayer to attack, or hold back and be able to activate an offensive prayer during a reaction.

## POLYMORPH

Polymorph powers change a target's physical form in some way. You use these rules when you're affected by a polymorph prayer;

- **One Polymorph at a Time:** If you are affected by more than one polymorph effect, only the most recent one has any effect. The other effect remain on you and their durations expire as normal, but those effects don't apply. However, when the most recent effect ends, the next most recent one that is still active applies to you.
- **Changing Size:** If a polymorph effect reduces your size, you do not provoke opportunity attacks for leaving spaces as you shrink.  
If a polymorph effect makes you too large to fit in the available space, the effect fails against you, but you are stunned. While stunned in this way, you can make a Constitution saving throw at the end of each of your turns, ending the effect on a success. For example, if you are crawling through a narrow tunnel and a polymorph effect tries to turn you into a creature that is too large for the tunnel, the effect fails, but you are stunned until you save.
- **Death Ends:** If you die, polymorph effects end on you immediately.

## RUNE

When you use a Rune prayer, you will choose one of the runes noted in the prayer, apply the chosen rune's effects as described in the prayer.

The runes that you handle are the least power dine runes, those that a mortal can inscribe without risking body or soul. Only the gods and their mightiest servants can truly master the greatest divine runes. Two lesser runic syllabaries are presented here, those of protection and destruction.

Runes of protection fortify defenses, strengthen the spirit, preserve resolve, and deflect an enemy's attacks. Runes of destruction are also known as sigils of unmaking. They weaken steel and stone, degrade flesh and bone, disrupt order, and fray thought.

When you use a rune prayer, you choose one of the runic alphabets with which to empower your prayers, often tracing a rune in the air as you use a prayer. Your choice of runic alphabet alters the workings of the prayer. Using runes of protection might enhance the prayer's bonus to AC and saving throws, whereas using runes of destruction boosts its damage.

After you use the prayer, a rune might glow over your head, on your weapon, or on your armor—a sign of the rune you have invoked.

## STANCE

When a prayer has the "Stance" tag, the stance lasts for 1 minute, until you are knocked unconscious, or until you enter another stance. You can end a stance on your turn (no action required).

The DM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, could require you to succeed on a DC 10 Constitution saving throw to maintain your stance.

## SUMMONING

Prayers that have the summoning tag bring creatures from elsewhere, often other planes, to serve you in a variety of ways. Unless the summoning prayer states otherwise, the summoned creature lasts for 1 hour and then disappears. As a bonus action, you can dismiss the summoned creature.

## TRANSMUTATION

A transmutation prayer magically transforms its target in some way, changing the target's form, composition, or both. Damage caused by such a prayer is usually the result of the trauma brought about by the transformation. Transmutation prayers sometimes cause such extensive changes that they are also polymorph prayers, but the prayer might also keep a target's form intact. For instance, a transmutation prayer that slows a creature by turning its feet to stone is not subjecting the creature to a polymorph effect. The creature's original form remains, though the material of its body has been altered. Transmutation prayers gain the benefits of a Wizard's **Transmutation Savant** class feature.

## UTILITY

Utility prayers are generally buffs for the user or their allies, and generally don't interact with enemies in any way. Sometimes these prayers have no combat application at all.

## WEAPON

Weapon prayers apply any special properties of that weapon to the prayer. If the prayer requires a saving throw, you can apply your weapon's enhancement bonus to the save DC, and any special on hit effects of your magic weapon apply on a failed save, such as dealing extra fire damage, or causing a bleeding wound.

Much like the Focus keyword, the weapon tag indicates that the user must be wielding a weapon to use the prayer. The description will indicate if a specific kind of weapon might be required.

## TERMS

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### “ATTACKS, SPELLS, AND ABILITIES”

This wording refers to pretty much any damaging effect originating from you. So, a damage dealing attack, ability, spell, or prayer would fall under this, but throwing someone off of a cliff would not count since it's gravity doing the damage.

### CHARGING ATTACK

If a prayer refers to a charging attack and you don't have rules for that in your game. Consider using the following:

**Charging Attack.** As an action, move up to your speed and make a melee weapon attack, with advantage, against a creature within reach. All attack rolls against you have advantage until the start of your next turn.

### SPENDING HIT DICE

When a prayer has you "spend a hit die" it will always specify what the benefit is. The benefit is often to regain hit points, but not always. If you are regaining hit points using a hit die, it is just like during a short rest. You roll your die and add your Constitution modifier. This means you do not regain hit points for spending hit dice unless the effect tells you to do so.

Some prayers will let you spend hit dice to regain hit points plus an extra dice amount. You must spend at least one hit die to regain the extra dice amount.

### PRAYER

Divine magic comes from the gods. The gods grant power to their devotees, which clerics and paladins, for example, access through prayers and litanies. Divine magic excels at healing, protection, and smiting the enemies of the gods. These divine abilities are called prayers.

### MOVEMENT AND SAFE MOVEMENT

When a prayer allows you to move, this is normally in addition to any other movement on your turn. Unless specified otherwise, this bonus movement is only available as part of the prayer. Meaning, if a prayer allows you to move 20 feet, you must use that movement then, you can't use 10 feet and save the other 10 feet for later.

If a prayer allows you to **safely** move, jump, fly, etc., it means the movement does not provoke opportunity attacks. The disengage action is another example of safe movement. The Sentinel feat interacts with safe movement in the same way it interacts with the disengage action.

### “WHEN YOU HIT A CREATURE WITH AN ATTACK”

When a prayer triggers from hitting with an attack, the target suffers the attack's normal effects, and any additional effects listed in the prayer. Often shown as, “When you hit a creature with an attack, your attack deals an extra XdX damage, and..”



## CONVERTING PRAYERS INTO SPELLS

This section will be a rough outline on how to convert the prayers into normal spells. I'll give a sample spell block with descriptions of where to find the info you need for each field. I will then give examples of various kinds of prayers being converted. Hopefully, you will be able to deduce your own conversions from the examples.

### SAMPLE

*This is based on the Rank and Tags*

**Casting Time:** This is usually the first thing in the mechanics block. If it triggers off of a melee hit, then treat it like a paladin smite spell.

**Range:** Often found within the first two sentences

**Components:** When it doubt use V, S, M (a spellcasting focus), but this can easily change based on how you envision the incantation interacts with the world. If it is just speaking, this might only require a verbal component.

**Duration:** If the effect is resolved right away it's "Instantaneous", by the end of the next round is "1 round" and anything longer should be "Concentration, up to X minute/s"

This can be a mix of flavor text and mechanics, but I find it's simple enough to just list the flavor followed by the mechanics.

### ANGELIC ALACRITY

*Rank 1 Prayer • Offensive, Transmutation, Weapon (Short)*

When you take the attack action on your turn, you can safely move up to 10 feet before one of your attacks and gain a +2d10 bonus to your next damage roll using a melee weapon before the end of your turn.

*You focus divine energy through your body to gain uncanny speed as you make your attack.*

### ANGELIC ALACRITY

*1st-level transmutation*

**Casting Time:** Bonus action

**Range:** Self

**Components:** V, S, M

**Duration:** 1 round

You focus divine energy through your body to gain a +10 bonus to your speed until the start of your next turn, and granting you a +2d10 bonus to your next damage roll using a melee weapon before the end of your turn.

### ANGELIC ECHELON

*Rank 1 Prayer • Conjunction, Focus, Offensive (Long)*

As an action, choose any number of creatures you can see within 15 feet of you. Each target must make a Wisdom saving throw. A target takes 2d6 radiant damage on a failed saving throw, or half as much damage on a success. Also on a failed save, until the end of your next turn, the target takes 1d4 radiant damage whenever it makes an attack roll.

*Spectral angels swoop down to attack the foes around you and then linger briefly, threatening to inflict further damage.*

### ANGELIC ECHELON

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** Self (15-foot radius)

**Components:** V, M (a spellcasting focus)

**Duration:** 1 round

Spectral angels swoop down to attack the foes around you and then linger briefly, threatening to inflict further damage. Choose any number of creatures you can see within range. Each target must make a Wisdom saving throw. A target takes 2d6 radiant damage on a failed saving throw, or half as much damage on a success. Also on a failed save, until the end of your next turn, the target takes 1d4 radiant damage whenever it makes an attack roll.

### ANGELIC WITNESSES

*Rank 1 Prayer • Conjunction, Utility (Long)*

As an action, you conjure a silent, ghostly angel in an unoccupied space within 50 feet of you. The angel persists for 1 minute. When one of your allies within 5 feet of the angel regains hit points, they regain an additional 1d4 hit points. As a bonus action, you can move each angle up to 15 feet.

For each time you've used *healing word* or Channel Divinity since the start of your last turn, you conjure an additional angle in an unoccupied space within 50 feet that isn't within 5 feet of another ghostly angel.

You must concentrate on this prayer as if concentrating on a spell.

*Your prayers bring the attention of ghostly minor angels, who stand and silently observe you in battle.*

### ANGELIC WITNESSES

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Your prayers bring the attention of ghostly minor angels, who stand and silently observe you in battle. You conjure a silent, ghostly angel in an unoccupied space within range. When one of your allies within 5 feet of the angel regains hit points, they regain an additional 1d4 hit points.

For each time you've used *healing word* or Channel Divinity since the start of your last turn, you conjure an additional angle in an unoccupied space within 50 feet that isn't within 5 feet of another ghostly angel.

As a bonus action, you can move each angle up to 15 feet.

## SPLIT THE SKY

*Rank 1 Prayer • Evocation, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 thunder damage, and the target must succeed on a Strength saving throw or be pushed up to 10 feet and knocked prone.

*As you strike, you invoke ancient words of holy wrath that rumble with the power of storm clouds, causing your foe to stumble backward and fall.*

## SPLIT THE SKY

*1st-level evocation*

**Casting Time:** Reaction, which you take when you hit a creature with a melee attack using a weapon

**Range:** Self

**Components:** V, M (a melee weapon)

**Duration:** Instantaneous

As you strike, you invoke ancient words of holy wrath that rumble with the power of storm clouds, causing your foe to stumble backward and fall. Your attack deals an extra 1d10 thunder damage, and the target must succeed on a Strength saving throw or be pushed up to 10 feet and knocked prone.

## AVENGER'S RESOLVE

*Rank 1 Prayer • Transmutation, Utility (Short)*

As a reaction, when a creature hits you with an attack, you gain resistance to all damage until the end of your next turn, including the damage of the triggering attack.

*For a few moments, faith infuses you with supernatural toughness.*

## AVENGER'S RESOLVE

*1st-level transmutation*

**Casting Time:** Reaction, which you take when a creature hits you with an attack

**Range:** Self

**Components:** V

**Duration:** 1 round

For a few moments, faith infuses you with supernatural toughness. You gain resistance to all damage until the end of your next turn, including the damage of the triggering attack.

## STRENGTH FROM VALOR

*Rank 1 Prayer • Abjuration, Offensive, Weapon (Short)*

As an action, make a melee attack with a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage.

After all attacks are resolved, you gain 1d4 temporary hit points for each target hit by this prayer.

*As foes encircle you, you fight all the harder.*

## STRENGTH FROM VALOR

*1st-level abjuration*

**Casting Time:** 1 action

**Range:** Self (5-foot radius)

**Components:** V, S, M (a melee weapon)

**Duration:** Instantaneous

As foes encircle you, you fight all the harder. Make a melee attack with a weapon against any number of creatures you can see within range, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage.

After all attacks are resolved, you gain 1d4 temporary hit points for each target hit by this spell.

## RANK 1 PRAYERS

### ALLIED ACCURACY

*Rank 1 Prayer • Divination, Offensive, Weapon (Short)*

When you hit a creature with an attack using a weapon, your attack deals an extra 1d10 radiant damage, and choose one ally you can see within 25 feet of you. That ally can reroll their next attack roll against the target before the end of your next turn, but must use the new result.

*Your attack channels the power of fate, granting your ally an edge for a follow-up attack.*

### ALTAR OF CONFINEMENT

*Rank 1 Prayer • Evocation, Stance (Long)*

As a bonus action, you enter the Altar of Confinement stance. Until the stance ends, whenever you cast spell or use a prayer, one enemy you can see that is not within 5 feet of a creature takes 1d4 radiant damage (no action required).

*You compel enemies who would flee your fury to seek comfort in their allies.*

### ANGELIC ALACRITY

*Rank 1 Prayer • Offensive, Transmutation, Weapon (Short)*

When you take the attack action on your turn, you can safely move up to 10 feet before one of your attacks and gain a +2d10 bonus to your next damage roll using a melee weapon before the end of your turn.

*You focus divine energy through your body to gain uncanny speed as you make your attack.*

### ANGELIC ECHELON

*Rank 1 Prayer • Conjuration, Focus, Offensive (Long)*

As an action, choose any number of creatures you can see within 15 feet of you. Each target must make a Wisdom saving throw. A target takes 2d6 radiant damage on a failed saving throw, or half as much damage on a success. Also on a failed save, until the end of your next turn, the target takes 1d4 radiant damage whenever it makes an attack roll.

*Spectral angels swoop down to attack the foes around you and then linger briefly, threatening to inflict further damage.*

### ANGELIC HARRIER

*Rank 1 Prayer • Conjuration, Focus, Offensive (Short)*

As an action, make a ranged spell attack against one creature within 50 feet of you. On a hit, the target takes 2d10 magical piercing damage, and you can move the target up to 15 feet. The target must then succeed on a Strength saving throw or be knocked prone.

*A fiery angel swoops down to catch your enemy with its spear and hurl it to the ground.*

### ANGELIC PROTECTOR

*Rank 1 Prayer • Conjuration, Focus, Offensive, Summoning (Long)*

As a bonus action, you summon a Medium angelic protector in an unoccupied space within 50 feet of you.

The angelic protector is friendly to you and your companions. Roll initiative for the protector, which has its own turns. It obeys any mental commands that you issue to it (no action required). The protector persists for 1 minute or until you dismiss it as a bonus action. If you don't issue any commands to it, it defends itself, and makes opportunity attacks against your enemies.

The creature's statistics are at the end of this supplement.

*A grim angel in heavy armor comes forth from the ether to lend its aid in your struggle.*

### ANGELIC WITNESSES

*Rank 1 Prayer • Conjuration, Utility (Long)*

As an action, you conjure a silent, ghostly angel in an unoccupied space within 50 feet of you. The angel persists for 1 minute. When one of your allies within 5 feet of the angel regains hit points, they regain an additional 1d4 hit points. As a bonus action, you can move each angel up to 15 feet.

For each time you've used *healing word* or Channel Divinity since the start of your last turn, you conjure an additional angel in an unoccupied space within 50 feet that isn't within 5 feet of another ghostly angel.

You must concentrate on this prayer as if concentrating on a spell.

*Your prayers bring the attention of ghostly minor angels, who stand and silently observe you in battle.*

### ANVIL OF BATTLE

*Rank 1 Prayer • Abjuration, Offensive, Rune, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or until the start of your next turn, you gain resistance to all damage from the target's attacks, spells, and abilities. Additionally, on a failed save, apply the effects of your chosen rune:

- **Destruction:** Until the end of your next turn, whenever the target moves, you or one ally within 5 feet of the target can use their reaction to make an opportunity attack against it with a +2 bonus to the attack roll.
- **Protection:** Until the end of your next turn, whenever the target moves, you and each ally within 10 feet of the target can safely move up to 5 feet (no action required).

*The rune of the anvil, when enhanced by your mastery of divine magic, allows you to become a bulwark.*

## ARCING JUDGMENT

Rank 1 Prayer • Abjuration, Offensive, Weapon (Short)

As an action, make a melee attack roll using a weapon against one or two creatures within reach, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage, and the target is subject to your divine sanction until the end of your next turn.

*You swing your weapon in a wide arc that strikes not one but two creatures within your reach.*

## ARDENT VOW

Rank 1 Prayer • Evocation, Offensive (Long)

As a bonus action, you touch one creature you can see within reach. The next time you hit the target with an attack before the end of your next turn, you gain a +2d4 bonus to the damage roll. In addition, for 1 minute, whenever you attack the target, it is subject to your divine sanction until the end of your next turn.

*You draw on unwavering faith and inner strength to strike with divine fury.*

## ARGENT MANTLE

Rank 1 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures you can see within 5 feet of you. Each target must make a Constitution saving throw. On a failed save, a target takes 1d6 radiant damage and 1d6 thunder damage, or half as much damage on success.

For 1 minute, you can reroll the damage for any of your damaging effects, including this one, and you must use the second result.

*You channel divine light and thunder through your focus, smiting enemies nearby. For the rest of the battle, a mantle of silver light clings to your shoulders, a sign of divine favor.*

## ARMOR OF FAITH

Rank 1 Prayer • Abjuration, Utility (Long)

As an action, choose one creature you can see within 25 feet of you. The target gains a +2 bonus to AC or a saving throw of your choice for 1 minute.

*You clothe your ally in shinnying golden armor created from the essence of the Astral Sea.*

## ARMOR OF WRATH

Channel Divinity • Offensive (Short)

As a reaction, when an enemy you can see within 25 feet of you hits you with an attack, the target takes 1d4 radiant damage and you can push the triggering enemy up to 10 feet.

This ability's damage increases when you reach 5th level (1d6), 11th level (1d8), and 17th level (1d12).

*As your foe strikes, you invoke the gods' power to encase yourself in a burning aura of radiant energy.*

## ASPECT OF MIGHT

Rank 1 Prayer • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage.

For 1 minute, you gain a +3 bonus to Strength (Athletics) checks, a +10-foot bonus to speed, and a +1d4 bonus to the damage rolls of melee weapon attacks.

*You strike a crippling blow against your foe, and divine power bolsters you.*

## ASTRAL CONDEMNATION

Rank 1 Prayer • Focus, Offensive, Transmutation (Long)

As an action, choose one creature you can see within 25 feet of you. The target must succeed on a Dexterity saving throw or take 2d10 radiant damage.

For 1 minute, the target suffers a -4 penalty to damage rolls.

You must concentrate on this prayer as if concentrating on a spell.

*You brand a foe with your god's glowing symbol to drain power from its attacks.*

## ASTRAL FLARE

Rank 1 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures you can see within 15 feet of you. Each target must succeed on a Wisdom saving throw or be dazed until the end of your next turn.

*You brandish your holy symbol and invoke the power of the gods to dazzle your foes.*

## ASTRAL SPEECH

Rank 1 Prayer • Enchantment, Utility (Long)

As a bonus action, you gain a +3 bonus to Charisma (Persuasion) checks for 10 minutes.

*You speak with such compelling conviction that others find it difficult to refute your beliefs and claims.*

## ASTRAL TERROR

Rank 1 Prayer • Enchantment, Fear, Focus, Offensive (Short)

As an action, choose any number of creatures you can see within 15 feet of you. Each target must succeed on a Wisdom saving throw or take 2d6 psychic damage and be pushed up to 10 feet.

*Astral energy surges through you, transforming you into a beacon of divine terror that sends your foes reeling.*

## AVENGER'S RESOLVE

Rank 1 Prayer • Transmutation, Utility (Short)

As a reaction, when a creature hits you with an attack, you gain resistance to all damage until the end of your next turn, including the damage of the triggering attack.

*For a few moments, faith infuses you with supernatural toughness.*

## AVENGING ECHO

Rank 1 Prayer • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and until the end of your next turn, any enemy that ends its turn within 5 feet of you or that hits or misses you with an attack takes 2d4 radiant damage.

*Your weapon sweeps in a deadly arc, leaving in its wake swirling radiant energy that keeps your foes at bay.*

## AVENGING FLAME

Rank 1 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage and for 1 minute, the target is affected by your avenging flame. While affected, the target takes 1d4 fire damage at the start of each of its turns, and it also sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success.

If the target makes an attack roll on its turn, it cannot make a saving throw to end the effect on that turn. These magical flames cannot be extinguished by nonmagical means.

*You imbue your weapon with divine fire and attack your enemy. Flames spread from it to your foe, avenging each attack it dares to make.*

## AVENGING JUDGMENT

Rank 1 Prayer • Offensive, Transmutation, Weapon (Short)

As a reaction, when an enemy within 5 feet of you hits your ally with an attack, make a melee attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 1d10 damage and until the end of your next turn, the target's speed is reduced to 0.

*Your steel transfixes an enemy that harms your friend.*

## BEACON OF LIGHT

Rank 1 Prayer • Abjuration, Focus, Utility (Long)

As an action, choose any number of creatures you can see within 15 feet of you. Each target must succeed on a Wisdom saving throw or until the end of your next turn, deal only half damage with weapon attacks that use Strength.

You and each ally you can see within 15 feet of you regain 2d6 hit points, and for 1 minute, whenever you restore hit points to a creature, that creature regains 1d4 additional hit points (including the hit points restored by this prayer).

*You release a burst of divine energy that weakens your foes even as it heals your allies. The energy lingers around your holy symbol for a short time, improving your ability to heal your allies.*

## BEACON OF VENGEANCE

Rank 1 Prayer • Illusion, Offensive, Rune, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 radiant damage, and the target must succeed on an Intelligence saving throw or one ally within 5 feet of the target becomes invisible to them until the end of your next turn. Additionally, on a failed save, apply the effects of your chosen rune:

- **Destruction:** The target suffers a -2 penalty to AC against the next attack made by the ally before the end of your next turn.
- **Protection:** The ally can safely move up to 10 feet (no action required).

*You invoke a rune of avenging light that burns the image of one of your allies from your foe's mind.*

## BINDING INVOCATION OF CHAINS

Rank 1 Prayer • Conjuration, Focus, Offensive (Long)

As an action, choose any number of creatures you can see within 50 feet of you. Each target must make a Dexterity saving throw. On a failed save, a target's speed is reduced by 10 feet for 1 minute. On a successful save, a target's speed is reduced by 10 feet until the end of your next turn. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*You whisper ancient words of binding, invoking the power of the gods to hinder your foes' movement with spectral chains.*

## BLACKENED SOUL

Rank 1 Prayer • Necromancy, Utility (Long)

As a bonus action, choose one creature you can see within 25 feet who is at 0 hit points. The target can spend up to two hit dice to regain hit points. Additionally, for 1 minute or until the target is restored to its current hit point maximum, they gain a +1 bonus to attack rolls and +1d4 bonus to damage rolls, but attack rolls against the target gain advantage.

*A pulse of shadow leaves your hands to seek your ally, granting vigor and strength but leaving a dark stain on that companion's soul.*

## BLADES OF ASTRAL FIRE

Rank 1 Prayer • Abjuration, Focus, Offensive (Short)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Dexterity saving throw or take 2d6 radiant damage.

Each ally you can see within the sphere gains a +3 bonus to AC until the end of your next turn.

*Gleaming blades of radiant energy appear and strike your foes. The blades then transform into spectral shields that protect your allies.*

## BLAZING BEACON

*Rank 1 Prayer • Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 radiant damage, and ranged attacks against the target gain a +1d4 bonus to damage rolls until the end of your next turn.

*You invoke your deity's name, and holy light envelops your weapon. When you strike your foe, you brand it with a beacon of blazing light that guides your allies' ranged attacks against it.*

## BLAZING BRAND

*Rank 1 Prayer • Evocation, Offensive, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 fire damage and the target must succeed on a Constitution saving throw or become branded for 1 minute. While branded, melee attack rolls against the target have advantage and the target takes 1d4 fire damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the brand on a success.

*Your strike burns your god's symbol onto the enemy, a beacon to your companions.*

## BLESS WEAPON

*Rank 1 Prayer • Transmutation, Utility (Long)*

As a bonus action, you bless your weapon for 1 minute. While blessed, the weapon gains a +1 bonus to attack rolls, deals an extra 1d4 radiant damage on a hit, and can score a critical hit on a roll of 18–20 against creatures vulnerable or susceptible to radiant damage.

*You recite an ancient prayer to imbue your weapon with the power of pure faith.*

## BLESSING OF VENGEANCE

*Rank 1 Prayer • Abjuration, Utility (Long)*

As a reaction, when you reduce a creature to 0 hit points, you gain 2d10 temporary hit points.

*With the death of your foe, your god grants you a boon.*

## BLOOD OF THE MIGHTY

*Rank 1 Prayer • Necromancy, Offensive, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and you take 1d4 necrotic damage, which can't be reduced or prevented in any way.

*You draw on your own life force to deal a decisive blow.*

## BOUND BY FATE

*Rank 1 Prayer • Abjuration, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Constitution saving throw or until the end of your next turn, the target's speed is reduced to 0. Also on a failed save, the first time an enemy other than the target hits and damages you while you are within 5 feet of the target, you take half of the damage and the target takes the other half.

*You strike your foe and then share your pain with it.*

## BRILLIANT BEACON

*Rank 1 Prayer • Evocation, Fear, Focus, Offensive (Long)*

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must make a Wisdom saving throw. On a failed save, a target becomes purified for 1 minute. On a successful save, a target takes 1d4 radiant damage. While purified, the target takes 2d4 radiant damage at the start of each of its turns, and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The sphere creates a zone of brilliant light for 1 minute. The zone sheds bright light in a 10-foot radius and it dim light for an additional 10 feet. You can use a bonus action to move the zone up to 30 feet. Enemies within the zone suffer a -2 penalty to attack rolls, AC, and saving throws. The zone ends at the end of your turn if you are within the zone.

You must concentrate on this prayer as if concentrating on a spell.

*You raise your focus to call forth a column of light from the heavens. Those sworn to darkness cannot abide its purifying rays.*

## CALL OF CHALLENGE

*Rank 1 Prayer • Evocation, Offensive (Short)*

As a bonus action, choose any number of creatures you can see within 15 feet of you. Each target is subject to your divine sanction until the end of your next turn.

*A burst of divine radiance sears your foe.*

## CALL TO ARMS

*Rank 1 Prayer • Enchantment, Focus, Offensive (Short)*

As an action, choose one creature you can see within 25 feet who is marked by you. The target must succeed on a Wisdom saving throw or be pulled to an unoccupied space within 5 feet of you. As part of the same action, you can make a melee attack using a weapon against the target with a +2 bonus to the attack roll. On a hit, your attack deals an extra 1d10 damage.

*You lead your foe to the ground where you want to fight.*

## CASCADE OF LIGHT

*Rank 1 Prayer • Evocation, Focus, Offensive (Long)*

As an action, choose one creature you can see within 50 feet of you. The target must make a Wisdom saving throw. On a failed save, the target takes 2d10 radiant damage, and it suffers a 1d4 susceptibility to all damage from your attacks, spells, and abilities for 1 minute. On a successful save, the target takes half as much damage. While susceptible, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*A burst of divine radiance sears your foe.*

## CAUSE FEAR

*Rank 1 Prayer • Enchantment, Fear, Focus, Offensive (Short)*

As an action, choose one creature you can see within 50 feet of you. The target must succeed on a Wisdom saving throw or use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit.

*Your focus ignites with the fury of your god. Uncontrollable terror grips your enemy, causing it to instantly recoil.*

## CELESTIAL FIST

Rank 1 Prayer • *Conjuration, Focus, Offensive (Long)*

As an action, choose one creature you can see within 25 feet of you. The target must make a Dexterity saving throw. On a failed save, the target takes 2d10 radiant damage, and is restrained for 1 minute. On a successful save, the target takes half as much damage, and is restrained until the end of your next turn.

While restrained by this prayer, the target can make a Strength or Dexterity saving throw at the end of each of its turns. On a failed save, the target takes 1d4 radiant damage. On a successful save, the effect ends.

*A great fist of light smashes down at your enemy, and then holds the foe fast in its grip.*

## CHAINS OF CARCERI

Rank 1 Prayer • *Conjuration, Focus, Offensive (Short)*

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Dexterity saving throw or take 2d6 magical bludgeoning damage and until the end of your next turn, the target's speed is reduced by 10 feet.

*You invoke the power of the prison of Carceri, causing red chains to appear around your enemies to hinder their movement.*

## COMPELLING BLADE

Rank 1 Prayer • *Enchantment, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage. Additionally, until the end of your next turn, the first time an enemy enters a space within 5 feet of you on its turn, you can safely move up to 10 feet (no action required) and then move the target up to 5 feet into the space you left.

*Your weapon weaves a subtle trap, locking your enemy's steps to yours.*

## CONQUERING BLOW

Rank 1 Prayer • *Enchantment, Fear, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and must succeed on a Strength saving throw or be knocked prone. Until the end of your next turn, the target provokes opportunity attacks whenever it stands up.

*You prostrate your foe and inspire your allies to renew the attack if it stands.*

## CROWN OF RETALIATION

Rank 1 Prayer • *Divination, Focus, Offensive (Long)*

As an action, choose one creature you can see within 50 feet of you. The target must succeed on a Wisdom saving throw or take 2d10 radiant damage.

The target is affected by your crown of retaliation for 1 minute. Until the effect ends, the target takes 1d4 radiant damage when any of your allies within 25 feet of it take damage. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success.

*You point at a foe and form a circle with your hands. A translucent crown then appears over that foe's head, searing it with each injury your companions suffer.*

## CURSE OF MISFORTUNE

Rank 1 Prayer • *Divination, Focus, Offensive (Long)*

As an action, choose any number of creatures you can see within 15 feet of you. Each target must make a Wisdom saving throw. On a failed save, a target suffers disadvantage on all attack rolls for 1 minute. While suffering disadvantage from this prayer, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

When the target succeeds on any saving throw against this prayer, it takes 2d4 psychic damage.

*Fate intervenes and consigns the enemy to defeat as its attacks fail and its stratagems lead to ruin.*

## DAUNTING LIGHT

Rank 1 Prayer • *Evocation, Focus, Offensive (Short)*

As an action, choose one creature you can see within 50 feet of you. The target must succeed on a Dexterity saving throw or take 2d10 radiant damage.

One ally you can see gains advantage on attack rolls against the target until the end of your next turn.

*A burning column of light engulfs your foe. Its brilliance burns your enemy and hinders its defenses for a short time.*

## DAY'S FIRST LIGHT

Rank 1 Prayer • *Abjuration, Focus, Offensive (Short)*

As an action, you touch one creature you can see within reach. The target must succeed on a Dexterity saving throw or take 2d10 radiant damage. Also on a failed save, if the target willingly moves before the start of your next turn, it takes 2d4 radiant damage.

*You envelop your foe in a burning shroud of light. If the foe moves, the brilliance scorches it.*

## DAZZLING FLARE

Rank 1 Prayer • *Abjuration, Focus, Offensive (Short)*

As an action, choose one creature you can see within 25 feet who can see you. The target must succeed on a Dexterity saving throw or take 2d10 radiant damage and until the end of your next turn, the target suffers a -2 penalty to attack rolls.

*Painfully bright light flashes from your holy symbol.*

## DEADLY STRIDE

Rank 1 Prayer • *Offensive, Transmutation, Weapon (Short)*

When you take the attack action on your turn, you can move up to half your speed before one of your attacks and gain a +1d10 bonus to your next damage roll using a melee weapon before the end of your turn.

During the movement granted by this prayer, you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you ends this movement inside an object.

*No obstacle can stop you from visiting righteous fury on your foe.*

## DEATH SURGE

Rank 1 Prayer • Focus, Necromancy, Offensive (Short)

As a reaction, when a creature within 15 feet is reduced to 0 hit points, choose any number of creatures you can see within 15 feet of you. Each target must succeed on a Constitution saving throw or take 2d6 psychic damage.

Additionally, you and each ally within 15 feet of you gain 1d4 temporary hit points, and a +2 bonus to attack rolls until the end of your next turn.

*The death of a nearby creature grants you the energy to scar the minds of your foes, and fuels your allies' grim determination.*

## DEATH'S DENIAL

Rank 1 Prayer • Necromancy, Utility (Short)

As an action, you create a zone of divine power that fills a 25-foot radius sphere centered on you. The zone lasts until the end of your next turn. When a nonbloodied ally within the zone becomes bloodied, that ally can spend a hit die to regain hit points (no action required).

*Your utterance prevents death from claiming new victims.*

## DEFLECTING THUNDER

Rank 1 Prayer • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 thunder damage. Additionally, the next attack that targets you before the end of your next turn, instead targets a creature within 5 feet of you other than the attacker.

*A thunderclap batters your foe as your weapon connects, and another thunderclap deflects the next attack against you, turning the attack toward a nearby foe.*

## DESTINED DUEL

Rank 1 Prayer • Divination, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet of you. The target must succeed on a Dexterity saving throw or take 2d10 radiant damage and until the end of your next turn, one ally within 25 feet of you gains a +2 bonus to attack rolls against the target. If you cast *healing word* on that ally this turn, the ally also gains a +1d4 bonus to damage rolls against the target until the end of your next turn.

*You mark an enemy with a holy sigil and cause your ally to rise up and defeat this foe.*

## DISTRACTING FLARE

Rank 1 Prayer • Illusion, Utility (Short)

As a bonus action, you become invisible and can move up to your speed. You are invisible until the end of this movement.

*For a few moments, faith infuses you with supernatural toughness.*

## DIVINE CALL

Rank 1 Prayer • Evocation, Utility (Short)

As a bonus action, you pull one or two willing creatures you can see within 50 feet of you up to 15 feet.

*You intone a word of power to rally your allies to your side.*

## DIVINE CHALLENGE

Rank 1 Prayer • Evocation, Offensive (Turn)

As a bonus action, choose one creature you can see within 25 feet of you. You mark the target. The mark lasts until you use this prayer again. The mark also ends at the end of your turn if you didn't engage the target, meaning you neither targeted it with an attack, spell, or ability during your turn nor are within 5 feet of it at the end of your turn.

Until the mark ends, the target takes 2d4 radiant damage the first time each round it targets a creature other than you with an attack, spell, or ability.

This prayer's radiant damage increases when you reach 5th level (2d6), 11th level (2d8), and 17th level (2d12).

*Your attack discourages your foe from confronting you and your companions.*

## DIVINE COUNTER

Rank 1 Prayer • Evocation, Offensive (Short)

As a reaction, when you fail a saving throw against a damaging effect, you take only as much damage from the triggering effect. Additionally, if the effect was imposed by a creature, that creature is subject to your divine sanction until the end of its next turn.

*The power of your god deflects part of an attack against you, and you call out the attacker.*

## DIVINE GLOW

Rank 1 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures you can see in a 15-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 2d6 radiant damage.

Additionally, each ally within the cone gains a +2 bonus to attack rolls until the end of your next turn.

*With a quick prayer, you invoke a blast of white radiance from your focus. Foes burn in its stern light, but your allies are heartened and guided by it.*

## DIVINE PROTECTION

Rank 1 Prayer • Abjuration, Utility (Short)

As a bonus action, until the end of your next turn, you don't provoke opportunity attacks.

*You act knowing that your god will save you from harm.*

## DIVINE PURSUIT

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 10 feet. You can then safely move to the nearest unoccupied space within 5 feet of the target.

*You drive your foe back with a mighty attack and follow it to prevent its escape.*



## DIVINE RUNE OF THUNDER

Rank 1 Prayer • Evocation, Offensive, Rune, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 thunder damage, and the target must succeed on a Constitution saving throw or you apply the effects of your chosen rune:

- **Destruction:** You gain a +1d4 bonus to the damage roll, and all attack rolls against the target have advantage until the end of your next turn.
- **Protection:** You can push the target up to 10 feet, and it is dazed until the end of your next turn.

*You invoke the rune of thunder and strike your foe, hammering it with a boom.*

## DRACONIC ANATHEMA

Channel Divinity • Evocation, Focus, Offensive (Short)

As an action, you target each dragon you can see within 25 feet of you. For the purposes of this ability, dragon refers to any creature with the dragon type. Each target must make a Wisdom saving throw. On a failed save, a target takes 2d6 radiant damage and until the end of your next turn, the target's speed is reduced to 0. On a successful save, the target takes half as much damage.

Each of your allies within 25 feet of you gains resistance to one of the following damage types: acid, cold, fire, lightning, necrotic, poison, or thunder (your choice). This resistance lasts until the end of your next turn.

This ability's radiant damage increases when you reach 5th level (4d6), 11th level (6d6), and 17th level (8d6).

*Painfully bright light flashes from your holy symbol.*

## DREAD REVELATION

Rank 1 Prayer • Abjuration, Fear, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage you push the target up to 5 feet. Additionally, the target must succeed on a Wisdom saving throw or until the end of your next turn, the target takes 1d4 psychic damage the first time it willingly enters a space within 5 feet of you or any of your allies.

*Your attack discourages your foe from confronting you and your companions.*

## DRIVING BLADES

Rank 1 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage and the target bleeds for 1d4 necrotic damage.

Each time you hit this target with a melee attack while it is bleeding from this prayer, you can push the target up to 5 feet and safely move into the space it vacated.

*Such is the ferocity of your attack, your enemy falls back with each strike.*

## EARTHEN HAIL

Rank 1 Prayer • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, each enemy in a 15-foot cone originating from you that includes the target take 1d4 bludgeoning damage.

You and each ally within 15 feet of you gain a +2 bonus to AC, and Strength and Constitution saving throws until the end of your next turn.

*As your weapon slams into your enemy, shock waves of power emanate from it to bombard your foes with shards of stone. That same energy imbues you and your allies with superior endurance and durability.*

## EMISSARY OF THE GODS

Rank 1 Prayer • Enchantment, Utility (Long)

As a bonus action, you gain a +3 bonus to the next Charisma (Persuasion or Intimidation) check made within the next 10 minutes. If you make this check as part of an extended test, such as a skill challenge, you gain 2 successes if the check is successful and don't gain a failure if the check fails.

*You speak with the voice of the gods, compelling others to heed your words.*

## ENMITY'S REACH

Rank 1 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet of you. The target must succeed on a Strength saving throw or take 2d10 thunder damage and be pulled up to 10 feet. Also on a failed save, the target's speed is reduced by 10 feet until the end of your next turn.

*A crash of thunder behind your foe shoves it closer to your waiting weapon and slows that foe's escape.*

## ENCOURAGING CHANT

Rank 1 Prayer • Abjuration, Utility (Short)

As a bonus action, you create a zone of hope that fills a 10-foot radius sphere centered on you, until the end of your next turn. While within the zone, you and any allies gain a +2 bonus to saving throws.

*You shout a word of hope to restore your allies' confidence.*

## ENDURING SPIRIT

Rank 1 Prayer • Abjuration, Utility (Short)

As a bonus action, while you bloodied, you gain a +2 bonus to AC and saving throws until the end of your next turn.

*The strength of your spirit shines most brightly in adversity.*

## EXACTING UTTERANCE

Rank 1 Prayer • Abjuration, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet of you. The target must succeed on a Wisdom saving throw or until the end of your next turn, whenever the target takes damage, it takes an extra 1d4 damage and each of your allies who makes an attack roll against the target gains 2d6 temporary hit points.

*The suffering of your enemy instills your comrades with righteous vigor.*

## EXECRATION

*Rank 1 Prayer • Divination, Focus, Offensive (Long)*

As an action, choose one or two creatures you can see within 25 feet of you. Each target must make a Wisdom saving throw. On a failed save a target takes 2d6 psychic damage, or 2d10 psychic damage if you targeted only one creature. On a successful save, the target takes half as much damage.

Additionally, you and each target are cursed by your execration. While cursed by this prayer, each target takes 2d4 necrotic damage at the start of each of their turns. While you are cursed by this prayer, you take 1d4 necrotic damage at the start of each of your turns. At the end of each of your turns, you can make a Wisdom saving throw against the curse, ending the prayer on a success.

*You spit a dread curse, which punishes your enemies and causes you to feel an echo of their pain.*

## EXECUTIONER'S CALL

*Rank 1 Prayer • Offensive, Rune, Transmutation, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must make a Constitution saving throw. On a failed save, your allies gain a +1d4 bonus to damage rolls against the target until the end of your next turn, and you apply the effects of your chosen rune:

- **Destruction:** One ally you can see within 25 feet of you gains a +3 bonus to the next attack roll they make against the target before the start of your next turn.
- **Protection:** The target suffers a -2 penalty to attack rolls until the end of your next turn.

*Your weapon batters your foe, branding it with the Rune of the Executioner.*

## FAERIE-FLAME STRIKE

*Rank 1 Prayer • Evocation, Offensive, Weapon (Short)*

When you hit a creature with an attack using a weapon, your attack deals an extra 1d10 fire or radiant damage (your choice) and the target cannot gain any benefit from being obscured, invisible, or hidden.

*Your weapon becomes limned in purple fire that leaps upon your foe, revealing your enemy's every move.*

## FALLING LEAVES

*Rank 1 Prayer • Conjuration, Focus, Offensive (Short)*

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Dexterity saving throw or take 2d6 radiant damage and the target takes an additional 1d4 radiant damage if it ends its next turn within 5 feet of one of your allies.

*Autumn leaves of golden light fall into the world from the mighty trees of Arvandor, clinging to your enemies and allies. They carry the echoes of summer and the prelude of winter.*

## FAVOR OF THE GODS

*Channel Divinity • Focus, Utility (Short)*

As a bonus action, choose one creature you can see within 15 feet. The next time the target misses with an attack roll before the end of your next turn, it can reroll that attack roll, using the new result, even if it's lower.

*When luck runs against you, you beseech the gods for aid to turn chance in your favor.*

## FEARSOME JUDGEMENT

*Rank 1 Prayer • Abjuration, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage and until the end of your next turn, the target suffers a -2 penalty to attack rolls.

*When you strike a foe with your weapon, the force of the blow causes them to shudder and second-guess their tactics.*

## FIRES OF JUDGEMENT

*Rank 1 Prayer • Evocation, Focus, Offensive (Short)*

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Dexterity saving throw or take 2d6 fire damage.

If you have any bloodied allies in the sphere, the damage increases to 3d6 fire damage instead of 2d6.

Additionally, choose one of the following effects to apply to each creature within the sphere:

- **Malediction (Fear):** On a failed save, you can move the target up to 5 feet.
- **Preservation:** Each ally in the sphere gains a +2 bonus to saving throws until the end of your next turn.
- **Wrath:** The saving throw is made with a -2 penalty if you have any bloodied allies in the sphere.

*You invoke the power of the prison of Carceri, causing red chains to appear around your enemies to hinder their movement.*

## FLAMES OF PURITY

*Rank 1 Prayer • Evocation, Offensive, Rune, Weapon (Short)*

As an action, choose any number of creatures you can see in a 15-foot cube originating from you. Each target must succeed on a Dexterity saving throw or take 2d6 fire damage. Additionally, apply the effects of your chosen rune:

- **Destruction:** Each ally in the cube gains a +1d4 bonus on damage rolls until the end of your next turn.
- **Protection:** Each ally in the cube regains 1d4 hit points.

*You strike the ground, marking it with the Rune of Purifying Fire and causing divine flames to wash over your enemies.*

## FOCUS OF CASCADING POWER

Rank 1 Prayer • Divination, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage and until the end of your next turn or until an ally within 25 feet of you misses with a melee attack, each ally within 25 feet of you gains a +1d4 bonus to melee damage rolls.

*One strike transforms you into a living focus of building power that reveals itself in your ally's next attack.*

## FONT OF TEARS

Rank 1 Prayer • Abjuration, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 15-foot radius sphere centered on you. Each target must succeed on a Wisdom saving throw or become dazed for 1 minute. A dazed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Additionally, the sphere creates a zone of shimmering energy that persists for 1 minute. Any enemy that starts its turn within the zone suffers a -2 penalty to attack rolls until the start of its next turn.

You must concentrate on this prayer as if concentrating on a spell.

*A glimmering rain showers enemies around you and saps their will.*

## FORCEFUL DENUNCIATION

Rank 1 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures you can see in a 15-foot cube originating from you. Each target must succeed on a Constitution saving throw or take 2d6 thunder damage and be pushed up to 10 feet.

*It is as if your god brushes aside your foes, such is the forcefulness of your denunciation.*

## FORTUNE SPURNED JUDGMENT

Rank 1 Prayer • Necromancy, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 necrotic damage, and the next time the target takes damage before the start of your next turn, it must succeed on a Wisdom saving throw or use its reaction, if available, to move up to its speed away from you.

*Your weapon burns with dark flames. What the flames touch becomes craven and fearful, which are traits despised by fortune.*

## FROST OF LETHERNA

Rank 1 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on you. Each target must make a Constitution saving throw. A target takes 2d6 cold damage on a failed save, or half as much damage on a successful one.

The sphere creates a zone of hindering frost that lasts for 1 minute. The first time an enemy enters the zone on a turn or starts its turn there, its speed is reduced by 5 feet until the end of its next turn.

You must concentrate on this prayer as if concentrating on a spell.

*Ice and frost swirl around you, expanding quickly. While within this whirling blizzard, your enemies cannot escape you.*

## FURY'S ADVANCE

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

As a bonus action, make a melee attack using a weapon against one creature within reach. On a hit, your attack deals an extra 1d10 damage, and the target must make a Strength saving throw. On a failed save, the target is pushed up to 10 feet, and it takes 1d4 bludgeoning damage for each of your allies within 5 feet of it after the push. You can then safely move up to 10 feet to a space within 5 feet of the target.

*A quick flick of your weapon forces the enemy to stumble backward.*

## GIFT OF INCOMPARABLE STRENGTH

Rank 1 Prayer • Abjuration, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target is marked by you for 1 minute.

*Divine energy flows through your body, and you call out a fierce challenge to a foe facing you.*

## GLORIOUS CHARGE

Rank 1 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and each creature of your choice you can see within 10 feet of you regains 2d4 hit points.

When you use this prayer as part of a charging attack, you don't grant advantage on attack rolls against yourself as part of the charge.

*You wade into battle and urge your allies to greater heights.*

## GLYPH OF IMPRISONMENT

Rank 1 Prayer • Abjuration, Focus, Offensive (Short)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Wisdom saving throw or take 2d6 radiant damage and if the target moves before the end of its next turn, it takes 1d4 radiant damage.

*A divine glyph of censure forms around your foes, searing them and glowing with radiant power. If they move from their positions, the glyph flares with searing light.*

## GRANITE SHIELD

Rank 1 Prayer • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage and the target must succeed on a Strength saving throw or be pushed up to 15 feet.

You gain a 10-foot aura that lasts until the end of your next turn. You and your allies gain resistance to all damage while in the aura.

*You invoke the power of earth to attack your enemy and call forth a shield of granite to protect your allies from harm.*

## GUARDIAN LIGHT

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 radiant damage and until the end of your next turn, you gain a +2 bonus to saving throws.

*As you attack, a faint glow envelops your weapon and bolsters your defenses for a time.*

## GUARDIAN OF FAITH

Rank 1 Prayer • Conjuration, Focus, Offensive (Long)

As an action, you conjure a Medium guardian in an unoccupied space you can see within 25 feet of you. The guardian lasts for 1 minute, and although creatures can move through it, they cannot end their movement in its space. Any of your enemies that ends its turn within 5 feet of the guardian must succeed on a Constitution saving throw or take 2d6 radiant damage. As a bonus action, you can move the guardian up to 15 feet.

*You conjure a ghostly guardian, which glows with your deity's symbol. It emits a burst of painful radiance against your enemies if they move too close to it.*

## HALO OF FIRE

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 fire damage, and until the end of your next turn, any enemy that ends its turn within 5 feet of the target takes 2d4 fire damage.

*A circle of flame erupts around your foe, harming any other enemy that moves near the creature.*

## HAMMER OF THE GODS

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 radiant damage, and until the start of your next turn, your allies deal an extra 1d4 radiant damage whenever they deal damage to the target.

*Your inspired onslaught batters a foe, and your companions strike it with equal zeal.*

## HAMMERING WIND

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 thunder damage, and the target must succeed on a Strength saving throw or be pushed up to 5 feet and knocked prone.

Additionally, you can move each of your willing allies within 15 feet of you up to 10 feet.

*A strong wind reinforces your thunderous weapon attack, slamming a foe backward and to the ground while ushering your allies into position.*

## HEALER'S MERCY

Channel Divinity • Focus, Utility (Short)

As an action, each bloodied ally you can see within 25 feet of you can spend a hit die to regain hit points. Additionally, until the end of your next turn you deal only half damage with weapon attacks that use Strength.

The number of hit dice a target can spend to regain hit points increases at 5th level (2 hit dice), 11th level (3 hit dice), and 17th level (5 hit dice).

*Strength flows out from you to your injured comrades, rekindling their resolve to see the battle to its end.*

## HEALING STRIKE

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 radiant damage, and you mark the target until the end of your next turn. In addition, you or one ally within 25 feet of you can spend a hit die to regain hit points.

*You call out your god's might to your enemy as you strike, challenging your foe. Your deity bestows a minor blessing of healing upon you or an ally.*

## HEARTENING STRIKE

Rank 1 Prayer • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage and until the end of your next turn, whenever you or an ally attacks the target, the attacker gains 1d4 temporary hit points.

*Your strike directs your allies toward your target.*

## HEAVEN'S BOUNTIFUL REWARD

Rank 1 Prayer • Abjuration, Utility (Short)

When you reduce an enemy to 0 hit points, you can choose any number of creatures within 5 feet of you (no action required). Each target gains 2d6 temporary hit points.

*The gods smile on your success, gifting you with renewed commitment and strength.*

## HEEDLESS FURY

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage and until the end of your next turn, you suffer a -3 penalty to AC and saving throws.

*You lay into your foe without regard to your own safety.*

## HOLD FAST

Rank 1 Prayer • Enchantment, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Wisdom saving throw or have its speed reduced to 0 until the end of your next turn.

When you use this prayer as part of an opportunity attack, the target automatically fails the saving throw.

*You engage your foe and prevent it from advancing on your allies.*

## HOLY BLESSING

Rank 1 Prayer • Divination, Offensive (Short)

As a reaction, when you reduce a creature to 0 hit points, choose one other creature you can see within 50 feet of you. You gain advantage on attack rolls against the target until the end of your next turn.

*Kissing your focus, you momentarily consider your next prey and how best to attack it.*

## HORDE OF SPIDERS

Rank 1 Prayer • Conjuration, Focus, Offensive (Long)

As an action, choose one creature you can see within 25 feet of you. The target must make a Constitution saving throw. On a failed save, the target takes 2d10 necrotic damage, and is poisoned for 1 minute. On a successful save, the target takes half as much damage. While poisoned by this prayer, the target grants advantage on attack rolls against itself, and it takes 1d4 poison damage at the start of each of its turns. The target can repeat the saving throw against this prayer at the end of each of its turns, ending the effect on a success.

*Tiny black spiders assault your enemy, burrowing into its skin and causing terrible pain.*

## HOLY VESTMENTS

Rank 1 Prayer • Abjuration, Utility (Long)

As an action, choose acid, cold, fire, lightning, poison, or thunder. For 1 minute, you gain resistance to that damage type, and any ally who starts their turn or enters a space within 5 feet of you, gains resistance to that damage type until the start of their next turn.

*Glowing sigils blossom over your armor, forming a protective web.*

## HYMN OF RESURGENCE

Rank 1 Prayer • Offensive (Short)

As an action, choose any number of creatures you can see in a 25-foot cube originating from you. Each target must succeed on a Strength saving throw or suffer a -2 penalty to AC and saving throws until the end of your next turn. Also on a failed save, when any of your allies hits the target with an attack before the end of your next turn, the target is knocked prone.

Each ally in the cone can choose to either gain 2d6 temporary hit points, or make a saving throw against one effect that a save can end.

*Your foes' resolve crumbles as your hymn bestows divine vigor on your allies.*

## ICON OF VICTORY

Rank 1 Prayer • Divination, Utility (Long)

As a bonus action, you create a zone of runes that fill a 5-foot radius sphere centered on you that last for 1 minute. You and your allies gain a +2 bonus to attack rolls while within the zone.

You must concentrate on this prayer as if concentrating on a spell.

*The Icons of Victory were runes that steered the divine echelons against the primordial hordes. You invoke the least of these runes, inspiring your allies to victory.*

## ILLUMINATING BLOW

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 radiant damage, and choose one creature you can see within 25 feet of you. The chosen creature gains a +1d4 bonus to damage rolls until the end of your next turn.

*Your successful strike is accompanied by holy light, which also enhances your weapon for a short time.*

## INEVITABLE DOOM

Rank 1 Prayer • Divination, Offensive (Short)

As an action, target one creature you can see within 5 feet. The next attack made against the target before the end of your next turn deals an extra 2d10 damage on a hit or a miss, even if the attack normally deals no damage on a miss. This extra damage cannot benefit from bonuses to damage rolls.

*You tap into the threads of fate that surround an enemy, so that the next assault against that foe will hasten it to the grave.*

## INSPIRE DREAD

Rank 1 Prayer • Enchantment, Utility (Short)

As a bonus action, you or one ally you can see within 25 feet gains a +2 bonus to AC until the end of your next turn.

*You take on a ferocious demeanor, seeming taller and more menacing.*

## INSPIRE FANATICISM

Rank 1 Prayer • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a simple weapon, your attack deals an extra 1d10 damage, and you or one allied creature you can see within 10 feet of you gains resistance to all damage until the end of your next turn.

*As you strike your foe, you invoke a prayer of wrath that bolsters your allies' endurance with divine power.*

## INSPIRED STEEL

Rank 1 Prayer • Enchantment, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and choose one ally you can see. Until the end of your next turn, that ally's attacks against the target can score a critical hit on a roll of 18–20.

*As you strike, your ally is granted a vision of the deadliest means of pressing their attack.*

## INTERVENING BLADES

Rank 1 Prayer • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Wisdom saving throw or suffer a -2 penalty to attack rolls until the end of your next turn.

When you activate this prayer as part of an opportunity attack, the target automatically fails the saving throw.

*Mystic echoes of your weapon weave around your target after your blow strikes home, interfering with your foe's attacks.*

## INVIGORATING JUDGMENT

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage. Additionally, choose any number of creatures you can see within 25 feet of you that are below half hit points. Each chosen creature regains 2d4 hit points.

*When you hit an enemy with your weapon, you and your allies suddenly feel invigorated by the divine power of your faith.*

## KNIVES OF THE SOUL

Rank 1 Prayer • Evocation, Focus, Offensive (Short)

As an action, make a ranged spell attack against one or two creatures within 25 feet of you, with a separate attack roll for each target. On a hit, a target takes 2d6 force damage, or 2d10 force damage if you target only one creature. Also on a hit, you can push the target up to 10 feet.

You take 1d4 force damage, ignoring resistances and immunities.

*Two translucent blades burst out of your body and streak toward your enemies. You stagger from the unleashed power.*

## KNOW WEAKNESS

Rank 1 Prayer • Divination, Utility (Short)

As a bonus action, choose one creature within 50 feet of you. You know that creature's current resistances, vulnerabilities, susceptibilities, and immunities, if any.

*You utter words of power that are also words of knowledge.*

## KORD'S STRENGTH

Rank 1 Prayer • Transmutation, Utility (Short)

As a reaction, when you make a Strength (Athletics) or Constitution ability check, you gain a +3 bonus to the triggering ability check. Additionally, until the end of your next turn, you gain a +1d4 bonus to melee damage rolls, and targets you hit with melee weapon attacks are subject to your divine sanction until the end of your next turn.

*Kord answers your shouted prayer with strength and power, causing you to excel in acts of physical might.*

## LESSER ASPECT OF WRATH

Rank 1 Prayer • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 radiant damage, and you gain 2d4 temporary hit points.

For 1 minute, you gain a +1 bonus to attack rolls, and any enemy that ends its turn within 5 feet of you takes 1d4 radiant damage.

*You glow with the wrath of your god.*

## LESSER HEALING HAND

Rank 1 Prayer • Evocation, Utility (Long)

As an action, you touch yourself or one creature within reach. The target regains 2d10 hit points.

*You utter a simple prayer, and your touch momentarily suffuses you or a wounded creature with a dim silvery light that heals minor injuries.*

## LEVY OF JUDGEMENT

Rank 1 Prayer • Divination, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 radiant damage, and once within the next minute, when an ally misses the target with an attack roll, you can let that ally reroll the attack roll (no action required) using the new result.

*Divine energy crackles from your weapon as you deliver punishing judgment upon your enemy.*

## LIFE TRANSFERENCE

Rank 1 Prayer • Necromancy, Utility (Long)

As an action, you touch one willing creature within reach. You take 2d10 necrotic damage that cannot be reduced in any way. The target regains hit points equal to twice the damage you took.

*Bruises and lacerations appear on your body as they vanish from your patient.*

## LIGHT OF ARVANDOR

Rank 1 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point within 25 feet of you. Each target must succeed on a Wisdom saving throw or take 2d6 radiant damage.

Additionally, each ally within the radius gains a +2 bonus to AC until the end of your next turn.

*A web of gleaming strands cut into your foes and defends your allies.*

## LIGHTNING'S REVELATION

Rank 1 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Dexterity saving throw or take 2d6 lightning damage and until the end of your next turn, suffer a -2 penalty to AC and saving throws.

*Lightning splits the air, striking your foes and exposing their frailty.*

## LORE OF SHOM

Rank 1 Prayer • Divination, Utility (Long)

When you make an Intelligence (Arcana, History, or Religion) check and dislike the result, you can reroll the ability check with a +3 bonus and use either result (no action required).

*You invoke the vast knowledge of the lost civilization of Shom, gaining access to esoteric lore that might otherwise escape you.*

## LOST LOVE

Rank 1 Prayer • Enchantment, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet of you. The target must succeed on a Charisma saving throw or take 2d10 psychic damage and until the end of your next turn, attack rolls against the target have advantage.

*You call upon Sehanine to place great love in your enemy's heart... and then yank it away.*

## LOYAL SANCTION

Rank 1 Prayer • Enchantment, Offensive (Short)

As a bonus action, choose one creature you can see within 25 feet of you. Until the end of your next turn, your allies gain a +1d4 bonus to damage rolls against the target.

*You bless your comrade's efforts to aid you in the defeat of your chosen foe.*

## MAJESTIC HALO

Rank 1 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 radiant damage.

For 1 minute, any enemy that starts its turn within 5 feet of you is subject to your divine sanction until the end of its turn.

*You shine with divine radiance that sears your enemies as you attack and commands their respect.*

## MALEDICTOR'S DOOM

Channel Divinity • Fear, Offensive (Short)

As a bonus action, choose any number of creatures you can see within a 25-foot cube originating from you who can hear you. Each target suffers a -2 penalty to attack rolls and saving throws until the end of your next turn. In addition, whenever the target suffers a fear effect before the end of your next turn, you can push the target 5 feet (no action required).

This ability's penalties increase when you reach 5th level (-3), 11th level (-4), and 17th level (-6).

*Foes who hear your solemn vow are shaken by its weighty promise.*

## MARK OF SKILLED EFFORT

Rank 1 Prayer • Divination, Utility (Short)

As a bonus action, choose one ally you can see within 50 feet of you. Until the end of your next turn, the target gains a +4 bonus to their next ability check that doesn't gain a skill or tool proficiency bonus, or a +3 bonus to their next ability check that does gain a skill or tool proficiency bonus.

*You call on the Runes of Knowledge to grant an ally the skill they need to complete a daunting task.*

## MARTYR'S BLESSING

Rank 1 Prayer • Abjuration, Utility (Long)

As a reaction, when a creature you can see within 5 feet of you is hit by an attack, you are hit by the triggering attack instead.

*You step into an attack made against an adjacent ally to save your comrade.*

## MIGHTY HEW

Rank 1 Prayer • Abjuration, Offensive, Weapon (Short)

As a reaction, when an enemy within 5 feet of you hits an ally with an attack roll, make an opportunity attack using a weapon against the triggering creature. On a hit, your attack deals an extra 1d10 damage, and the triggering attacks deals half as much damage as normal.

*Your mighty strike prevents the foe from making an effective attack.*

## MIRACULOUS FORTUNE

Rank 1 Prayer • Abjuration, Utility (Short)

As a reaction, when you are damage by an enemy's attack, the damage is reduced by 2d10. Additionally, one ally you can see within 25 feet of you gains a +2 bonus to attack rolls until the start of your next turn.

*Though the effect strikes you, your timely prayer reduces the worst of the injury and inspires a nearby ally.*

## MOCKING JUDGMENT

Rank 1 Prayer • Illusion, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d4 psychic damage and 1d4 radiant damage. Additionally, you become invisible to the target until the end of your next turn.

*You use divine energy to call out your foe, then mock it for its ineffectiveness until it cannot bear to look at you.*

## MOMENT OF GLORY

Rank 1 Prayer • Abjuration, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 25-foot cone originating from you. Each target must succeed on a Wisdom saving throw or be pushed up to 15 feet and knocked prone.

You and each ally within the cone gain resistance to all damage for 1 minute.

You must concentrate on this prayer as if concentrating on a spell.

*You emit a brilliant cone of light that drives your enemies to the ground and bolsters your allies against harm.*

## MOONSHADOW BLOW

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d6 cold damage and 1d6 radiant damage, and until the end of your next turn, the target's speed is reduced by 10 feet.

*A swing of your weapon brings with it the numbing cold of the umbral moon.*

## NIGHT'S MANTLE

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 damage, and you subject the target to your divine sanction until the end of your next turn.

*Your shot leaves your allies concealed by faint shadow.*

## NIMBUS OF HOLY SHIELDING

Rank 1 Prayer • Abjuration, Offensive, Weapon (Long)

As an action, choose any number of creatures you can see within 5 feet of you. Each target must succeed on a Wisdom saving throw or take 2d6 radiant damage.

Additionally, each ally within 10 feet of you gains a +1 bonus to AC and saving throws for 1 minute.

*A nimbus of radiant energy flashes from your weapon, creating a pattern of gleaming runes that offer protection to your allies and agony to your enemies.*

## NUMINOUS SHIELD

Rank 1 Prayer • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 radiant damage.

The prayer creates a zone of shielding light in a 10-foot radius sphere centered on you that lasts until the end of your next turn. You and your allies gain a +2 bonus to AC while within the zone.

*Divine radiance blazes from your focus as you strike your foe, forming a halo of protection about you.*

## OATH OF THE FINAL DUEL

Rank 1 Prayer • Conjuration, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage.

For 1 minute, if the target is more than 15 feet away from you at the start of your turn, you can teleport to a space within 15 feet of it as a bonus action. This effect ends if you end your turn more than 15 feet away from the target.

*You swear an oath that you will slay the foe before you. As long as you work to fulfill this oath, that foe cannot escape.*

## OFFERING OF JUSTICE

Rank 1 Prayer • Abjuration, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet of you. If the target attacks you or your allies before the end of its next turn, the target takes 2d10 radiant damage at the end of that turn. If the target doesn't attack you or your allies before the end of its next turn, the target instead gain 1d4 temporary hit points at the end of that turn.

*You call out to the gods, demanding retribution against a foe who dares to strike at you or your allies and mercy for a foe who refrains from attacking.*

## ON PAIN OF DEATH

Rank 1 Prayer • Abjuration, Focus, Offensive (Long)

As an action, choose one creature you can see within 25 feet of you. The target must make a Wisdom saving throw. On a failed save, the target takes 2d10 psychic damage and for 1 minute, once per round, the target takes 2d4 psychic damage after making any attacks on its turn. On a successful save, the target takes half as much damage, and for 1 minute, once per round, the target takes 1d4 psychic damage after making any attacks on its turn. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*You invoke a prayer that wracks your foe with terrible pain and causes further pain whenever they make an attack.*

## PASS AT ARMS

Rank 1 Prayer • Enchantment, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you or one ally you can see within 5 feet of the target can then safely move up to 5 feet (no action required).

If you move rather than your ally, you can move the target into the space you left.

*Your strike creates an opening that you or a nearby ally can use to change position. If you take advantage of the opening, you can force your foe to move.*

## PENANCE COMPELLED

Rank 1 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose one creatures you can see within 50 feet of you. The target must succeed on a Wisdom saving throw or take 2d10 radiant damage. Additionally, on a failed save, the next time the target deals damage before the end of your next turn, choose another enemy within 50 feet of you. That enemy takes 2d4 radiant damage.

*Someone will pay for these crimes; you guarantee it.*

## PIERCING JUDGMENT

Rank 1 Prayer • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage and the target and up to two other creatures of your choice within 5 feet of you are marked until the end of your next turn.

*Silvery spikes cover your weapon, punching through your foe's armor.*

## PRAYER OF ICE AND FIRE

Rank 1 Prayer • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 25-foot cube originating from you. Each target must succeed on a Dexterity saving throw or take 1d6 cold damage and 1d6 fire damage.

Additionally, the cube creates a zone of flaming hail that lasts for 1 minute. Any creature that starts its turn within the zone takes 1d4 cold damage and 1d4 fire damage.

You must concentrate on this prayer as if concentrating on a spell.

*Flaming hail bludgeons your opponents.*



## PRESERVER'S REBUKE

*Channel Divinity • Utility (Short)*

As a reaction, when an enemy within 50 feet of you hits an ally you can see, you gain a +2 bonus to your next attack roll against the triggering enemy before the end of your next turn.

This ability's bonus increases when you reach 5th level (+3), 11th level (+4), and 17th level (+6).

*You call upon the gods to punish the enemy that dares harm those entrusted to your care.*

## PROPHETIC GUIDANCE

*Rank 1 Prayer • Divination, Offensive (Short)*

As an action, choose one enemy you can see within 25 feet of you. Until the end of your next turn, all attack rolls against the target gain advantage, and your allies gain a +1d4 bonus to damage rolls against the target. Additionally, the next ally who misses the target with an attack before the end of your next turn can reroll the attack, and must use the new result.

*A glimpse into your enemy's future allows you to guide your allies' attacks with incredible precision.*

## PUNISH THE PROFANE

*Channel Divinity • Offensive, Weapon (Short)*

When you hit an undead with a melee attack using a weapon, your attack deals an extra 1d10 damage and the target must succeed on a Constitution saving throw or have its speed become 0 until the end of your next turn.

Additionally, each undead enemy within 15 feet of you, must make a Wisdom saving throw. On a failed save, a target takes 2d6 radiant damage, and is pushed up to 15 feet. On a successful save, a target takes half as much damage.

This ability's damage increases when you reach 5th level (2d10 extra and 4d6 radiant), 11th level (3d10 extra and 6d6 radiant), and 17th level (5d10 extra and 8d6 radiant).

*You channel divine energy into your weapon, causing it to release a burst of radiance when you strike an undead foe.*

## PURGING FLAME

*Rank 1 Prayer • Evocation, Focus, Offensive (Long)*

As an action, choose one creature you can see within 50 feet of you. The target must make a Dexterity saving throw. On a failed save, the target takes 1d10 fire damage, and is affected by your purging flame for 1 minute, taking 2d4 fire damage at the start of each of its turns. On a successful save, the target takes half as much damage, and is affected by your purging flame for 1 minute, taking 1d4 fire damage at the start of each of its turns. While affected, the target sheds bright light in a 10-foot radius and dim light for an additional 10 feet, and can repeat the saving throw at the end of each of its turns, ending the prayer on a success.

These magical flames cannot be extinguished by nonmagical means.

*Divine fire washes over your foe, burning not only its physical form but the very stuff of its soul.*

## RADIANT CORDON

*Rank 1 Prayer • Abjuration, Focus, Offensive (Short)*

As an action, choose any number of creatures you can see in a 25-foot cube originating from you. Each target must succeed on a Constitution saving throw or take 1d6 radiant damage and until the end of your next turn, the target suffers a -2 penalty to attack rolls.

The cube creates a radiant cordon zone that lasts until the start of your next turn. Any enemy that exits the zone on its turn becomes blinded until the zone ends.

*Blazing light hedges in your foes, promising agony should they seek escape.*

## RADIANT DELIRIUM

*Rank 1 Prayer • Evocation, Focus, Offensive (Long)*

As an action, choose one creature you can see within 25 feet of you. The target must make a Dexterity saving throw. On a failed save, the target takes 2d10 radiant damage, and suffers a -1 penalty to AC for 1 minute. On a successful save, the target takes half as much damage. While suffering an AC penalty from this prayer, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The target is dazed until the end of your next turn.

*You engulf your enemy in searing ribbons of radiance.*

## RADIANT JUDGMENT

*Rank 1 Prayer • Evocation, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 radiant damage.

*Your weapon glows with a pearly luminescence. Enemies shrink from its pure light, especially creatures of supernatural evil such as demons and devils.*

## RAGING TEMPEST

*Rank 1 Prayer • Evocation, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 lightning damage. Additionally, the next time the target takes damage from an attack before the start of your next turn, it takes an extra 1d10 thunder damage.

When you activate this prayer as part of a charging attack, you don't grant advantage on attack rolls against yourself as part of the charge.

*The storm's fury sears an enemy with divine wrath and echoes with booming thunder if your allies follow your lead.*

## RELENTLESS ATTACK

*Rank 1 Prayer • Evocation, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 10 feet. If you push the target with this prayer, you can safely move up to 15 feet to a space within 5 feet of it.

When you activate this prayer as part of a charging attack, you don't grant advantage on attack rolls against yourself as part of the charge.

*Your weapon weaves a subtle trap, locking your enemy's steps to yours.*

## RELENTLESS STRIDE

Rank 1 Prayer • Conjuraton, Offensive, Weapon (Short)

As a reaction, when an enemy marked by you ends its turn within 50 feet of you but is not within 5 feet of you, you can teleport to a space within 5 feet of the target and make an opportunity attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 1d10 damage.

*You perform miracles and walk through the air to ensure that your enemy does not escape your vengeance.*

## RENEWING STRIKE

Rank 1 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet of you. The target must make a Dexterity saving throw. The target takes 2d10 lightning damage on a failed save, or half as much damage on a success.

You can spend a hit die to regain hit points.

*You draw on your deity's power to smite your foe with divine lightning and to heal your injuries.*

## RESONANT ESCAPE

Rank 1 Prayer • Conjuraton, Utility (Short)

As a reaction, when a creature hits or misses you with a melee attack, you teleport up to 15 feet.

*A quick prayer as you dodge calls forth divine power, which carries you a short distance away.*

## RESTORE VITALITY

Rank 1 Prayer • Evocation, Utility (Long)

As a bonus action, you touch one willing creature within 5 feet. The target regains 2d10 hit points and can make a saving throw against one effect that a save can end.

*You lay your hands upon an ally, invoking the power of your virtue to restore a comrade to health and remove hindering effects.*

## RESURGENT STRENGTH

Rank 1 Prayer • Transmutation, Utility (Long)

As an action, choose yourself or one ally you can see within 15 feet. The target can spend a hit die to regain hit points. In addition, the target gains a +1d4 bonus to damage rolls until the end of your next turn.

*This healing prayer staunches wounds while also providing your ally with energy to redouble an attack.*

## RESURGENT SUN

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 radiant damage, and you or one ally you can see within 25 feet of you can spend a hit die to regain hit points.

*A golden radiance flares as you strike, mending your wounds or those of an ally.*

## RETURN FROM DEATH'S DOOR

Rank 1 Prayer • Necromancy, Utility (Long)

As a reaction, when an ally you can see within 100 feet of you fails a death saving throw, the triggering ally instead succeeds on the death saving throw and can spend a hit die to regain hit points.

*You snatch an ally from the brink of death.*

## RICTUS GRIN

Rank 1 Prayer • Abjuration, Fear, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and until the end of your next turn, any enemy within 5 feet of you suffers a -2 penalty to attack rolls.

*Your weapon weaves a subtle trap, locking your enemy's steps to yours.*

## RIGHTEOUS JUDGMENT

Rank 1 Prayer • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and each creature of your choice you can see within 25 feet of you gains 2d4 temporary hit points.

*Your righteous blow fills you and your nearby allies with preternatural resolve.*

## RINGING BLOW

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 thunder damage, and each ally who hits or misses the target before the end of your next turn gains a +2 bonus to AC and saving throws until the end of their next turn.

*Your thundering attack serves as a clarion call for your allies to act in concert.*

## RUNE OF ENDLESS FIRE

Rank 1 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d4 fire damage and 1d4 radiant damage, and the target must succeed on a Wisdom saving throw or until the end of your next turn, the target is blinded.

For 1 minute, you gain a +1d4 bonus to damage rolls, your attacks deal fire or radiant damage (your choice) instead of their normal damage types, and the number of hit points and temporary hit points granted by your effects increases by 1d4.

*The sun was shaped by the rune of endless fire. You invoke the least form of the rune to wreath your foe in golden killing light.*

## RUNE OF IRON'S REBUKE

Rank 1 Prayer • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must make a Constitution saving throw. On a failed save, the target's speed is reduced by 10 feet for 1 minute. On a successful save, the speed reduction lasts until the end of your next turn. While the target's speed is reduced by this prayer, it cannot Disengage, and the target can repeat the saving throw at the end of each of its turns, ending the prayer on a success.

For 1 minute, while the target is within 5 feet of you, whenever an attack misses it, it takes 1d4 damage of the same type as the missed attack.

*The Rune of Iron's Rebuke was first inscribed during the performance of a great ritual that bound the golem Talos within the depths of the Elemental Chaos.*

## RUNE OF MENDING

Rank 1 Prayer • Evocation, Rune, Utility (Short)

As a bonus action, choose yourself or one ally you can see within 25 feet of you. The target can spend a hit die to regain hit points. Additionally, apply the effects of your chosen rune:

- **Destruction:** You and each ally you can see within 25 feet of you gain a +1d4 bonus to damage rolls until the end of your next turn.
- **Protection:** You and each ally you can see within 25 feet of you gain a +2 bonus to AC and saving throws until the end of your next turn.

The damage bonus of the Destruction rune increases when you reach 5th level (1d6), 11th level (1d8), and 17th level (1d12). The AC and saving throw bonus of the Protection rune increases when you reach 5th level (+3), 11th level (+4), and 17th level (+6).

*The healing rune flares with a cold blue fire as you trace it in the air. The rune then appears on your allies' armor.*

## RUNE OF THE FINAL EFFORT

Rank 1 Prayer • Abjuration, Utility (Short)

As a bonus action, you touch one bloodied ally. Until the end of your next turn, the target gains a +2 bonus to AC and saving throws.

*You trace the rune of the final effort on your ally, granting them the resilience needed to see the battle to the end.*

## RUNE OF THE UNDENIABLE DAWN

Rank 1 Prayer • Abjuration, Offensive, Weapon (Long)

As an action, choose any number of creatures you can see in a 15-foot cube originating from you. Each target must make a Constitution saving throw. On a failed save, a target takes 2d6 radiant damage, or half as much damage on a success.

The cube creates a zone that lasts for 1 minute. You and your allies gain a +1 bonus to AC and saving throws while within the zone.

You must concentrate on this prayer as if concentrating on a spell.

*In the ancient days, the gods created a mighty rune to protect their astral domains against the primordials. You strike this rune into the ground, creating a consecrated space.*

## RUNE OF TWILIGHT'S BEACON

Rank 1 Prayer • Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 necrotic damage or radiant damage (your choice), and choose one ally you can see within 25 feet of you. For 1 minute, the target takes 1d4 necrotic or radiant damage (your choice) whenever it doesn't end its turn within 5 feet of that ally. The effect ends if the ally ends their turn not within 5 feet of the target.

*You trace a rune in the air, the first of the seven runes that represent the gates of death. The first gate symbolizes death's undeniable call.*

## SACRED CIRCLE

Rank 1 Prayer • Abjuration, Utility (Long)

As an action, you create a zone that fills a 15-foot radius circle on the ground centered on you for 1 minute. While within the zone, you and your allies gain a +1 bonus to AC. The zone sheds bright light in a 10-foot radius, and dim light for an additional 10 feet.

*You trace a circle around you with your hand, and it quickly expands into a wide circle of faintly glowing runes that glows brightly and protects you and your close allies.*

## SACRED SHIELDING

Rank 1 Prayer • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 radiant damage and until the end of your next turn, an ally within 5 feet of you or the target gains resistance to all damage.

*Your weapon is limned in holy light, and a mantle of equal brilliance springs into existence around you.*

## SACRIFICIAL AEGIS

Rank 1 Prayer • Abjuration, Utility (Long)

As an action, you touch one willing creature within reach. You take 1d10 necrotic damage that cannot be reduced in any way. The target gains temporary hit points equal to twice the damage you took.

*The power of your faith siphons life out of you and bolsters your ally with divine protection.*

## SCOURGE OF HEAVEN

Rank 1 Prayer • Conjuration, Focus, Offensive (Short)

As an action, make a ranged spell attack with a +2 bonus against any number of creatures within a 10-foot radius sphere centered on a point within 50 feet of you, with a separate attack roll for each target. On a hit, a target takes 2d6 magical slashing damage.

Additionally, choose one of the following effects to apply to each creature within the sphere:

- **Malediction (Fear):** On a hit, a target also suffers a -2 penalty to attack rolls until the end of your next turn.
- **Preservation:** Each ally in the sphere gains a +2 bonus to AC and saving throws until the end of your next turn.
- **Wrath:** On a hit, a target takes an extra 1d6 damage.

*Astral blades dart and weave through your foes, visiting onto them heaven's fury.*

## SEEKING BRAND

Rank 1 Prayer • Divination, Focus, Offensive (Short)

As an action, make a ranged spell attack with advantage against one creature you can see within 25 feet of you. On a hit, the target takes 2d10 radiant damage, and its speed is reduced by 10 feet until the end of your next turn.

*You refuse to let your enemies escape you, scorching a brand upon your sworn foe that is drawn to the power of your oath.*

## SEQUESTERING STRIKE

Rank 1 Prayer • Conjunction, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Wisdom saving throw or be teleported up to 15 feet. You then teleport to a space within 5 feet of the target.

*Your attack slices into your foe and through the fabric of space, hurtling both you and that foe a short distance away.*

## SHARED MADNESS

Rank 1 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet of you. The target must succeed on a Charisma saving throw or take 2d6 psychic damage and a second creature you can see takes the same damage.

*The wrath of your god sears the mind of one foe and echoes to assault another enemy as well.*

## SHIELD BEARER

Rank 1 Prayer • Conjunction, Focus, Offensive (Short)

As an action, make a ranged spell attack against one creature you can see within 50 feet of you. On a hit, the target takes 2d10 radiant damage, and you conjure an allied Medium shield bearer in an unoccupied space within 5 feet of the target. The shield bearer occupies its space and lasts until the end of your next turn. While within 5 feet of the shield bearer, your allies gain a +2 bonus to AC and saving throws.

*A shimmering warrior steps from between the worlds to defend your allies.*

## SHIELD OF SACRIFICE

Rank 1 Prayer • Abjuration, Utility (Long)

As a bonus action, choose yourself or one willing creature you can see within 25 feet of you. The target spends a hit die but does not regain hit points. One or two allies you can see within 25 feet of the target regain hit points as if they had each spent a hit die to do so. The target and each ally who regained hit points gains a +2 bonus to AC until the end of your next turn.

*You invoke the Rune of Sacrifice, ensuring that they who give strength in the name of the gods will also receive their protection.*

## SHIELD OF THE DIVINE

Rank 1 Prayer • Abjuration, Utility (Long)

As a bonus action, you and each ally you can see within 25 feet of you gains a +1 bonus to AC for 1 minute.

*A gleaming shield of divine energy appears over you, granting you and nearby allies protection against attacks.*

## SHIELD OF THE GODS

Rank 1 Prayer • Abjuration, Offensive, Weapon (Long)

As an action, choose any number of creatures you can see in a 15-foot cone originating from you. Each target must make a Dexterity saving throw. On a failed save, a target takes 2d6 force damage and is knocked prone. On a successful save, a target takes half as much damage.

You or an ally you can see within 25 feet of you gains a +1 bonus to AC, and Dexterity and Intelligence saving throws for 1 minute. As a bonus action, you can transfer the bonus to yourself or a different creature you can see within 25 feet of you.

*Slamming your weapon into the ground, you create a blast of force that bowls over your foes. The energy then coalesces into a glowing shield.*

## SHIELDED BY FAITH

Rank 1 Prayer • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and until the end of your next turn, you gain a +2 bonus to AC and saving throws against attacks, spells, and abilities made by creatures other than the target.

*Your weapon weaves a subtle trap, locking your enemy's steps to yours.*

## SHIELDING JUDGMENT

Rank 1 Prayer • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage and until the end of your next turn, one creature you can see within 25 feet of you gains a +2 bonus to AC.

*A translucent golden shield forms in front of a nearby ally as you attack with your weapon.*

## SHROUD OF AWE

Rank 1 Prayer • Enchantment, Utility (Short)

As a bonus action, you can speak with a thunderous voice that allows creatures within 500 feet to hear you clearly. Before the end of your next turn, you gain a +3 bonus to your next Charisma (Intimidation) check.

*Your voice resonates with thunder, and you are shrouded in divine majesty that strikes awe and respect in your listeners' hearts.*

## SHROUD OF WARNING

Rank 1 Prayer • Divination, Utility (Long)

When you and your allies roll initiative at the beginning of an encounter, choose any number of creatures you can see within 50 feet of you (no action required). Each target gains a +3 bonus to the initiative check.

*You invoke the gods' protection, allowing you and your allies to act a moment sooner when combat erupts.*

## SILENT MALEDICTION

Rank 1 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 15-foot cube originating from you. Each target must make a Constitution saving throw. On a failed save, a target is stunned for 1 minute. On a successful save, a target is dazed until the end of your next turn. While stunned, a target can repeat the saving throw at the end of each of its turns, ending the stun on itself on a success.

Additionally, you are dazed until the end of your next turn.

*You enter a trance as your lips move. Your enemies don't hear what you're saying because of the thunder rumbling around them.*

## SILVER SHADOW

Rank 1 Prayer • Conjuration, Utility (Long)

As a bonus action, you gain temporary hit points equal to 1d4 + your character level. You also become lightly obscured, which lasts until the temporary hit points granted by this prayer are gone. While obscured by this prayer, you also gain a +1 bonus to AC.

*You cloak yourself in astral mist, which guards you from harm.*

## SPARKING WOUNDS

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and at the end of the target's next turn, each enemy within 5 feet of the target takes 1d4 fire damage and 1d4 lightning damage, and if no enemies are within 5 feet of the target, the target takes 2d4 fire damage and 2d4 lightning damage.

If you other creatures are within 5 feet of the target when you hit with your attack, your attack deals an extra 2d10 damage instead of 1d10.

*The sparks after your strike warn off your enemy's companions.*

## SPEAR OF THE INQUISITOR

Rank 1 Prayer • Conjuration, Focus, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet of you. On a hit, the target takes 2d10 radiant damage, and it must succeed on a Dexterity saving throw or until the end of your next turn, its speed is reduced to 0.

*A lance of gleaming energy slices through the air and into your foe, burning it with the power of the gods and rooting it in place.*

## SPEED AND STILLNESS

Rank 1 Prayer • Offensive, Transmutation, Weapon (Short)

When you take the attack action on your turn, you can safely move up to 10 feet before one of your attacks, and the next time you hit a creature before the end of your turn with a melee attack using a weapon, your attack deals an extra 1d10 radiant damage. Additionally, on a hit, if the target uses any movement on its next turn, you gain 2d4 temporary hit points.

*You move in a blur, and your strike places a glowing sigil above your enemy. The sigil's strength flows back to you if that enemy moves.*

## SPEED AND STILLNESS

Rank 1 Prayer • Abjuration, Offensive, Weapon (Short)

When you take the attack action on your turn, you can safely move up to 10 feet before one of your attacks and gain a +1d10 bonus to your next damage roll using a melee weapon before the end of your turn.

*You move in a blur, and your strike places a glowing sigil above your enemy. The sigil's strength flows back to you if that enemy moves.*

## SPLIT THE SKY

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 thunder damage, and the target must succeed on a Strength saving throw or be pushed up to 10 feet and knocked prone.

*As you strike, you invoke ancient words of holy wrath that rumble with the power of storm clouds, causing your foe to stumble backward and fall.*

## STAGGERING JUDGMENT

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 10 feet.

*With a mighty swing of your weapon, you knock your enemy back.*

## STEELSWORN OATH

Rank 1 Prayer • Divination, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and for 1 minute, you gain advantage on attack rolls against the target.

*As you swing your weapon at your enemy, you infuse the attack with the power of divine retribution, and the power lingers on your foe.*

## STOLEN LIFE

Rank 1 Prayer • Necromancy, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 necrotic damage, and one creature you can see within 25 feet of you regains 1d4 hit points.

*You slam your weapon home, channeling your enemy's loss into healing.*

## STORM CALL

Rank 1 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet of you. The target must make a Dexterity saving throw. The target takes 2d10 thunder damage on a failed save, and is electrified for 1 minute, taking 1d4 lightning damage at the start of each of its turns and dazing it. On a successful save, the target takes half as much damage, and its speed is reduced by 10 feet for 1 minute.

While the target is electrified, or its speed is reduced by this prayer, it can make a Constitution saving throw at the end of each of its turns, ending the prayer on a success.

*Filled with the wrath of the gods, you call down thunder and lightning on your enemy.*

## STRENGTH FROM VALOR

Rank 1 Prayer • Abjuration, Offensive, Weapon (Short)

As an action, make a melee attack with a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage.

After all attacks are resolved, you gain 1d4 temporary hit points for each target hit by this prayer.

*As foes encircle you, you fight all the harder.*

## STRENGTH OF MANY

Rank 1 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage.

Whenever you make a damage roll before the end of your next turn, you gain a +1d4 bonus to the roll for each ally within 10 feet of you (including this prayer).

*As you swing your weapon at your enemy, you infuse the attack with the power of divine retribution, and the power lingers on your foe.*

## SUMMON ANGEL OF FIRE

Rank 1 Prayer • Conjuraction, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Medium angel of fire in an unoccupied space within 25 feet of you.

The angel of fire is friendly to you and your companions. Roll initiative for the angel, which has its own turns. It obeys any mental commands that you issue to it (no action required). The angel persists for 1 minute or until you dismiss it as a bonus action. If you don't issue any commands it, it defends itself, and makes opportunity attacks against your enemies.

The creature's statistics are at the end of this supplement.

*A mote of light appears before you, and from it steps an angelic figure wreathed in fire.*

## SUMMONS OF JUSTICE

Rank 1 Prayer • Conjuraction, Focus, Offensive (Short)

As an action, choose one or two creatures you can see within 25 feet of you. Each target must succeed on a Wisdom saving throw or take 2d6 radiant damage, be pulled up to 15 feet, and knocked prone.

You are dazed until the end of your next turn.

*Justice will be served no matter the cost. You draw from your own vitality to hurl a brilliant ray that compels your enemies to come forward.*

## SUN BURST

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 radiant damage, and you and each ally within 25 feet of you gain 1d4 temporary hit points and can make a saving throw against one effect that a save can end.

*Light erupts from your weapon, scalding your foe while allies draw strength from the brilliant glow.*

## SUNDERING MIGHT

Rank 1 Prayer • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a simple weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Constitution saving throw or suffers a -2 penalty to AC and saving throws until the end of your next turn.

*You cloak your weapon in divine magic and slam your foe, revealing a gap in its defenses that your allies can use.*

## SYMBOL OF WRATH REVERSED

Rank 1 Prayer • Abjuration, Offensive, Rune, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Wisdom saving throw or suffer the effects of your chosen rune:

- **Destruction:** The target's first attack during its next turn provokes an opportunity attack from you or an ally of your choice.
- **Protection:** The first time the target makes an attack roll during its next turn, you and each ally you can see within 15 feet of it regains 1d4 hit points.

*You brand your foe with the Symbol of Wrath Reversed. The more the enemy struggles against you, the more the symbol lends strength to you and your allies.*

## TEMPLAR'S JUDGMENT

Rank 1 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage and one creature you can see within 25 feet of you can spend a hit die to regain hit points.

*Your melee attack punishes your enemy and heals an ally.*

## TEMPLE OF LIGHT

Rank 1 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 radiant damage.

The prayer creates a zone of radiant energy in a 10-foot radius sphere centered on the target. The zone lasts for 1 minute. When the target moves, the zone moves with it, remaining centered on it. Whenever you hit a creature that is within the zone with an attack, your attack deals an extra 1d4 radiant damage.

*Your weapon strike creates a field of searing energy around an enemy. The energy burn any foe you hit that is within the field.*

## THOUGHT TWISTER

Rank 1 Prayer • Enchantment, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 psychic damage and until the end of your next turn, the target suffers a -2 penalty to attack rolls and its next saving throw.

*You ask your god to bless your action as you swing your weapon, hoping to knock some sense into your enemy.*

## THUNDER AND ECHO

Rank 1 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 thunder damage.

Additionally, choose any number of creatures other than the target you can see within 10 feet of you. Each target must succeed on a Constitution saving throw or take 2d6 thunder damage, and be pushed up to 10 feet.

*Thunder rides your weapon and then reverberates around you.*

## THUNDER OF JUDGEMENT

Rank 1 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose up to three creatures you can see within 50 feet of you. Each target must succeed on a Constitution saving throw or take 2d6 thunder damage, be dazed until the end of your next turn, and be pushed up to 10 feet.

If you targeted only one creature with this prayer, it deals 2d10 thunder damage on a failed save instead of 2d6.

*Blasts of thunder rock the air around your foes each time you strike your focus against the ground, leaving them battered and senseless.*

## THUNDERING STEEL

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 thunder damage, and the next time you or an ally hits the target with an attack before the start of your next turn, the target takes an additional 1d10 thunder damage.

*With a prayer to the storm god, you imbue your weapon with the power of thunder. As you strike, a thunderclap rumbles across the battlefield.*

## VALOROUS JUDGMENT

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage and until the end of your next turn, any number of creatures you can see within 15 feet of you is subject to your divine sanction.

*You cry out as you strike, daring all your enemies to face you.*

## VENGEFUL FLARE

Rank 1 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet of you. The target must succeed on a Dexterity saving throw or take 2d10 radiant damage and until the end of your next turn, the target suffers a -2 penalty to AC and saving throws.

If you allowed an ally to regain hit points this turn, this prayer deals 3d10 radiant damage, instead of 2d10.

*Seeing your ally in pain, you vow vengeance as you rain holy fire upon your foe.*

## VICE'S REWARD

Rank 1 Prayer • Abjuration, Utility (Long)

As a bonus action, you gain 1d4 temporary hit points, and you can make a saving throw against one effect that a save can end. In addition, you gain a +2 bonus to AC and saving throws until the end of your next turn.

*Your vice buoys your heart, and you revel in the power it provides.*

## VIRTUE

Rank 1 Prayer • Abjuration, Utility (Long)

As a bonus action, you spend a hit die but regain no hit points. You instead gain temporary hit points equal to the number you would have normally regained.

*You gird yourself in your high ideals and face the enemy with renewed determination.*

## WALL OF LIGHT

Rank 1 Prayer • Conjuration, Utility (Long)

As a bonus action, you conjure a 5-foot thick, 25-foot long wall of divine energy within 50 feet of you. The wall can be up to 5 feet high, and it lasts for 1 minute. While within the wall, any ally gains a +1 bonus to AC, and each ally who starts their turn in the wall gains 1d4 temporary hit points.

*You transform divine energy into the form of a long, glowing wall.*

## WAR PRIEST'S STRIKE

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 radiant damage, and until the end of your next turn, you and your allies gain advantage on attack rolls against the target.

*You smite your foe, crushing its armor, and leaving a glowing rune that guides your allies' attacks.*

## WEAPON OF ENFORCED SERENITY

Rank 1 Prayer • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Constitution saving throw or the next damage roll it makes before the end of your next turn deals only half as much damage as normal.

If you made the attack with a simple weapon, your attack deals an extra 2d10 damage instead of 1d10.

*You lunge forward and deliver a hard blow to your foe that disrupts its counterattack.*

## WEAPON OF ASTRAL FLAME

Rank 1 Prayer • Conjuration, Offensive, Weapon (Long)

As an action, you conjure a duplicate of a melee weapon you are wielding made of astral flame that floats in your space and lasts for 1 minute. When you move, the weapon moves with you, remaining in your space. When the weapon appears, you can make a melee spell attack through the weapon against one creature within 5 feet of you. On a hit, the target takes 2d10 fire damage.

Until this prayer ends, you can use a bonus action to repeat the attack with the conjured weapon.

You must concentrate on this prayer as if concentrating on a spell.

*You conjure a weapon of divine flame that duplicates the one you wield.*

## WHIRLWIND CHARGE

Rank 1 Prayer • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage.

When you activate this prayer as part of a charging attack, you don't grant advantage on attack rolls against yourself as part of the charge. Additionally, you gain a +2 bonus to AC against opportunity attacks you provoke while moving to the target.

*As you charge your foe, divine light surrounds you in a protective nimbus, then erupts at your foe.*

## WHISPERS OF DEFEAT

Rank 1 Prayer • Enchantment, Fear, Focus, Offensive (Short)

As an action, choose any number of creatures you can see within 25 feet of you who can hear you. Each target must succeed on a Charisma saving throw or until the end of your next turn, suffer a -2 penalty to attack rolls and any time the target misses with an attack, it takes 2d4 psychic damage.

*Your words assume a life of their own, worming into your enemies' minds and creating a feeling that defeat is inevitable.*

## WINGS OF LIGHT

Rank 1 Prayer • Offensive, Transmutation, Weapon (Long)

When you take the attack action on your turn, before one of your attacks, you can safely fly up to 30 feet landing in a space within 5 feet of an enemy, and gain a +2d10 bonus to your next damage roll using a melee weapon before the end of your turn.

*Shining wings sprout from your shoulders for a moment, carrying you swiftly to your sworn foe.*

## WINTER'S EDGE

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

As an action, make a melee attack with a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 cold damage, and the target's speed is reduced by 10 feet until the end of your next turn. If the target was marked by you before the attack, the target's speed is instead reduced to 0 until the end of your next turn.

*Your weapon is like the biting winds of winter, freezing your opponents in their tracks.*

## WORD OF ALLIANCE

Rank 1 Prayer • Divination, Offensive, Rune, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Wisdom saving throw or suffer the effects of your chosen rune:

- **Destruction:** Until the end of your next turn, when any ally attacks the target, they gain a bonus to the attack roll equal to the number of their allies within 5 feet of the target.
- **Protection:** Until the end of your next turn, the target suffers a penalty to attack rolls equal to the number of your allies within 5 feet of it when it attacks.

*You weave together your allies' strength, combining your efforts to overwhelm your enemy.*

## WORD OF BLINDING SHIELD

Rank 1 Prayer • Offensive, Rune, Transmutation, Weapon (Short)

As a reaction, when an enemy you can see within 25 feet of you targets your ally with an attack, you force the triggering enemy to succeed on a Constitution saving throw or be blinded until the end of its turn and you can apply the effects of your chosen rune:

- **Destruction:** The target also takes 1d4 radiant damage.
- **Protection:** The triggering ally gains 1d4 temporary hit points.

*You call out the word of the Blinding Shield, creating a halo of energy that protects your ally.*

## WORD OF RUIN

Rank 1 Prayer • Abjuration, Focus, Offensive (Short)

As an action, choose any number of creatures you can see within 10 feet of you. Each target must succeed on a Wisdom saving throw or take 2d6 psychic damage and until the end of your next turn, the target is dazed and its speed is reduced by 10 feet.

You are dazed until the end of your next turn.

*You utter syllables of damnation, which attack the minds of creatures around you and cloud your own.*

## WORDS ARE NOT ENOUGH

Rank 1 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Constitution saving throw or become dazed until the end of your next turn.

If you made the attack with a simple weapon, the extra damage is 2d10 instead of 1d10.

*Sometimes words are enough to bring peace. When words fail, a stout blow to the head of an enemy or two usually does the job.*



## WORDS OF BRAVERY

*Rank 1 Prayer • Evocation, Offensive, Rune, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 5 feet.

You and one ally you can see within 25 feet of you can make a saving throw against one effect that a save can end, and you can apply the effects of your chosen rune:

- **Destruction:** The first ally who hits the target before the end of your next turn can push the target up to 10 feet.
- **Protection:** You and your chosen ally each gain a +2 bonus to saving throws until the end of your next turn.

*You call out the word of the Blinding Shield, creating a halo of energy that protects your ally.*

## WOUNDING STRIKE

*Rank 1 Prayer • Necromancy, Offensive, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 necrotic damage, and the target must succeed on a Constitution saving throw or deal only half as much damage as normal with weapon attacks using Strength until the end of your next turn.

*Calling upon the divine anger of your god, you bring forth a thunderclap as you strike your foe, dazing it.*

## WOUNDING TOUCH

*Rank 1 Prayer • Focus, Necromancy, Offensive (Long)*

As an action, you touch one creature you can see within 5 feet. The target takes 2d6 necrotic damage.

*With just a touch, your foe's body is rent by horrid wounds.*

## WRATHFUL THUNDER

*Rank 1 Prayer • Evocation, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 thunder damage, and the target must succeed on a Constitution saving throw or become dazed until the end of your next turn.

*Calling upon the divine anger of your god, you bring forth a thunderclap as you strike your foe, dazing it.*

## RANK 2 PRAYERS

### ADMONITION OF OGHMA

*Rank 2 Prayer • Divination, Focus, Offensive (Short)*

As a reaction, when an enemy ends its turn within 25 feet of you, you force the triggering enemy to succeed on a Dexterity saving throw or take 3d10 force damage and until the end of your next turn, the target's speed is reduced by 10 feet.

*A split-second view of the future flashes before you, revealing a threat to come.*

### ALTAR OF DEFENSE

*Rank 2 Prayer • Abjuration, Stance (Long)*

As a bonus action, enter the Altar of Defense stance. Until the stance ends, whenever you cast a spell or use an offensive prayer, one ally you can see within 50 feet of you gains a +3 bonus to AC and saving throws until the end of your next turn (no action required).

*You are a shielding presence and those who fight at your side wear the armor of the gods.*

### ANGELIC HEALER

*Rank 2 Prayer • Conjunction, Utility (Long)*

As a bonus action, you conjure a translucent angelic healer in a space you can see within 50 feet of you. The healer lasts for 1 minute and creatures can move through its space. When an ally in the healer's space or within 5 feet of it hits an enemy, that ally regains 1d6 hit points.

You can use a bonus action to move the healer up to 20 feet.

You must concentrate on this prayer as if concentrating on a spell.

*A glowing figure appears at your command, casting an aura of health over your allies.*

### ARC OF VENGEANCE

*Rank 2 Prayer • Evocation, Offensive, Weapon (Long)*

As an action, make a melee attack with a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, a target suffers the attack's normal effects plus an extra 2d6 damage.

Additionally, each target is subject to your divine sanction until the end of your next turn. If the target was already marked by you, for 1 minute, it takes 1d6 radiant damage whenever it deals damage to you or an ally. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

*Your flashing weapon promises a swift end to your foes.*

### ASPECT OF AGILITY

*Rank 2 Prayer • Abjuration, Utility (Short)*

As a bonus action, you can safely move up to 25 feet, and gain a +3 bonus to AC and Dexterity saving throws until the end of your next turn.

*You move with the speed of the west wind, leaving your foes with little chance of striking you.*

### ASPECT OF DOMINATION

*Rank 2 Prayer • Fear, Necromancy, Utility (Long)*

As a bonus action, for 1 minute, whenever you hit a creature with a melee weapon attack, you can also push that target up to 15 feet.

*You radiate crushing dread so powerful that your enemies cannot bear to be near you.*

### ASPECT OF FEROCITY

*Rank 2 Prayer • Necromancy, Utility (Long)*

As a bonus action, for 1 minute, your melee weapon attacks gain a +1d6 bonus to damage rolls while you are within 5 feet of at least one creature that is bloodied.

*The blood of wounded foes feeds your anger, empowering your blows.*

### ASPECT OF MAJESTY

*Rank 2 Prayer • Evocation, Stance (Long)*

As a bonus action, you enter the Aspect of Majesty stance. Until the stance ends, you gain a +3 bonus to Wisdom saving throws and your reach with melee attacks increases by 5 feet.

*Your faith fills you with courage and mystically extends the reach of your attacks.*

### ASTRAL STEP

*Rank 2 Prayer • Conjunction, Utility (Long)*

As a bonus action, choose any number of willing creatures you can see within 25 feet of you. You teleport each target up to 30 feet.

*You create momentary doorways through the Astral Sea, teleporting yourself and your companions a short distance.*

### ASTRAL THUNDER

*Rank 2 Prayer • Evocation, Focus, Offensive (Short)*

As an action, choose any number of creatures you can see within 15 feet of you. Each target must succeed on a Constitution saving throw or take 4d6 thunder damage and until the end of your next turn, the target suffers a -3 penalty to attack rolls.

*The power of your god's determination thunders through your focus to pummel nearby foes.*

### AUGMENT OF WAR

*Rank 2 Prayer • Transmutation, Utility (Long)*

As a bonus action, you touch one ally's weapon. For 1 minute, all damage rolls made with the weapon deal an extra 1d6 damage, and when the weapon hits a creature with an attack roll, that creature grants advantage on attack rolls against itself until the start of the wielder's next turn.

*Your deity answers your call and assaults your foe with divine energy.*

## AVENGING WINDS

Rank 2 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet of you. The target must succeed on a Dexterity saving throw or take 3d10 bludgeoning damage and until the end of your next turn, if the target willingly moves, you can use your reaction to move the target up to 10 feet at the end of that movement.

*You whisper a prayer, calling a gust of wind that slams your foe and halts its movement if it tries to escape.*

## AWE STRIKE

Rank 2 Prayer • Enchantment, Fear, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Wisdom saving throw or have its speed is reduced to 0 until the end of your next turn.

*You call on your deity's immortal power, infusing your attack with supernatural energy that leaves your enemy momentarily frozen with terror.*

## BALEFUL EYE OF JUDGMENT

Rank 2 Prayer • Enchantment, Fear, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet of you who can see you. Each target must succeed on a Wisdom saving throw or take 4d6 psychic damage and until the end of its next turn, the target suffers a -3 penalty to attack rolls.

*You fix your wrathful glare upon a group of enemies, filling them with awe and terror.*

## BANNER OF ALLIANCE

Rank 2 Prayer • Abjuration, Utility (Long)

As a bonus action, choose one ally you can see within 25 feet of you. For 1 minute, whenever the target takes damage, you can use your reaction to take the damage in the target's place. The target suffers any other effects as normal.

*You invoke the Rune of Shared Pains, allowing you to absorb the punishment meant for an ally.*

## BASTION OF HEALTH

Rank 2 Prayer • Evocation, Utility (Short)

As a bonus action, choose one creature you can see within 50 feet of you. The target can spend up to two hit dice to regain hit points plus an extra 1d6.

*You invoke a prayer that instantly fortifies one of your allies.*

## BECKON FOE

Rank 2 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet of you. The target must succeed on a Wisdom saving throw or take 3d10 force damage and you can pull the target up to 15 feet.

*You pull an enemy toward you, dealing grievous wounds as they try to rebuke you.*

## BLADE OF HOLY FIRE

Rank 2 Prayer • Evocation, Utility (Long)

As a bonus action, choose yourself and any number of allies you can see within 25 feet of you. The next time the target hits with an attack within the next 10 minutes, that attack deals an extra 1d6 fire damage and radiant damage, and the flame is consumed. Until this flame is consumed, it sheds bright light in a 15-foot radius and dim light for an additional 15 feet. These magical flames cannot be extinguished by nonmagical means.

*Your allies' foci and weapons blaze with white-hot, consecrated flames.*

## BLADE OF LIGHT

Rank 2 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 radiant damage and until the end of your next turn, you gain a +4 bonus to saving throws against fear effects and effects that deal necrotic damage.

When you activate this prayer as part of a charging attack, you don't grant advantage on attack rolls against yourself as part of the charge.

*The power of your god's determination thunders through your focus to pummel nearby foes.*

## BLADE OF VENGEANCE

Rank 2 Prayer • Conjuration, Focus, Offensive (Long)

As an action, you conjure an allied Medium blade of vengeance in an unoccupied space you can see within 50 feet. The blade lasts for 1 minute and occupies its space. Additionally, you can use a bonus action to move the blade up to 25 feet.

Until this prayer ends, when an enemy within 50 feet of the blade hits one of your allies, you can use your reaction to move the blade to a space within 5 feet of the triggering enemy and make a melee spell attack through the blade. On a hit, the enemy takes 3d10 force damage.

You must concentrate on this prayer as if concentrating on a spell.

*A spectral form like a shining angel appears amid your foes. Though the angel is indistinct and incorporeal, its curving blade seems solid and poised to attack an enemy that threatens your allies.*

## BLADE STEP

Rank 2 Prayer • Conjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you teleport up to 50 feet to a space to a space within 5 feet of an enemy.

*As you strike one foe, you teleport next to another.*

## BLADES OF HOLY FIRE

Rank 2 Prayer • Evocation, Utility (Long)

As a bonus action, choose any number of creatures you can see within 25 feet of you. The next time the target hits with an attack roll within 1 minute, that attack deals an extra 1d6 fire damage and 1d6 radiant damage.

*Your allies' foci and weapons blaze with white-hot consecrated flames.*

### BLESSING OF DUST

Rank 2 Prayer • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Strength saving throw or be knocked prone.

*You cast dust in a circle around you. The dust swirls, distracting your enemy as your allies press the attack.*

### BOLT OF THE RISING SUN

Rank 2 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet of you. The target must succeed on a Dexterity saving throw or take 3d10 radiant damage, and until the end of your next turn, the target doesn't have line of sight to any creature more than 15 feet away from it.

*A soft ray of light dances across your foe. The light increases in radiance until it chars the foe's flesh and impairs its vision.*

### BOLTS OF warding

Rank 2 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 lightning damage and until the end of your next turn, an enemy takes 1d6 lightning damage if it ends its turn within 5 feet of any ally within 25 feet of you.

*Your weapon crackles with divine lightning that arcs out to strike any who threaten your allies.*

### BOND OF FORESIGHT

Rank 2 Prayer • Divination, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Wisdom saving throw or for 1 minute, the target provokes opportunity attacks whenever it moves (even if it Disengages) or hits or misses you with an attack. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*A bond of fate links you to your enemy, giving you the ability to foresee its every move. Whenever it moves or attacks you, you're ready.*

### BOND OF PROTECTION

Rank 2 Prayer • Abjuration, Utility (Long)

As a bonus action, choose one creature you can see within 25 feet of you. For 1 minute, the target gains a +1 bonus to AC and saving throws and a +3 bonus to Constitution ability checks. In addition, whenever the target takes damage, you can reduce that damage by 1d6 (no action required). If you do so, you take damage equal to the amount you reduced. This damage ignores your immunities and resistances.

*You create a spiritual link between yourself and an ally that allows you to partially shield your friend from harm.*

### BREAK THE SPIRIT

Rank 2 Prayer • Charm, Enchantment, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet of you. The target must succeed on a Charisma saving throw or take 3d10 radiant damage and until the end of your next turn, the target suffers a -3 penalty to attack rolls.

*You bathe your enemy in the agonizing radiance of your deity, stealing the strength from its impending attacks.*

### BRILLIANT CLOAK

Rank 2 Prayer • Abjuration, Utility (Long)

As an action, for 1 minute, you and any allies within 5 feet of you gain a +3 bonus to AC, and Dexterity and Intelligence saving throws.

You must concentrate on this prayer as if concentrating on a spell.

*Your clothing comes to life with a dazzling display of color.*

### CAGE OF LIGHT

Rank 2 Prayer • Evocation, Offensive, Weapon (Long)

As an action, choose any number of creatures you can see in a 15-foot cube originating from you. Each target must make a Wisdom saving throw. On a failed save, a target takes 4d6 radiant damage, or half as much damage on a success.

The cube creates a zone that lasts for 1 minute. Leaving the zone costs enemies 10 extra feet of movement. Any enemy that attacks an ally who is within the zone grants advantage on attack rolls against itself until the end of its next turn.

You must concentrate on this prayer as if concentrating on a spell.

*You slam your weapon into the ground, imprinting a rune of imprisonment that causes light to wash over your enemies.*

### CELESTIA ENDURES

Rank 2 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage. If this attack reduces the target to 0 hit points, you can spend up to two hit dice to regain hit points.

Additionally, you gain a +1d6 bonus to damage rolls until the end of your next turn.

*This prayer comes from a battle hymn of the War of Creation. Its uplifting words lend you strength.*

### CHAINS OF CENSURE

Rank 2 Prayer • Conjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and one creature of your choice you can see within 25 feet of you must succeed on a Strength saving throw or have its speed reduced to 0 until the end of your next turn.

If no other creatures are within 5 feet of you or the target, the attack deals an extra 3d10 damage instead of 2d10.

*As you deliver a punishing blow with your weapon, your prayer invokes spectral chains to immobilize a foe.*

## CHILLING JUDGMENT

Rank 2 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 cold damage, and the target must make a Constitution saving throw. On a failed save, the target suffers a -3 penalty to damage rolls for 1 minute. On a successful save, the target suffers a -3 penalty to damage rolls until the end of its next turn. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*You call upon divine power to smite your foe with cold fury. A sheen of black ice forms around your weapon, draining your enemy of its strength.*

## CLOAKED STEPS

Rank 2 Prayer • Illusion, Stance (Long)

As a bonus action, you enter the Cloaked Steps stance. Until the stance ends, if you move at least 10 feet on your turn, you become lightly obscured until the end of your next turn.

*Shadows cling to you whenever you move, like a cloak.*

## COMPACT OF PEACE

Rank 2 Prayer • Enchantment, Utility (Short)

As a bonus action, until the end of your next turn, you and each creature of your choice that you can see within 25 feet of you gains a +4 bonus to Wisdom (Insight) and Charisma (Persuasion) checks. The effect ends if any target targets another creature with a damaging attack, spell, or ability.

*You invoke the Runes of Peace, making a pledge to set aside your weapons and giving you and your allies a chance to negotiate.*

## CONSECRATED GROUND

Rank 2 Prayer • Evocation, Offensive (Long)

As an action, you create a 10-foot radius circle on the ground around you. The circle is a zone that lasts for 1 minute. Any enemy that starts its turn within the zone must make a Wisdom saving throw. An enemy takes 3d6 radiant damage on a failed save, or half as much damage on a successful one.

If you or any ally of yours is bloodied and starts their turn in the zone, they regain 2d6 hit points.

You must concentrate on this prayer as if concentrating on a spell.

*You create a crackling web of radiant light upon the ground around you. Enemies within the light suffer the wrath of your deity, while you and your allies bask in it.*

## CRESCENT MOON

Rank 2 Prayer • Evocation, Offensive, Weapon (Short)

When you take the attack action on your turn, you can forgo one of your attacks to choose one creature you can see within 25 feet of you. Make a ranged spell attack against the target. On a hit, the target takes 3d10 radiant damage, and you subject the target to your divine sanction until the end of your next turn.

When you use this prayer while wielding a heavy blade, the range increases from 25 feet to 50 feet.

*You cut a wide arc with your glowing weapon, drawing a crescent moon of light that careens toward your foe.*

## DANCE OF FLAME

Rank 2 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target is set on fire for 1 minute. While on fire from this effect, the target must make a Dexterity saving throw at the end of each of its turns. On a failed save, one creature of your choice you can see within 25 feet of the target is also set on fire for 1 minute. These magical flames cannot be extinguished by nonmagical means.

While on fire from this prayer, a target takes 1d6 fire damage at the start of each of its turns, and sheds bright light in a 15-foot radius and dim light for an additional 15 feet.

*Multicolored flames dance across your weapon and ignite your enemy, erupting onto other enemies the longer the flames dance.*

## DARK MAJESTY

Rank 2 Prayer • Enchantment, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 psychic damage, and the target must make a Charisma saving throw. On a failed save, you can move the target up to 10 feet, and one enemy within 5 feet of the target at the end of the movement then takes 2d6 psychic damage. On a successful save, you can move the target up to 5 feet, and one enemy within 5 feet of the target at the end of the movement then takes 1d6 psychic damage.

*Your strike worms its way into your enemy's mind, turning it against its erstwhile allies.*

## DARK MOON STRIKE

Rank 2 Prayer • Illusion, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet of you. The target must succeed on an Intelligence saving throw or take 3d10 psychic damage.

Additionally, you become invisible until the start of your next turn.

*You mark a foe as your sworn enemy and you disappear from the minds of all foes.*

## DAWN FIRE SIGIL

Rank 2 Prayer • Divination, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 radiant damage, and the target must make a Wisdom saving throw. On a failed save, the target cannot benefit from being lightly obscured from you and your attacks against the target ignore cover except for total cover. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Additionally, for 1 minute, you gain a +1 bonus to attack rolls against the target.

*A glowing mark of divine radiance prevents your foe from hiding from you and increases the accuracy of your attacks.*

## DAWN'S BLAZING FINGERS

Rank 2 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose up to five creatures you can see within 50 feet of you. Make a ranged spell attack against each target. On a hit, a target takes 1d6 fire damage and 1d6 radiant damage, and is set ablaze for 1 minute. While ablaze a target sheds bright light in a 15-foot radius and dim light for an additional 15 feet. Additionally, the target takes damage at the start of each of its turns, and can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success. These magical flames cannot be extinguished my nonmagical means.

The damage of the blaze depends on the number of targets that failed the initial saving throw:

- **1 target:** 3d4 fire damage and 3d4 radiant damage
- **2 targets:** 2d4 fire damage and 2d4 radiant damage
- **3, 4 or 5 targets:** 1d4 fire damage and 1d4 radiant damage

*A shining crown flares on your brow and from its gleaming surface come forth the five burning rays.*

## DEATH'S DREAD WHISPER

Rank 2 Prayer • Focus, Necromancy, Offensive (Short)

As an action, you target each creature in a 25-foot cube originating from you. Each target must succeed on a Constitution saving throw or be dazed and suffer a -4 penalty to attack rolls until the end of your next turn.

*Your voice drops to a whisper and from your mouth issues your enemies' undoing.*

## DELUGE OF BLOOD

Rank 2 Prayer • Focus, Necrotic, Offensive (Long)

As a reaction, when an enemy within 25 feet of you is damaged by a melee or ranged attack, you force the triggering enemy to make a Constitution saving throw. On a failed save, the target is dazed for 1 minute, and bleeds for 2d6 necrotic damage. On a successful save, the target bleeds for 1d6 necrotic damage. The target can repeat the saving throw at the end of each of its turns, ending the daze on a success.

Additionally, you are dazed until the end of your next turn.

*Fresh blood streams from the wounds of your enemy as it is dazed by wracking pain. You must endure some of the pain too and are momentarily dazed.*

## DEMAND JUSTICE

Rank 2 Prayer • Divination, Utility (Short)

As a reaction, when a creature you can see within 50 feet of you makes a saving throw, you force the target to reroll the saving throw and it must use the new result.

*Whether an ally labors under a deadly effect or a foe seeks to escape the just end wrought by your magic, you tilt fate in your favor.*

## DENUNCIATION

Rank 2 Prayer • Abjuration, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet of you. The target must succeed on a Wisdom saving throw or until the end of your next turn, the target is dazed and suffers a -3 penalty to attack rolls, AC, and saving throws.

*You pronounce a divine curse, and motes of darkness swirl around your enemy to hinder it.*

## DIVINE CASTIGATION

Rank 2 Prayer • Abjuration, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 radiant damage, and for 1 minute, whenever the target makes an attack roll against you or any of your allies, it provokes an opportunity attack from you.

*Your prayer of castigation fuels your attack, leaving your foe at your mercy each time it lashes out against you.*

## DIVINE FAVOR

Rank 2 Prayer • Transmutation, Utility (Long)

As a bonus action, choose one creature you can see within 5 feet. For 1 minute, the target gains a +1 bonus to attack rolls and a +1d6 bonus to damage rolls. Additionally, until this prayer ends, the first time the target is reduced below half hit points, they can up to two hit dice to regain hit points (no action required).

*Sacred light suffuses your comrade, bestowing your god's blessing in battle.*

## DIVINE JUGGERNAUT

Rank 2 Prayer • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and for 1 minute, whenever you use Channel Divinity or cast *healing word*, the target of this prayer takes 1d6 radiant damage and you and each ally within 5 feet of you gain temporary hit points equal to the radiant damage done.

*Your body surges with the manifestation of divine wrath, and even simple prayers make your onslaught more forceful.*

## DIVINE REVERENCE

Rank 2 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures you can see within 5 feet of you. Each target must succeed on a Wisdom saving throw or take 4d6 radiant damage and until the end of your next turn, the target is dazed.

*You present yourself with such conviction that your enemies cannot help but be awestruck by the power of your faith.*

## DREADFUL WARRIOR

Rank 2 Prayer • Conjuraton, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 psychic damage, and you conjure an allied Medium spirit warrior in an unoccupied space within 5 feet of the target. The spirit occupies its space and lasts until the end of your next turn. The target grants advantage on attack rolls against itself while within 5 feet of the spirit. When any enemy willingly leaves a space within 5 feet of the target for the first time, that enemy takes 1d6 psychic damage.

*Your strike calls forth the spirit of a warrior, once a follower of your deity's banner, to harry your foes.*

## EXECUTIONER'S CLOAK

Rank 2 Prayer • Illusion, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must make an Intelligence saving throw. On a failed save, you are invisible to the target for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect at the end of your next turn on a success.

*With a stroke of your weapon, you cause shadows to flow over your foe's eyes, concealing you as you close in for the kill.*

## EXCORIATING CALL

Rank 2 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures you can see within 15 feet of you. Each target must make a Wisdom saving throw. On a failed save, you push the target up to 15 feet or pull the target to a space within 5 feet of you. If you pull the target, it also takes 4d6 radiant damage.

*Your focus flashes as you utter a mighty rebuke, which drives creatures away from you but draws your chosen foes closer.*

## FEY BEGUILING

Rank 2 Prayer • Charm, Enchantment, Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon, your attack deals an extra 2d10 radiant damage and the target must succeed on a Charisma saving throw or until the end of your next turn, the target cannot target you with any attack, spell, or ability, and it must make opportunity attacks against any creature within its reach that willingly targets you with an attack, spell, or ability.

*As your attack lands, you sense the reassuring presence of the unicorn and know that your foe cannot harm you.*

## FIERY JUDGMENT

Rank 2 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 fire damage, and each creature of your choice within 5 feet of the target must succeed on a Dexterity saving throw or take 1d6 fire damage.

*As you strike your enemy, a wave of divine fire explodes from its body, searing nearby foes.*

## FLARE OF DIVINE VENGEANCE

Rank 2 Prayer • Evocation, Utility (Long)

As a reaction, when a creature marked by you attacks you, before damage is dealt you can spend up to two hit dice to regain hit points. You also gain a +3 bonus to attack rolls against the triggering creature until the end of your next turn.

*The energy of your divine mark erupts with light that heals you as the enemy attacks and empowers your next strike against it.*

## FORGEMASTER'S FLAME

Rank 2 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 fire damage. Additionally, if you've used channel divinity within the last minute, you mark the target until the end of your next turn and one ally within 25 feet of you can spend up to two hit dice to regain hit points. If you haven't used channel divinity within the last minute, until the end of your next turn, attack rolls against the target have advantage and its speed is reduced by 10 feet.

*The astral fire you call down limns your foe, possibly causing it to become sluggish, and it provides healing to an ally.*

## FORTIFYING CHANT

Rank 2 Prayer • Abjuration, Stance (Long)

As a bonus action, you enter the Fortifying Chant stance. Until the stance ends, you gain a +1 bonus to AC, and Strength and Constitution saving throws. In addition, whenever you reduce a creature to 0 hit points, this bonus increases to +3 until the end of your next turn.

*You recite holy verses, armoring yourself with the strength of your faith.*

## FRENZYING JUDGMENT

Rank 2 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 10 feet. You can then safely move up to 15 feet to a space within 5 feet of the target.

Additionally, you grant advantage on attack rolls against yourself until the start of your next turn.

*Your anger gets the better of you, lending weight to your strike, driving you after the fleeing foe, and blinding you to danger.*

## FURY OF THE BATTLE GOD

Rank 2 Prayer • Evocation, Offensive (Short)

As a bonus action, choose any number of creatures that you missed with an attack roll on this turn. Each target is subject to your divine sanction until the end of your next turn. Additionally, you gain a +1d6 bonus to damage rolls until the end of your next turn.

*Failure breeds frustration and frustration breeds unchecked fury, which you channel into your ability to wound your foes.*

## GATHERING STORM INTONATION

Rank 2 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 lightning damage, and the target must succeed on a Dexterity saving throw or take an additional 1d6 lightning damage and be affected by the Gathering Storm Intonation until the end of your next turn. Until the intonation ends, when the target makes an attack, you can use your reaction to choose any number of other creatures you can see within 5 feet of the target. Each secondary target must succeed on a Dexterity saving throw or take 1d6 lightning damage and you can move it up to 10 feet.

*You tap your foe with your weapon, placing a rune of storm upon it.*

## GRASPING CHAINS OF THE JUSTICAR

Rank 2 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 15-foot radius sphere centered on a point within 50 feet of you. Each target must make a Dexterity saving throw. On a failed save, a target takes 4d6 force damage, and its speed is reduced to 0 for 1 minute. On a successful save, the target takes half as much damage, and its speed is reduced by 10 feet until the end of your next turn. While a target's speed is reduced by this prayer, it can make a Strength saving throw at the end of each of its turns, ending the effect on itself on a success.

*You invoke the chains of Rathos, an exarch of the gods charged with capturing renegade angels. These glowing blue chains erupt from the ground to tether your foes in place.*

## GRAVESITE

Rank 2 Prayer • Necromancy, Utility (Long)

As a bonus action, you create a zone that fills a 15-foot radius sphere around you for 1 minute. You and your allies gain a +1d6 bonus to damage rolls against creatures within the zone. Whenever an enemy within the zone is reduced to 0 hit points, you and each ally within the zone regain 1d6 hit points.

*You invoke the power of your god to claim the ground around you. Enemies that attempt to contest that ground pay for their temerity.*

## GUARDIAN ANGEL

Rank 2 Prayer • Conjuration, Utility (Long)

As an action, you conjure a guardian angel in a space you can see within 50 feet of you. The angel lasts for 1 minute. Any ally in the angel's space or within 5 feet of it gains a +2 bonus to AC. In addition, when you or an ally is hit by an attack while in the angel's space or within 5 feet of it, you can dismiss the angel as a reaction and reduce the damage by half. Additionally, you can use a bonus action to move the angel up to 25 feet.

You must concentrate on this prayer as if concentrating on a spell.

*A prayer to the gods summons a fearsome, winged angel to protect your comrades.*

## HALLOWED ADVANCE

Rank 2 Prayer • Conjuration, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and choose one ally you can see within 25 feet of you. That ally can teleport to a space within 5 feet of the target and make a melee weapon attack against it (no action required). In addition, that ally can spend up to two hit dice to regain hit points.

*The power of your god draws an ally to your side, eager to share in victory.*

## HALLOWED CIRCLE

Rank 2 Prayer • Abjuration, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 15-foot radius sphere centered on you. Each target must succeed on a Dexterity saving throw or take 4d6 force damage.

Additionally, the sphere creates a zone of bright light that lasts for 1 minute. The zone sheds dim light for an additional 10 feet. You and your allies gain a +1 bonus to AC and saving throws while within the zone.

*You wave your hand through the air, and a wide circle of faintly glowing symbols appear around you, damaging enemies and protecting allies within its confines.*

## HALO OF CONSEQUENCE

Rank 2 Prayer • Abjuration, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet of you. The target must make a Wisdom saving throw. On a failed save, the target is affected by your halo of consequence for 1 minute. On a successful save, the target is not affected and this prayer is not expended.

While affected by your halo of consequence, the target suffers a -1 penalty to attack rolls, and after the target makes an attack roll against you or an ally, it becomes dazed until the end of its next turn. The target can repeat the saving throw, with a -2 penalty, at the end of each of its turns, ending the prayer on a success.

*A ring of faint light surrounds your enemy and punishes it for attacking you or your allies.*

## HEALING HAND

Rank 2 Prayer • Evocation, Utility (Long)

As an action, you touch yourself or one creature within reach. The target regains 3d10 hit points.

*You utter a simple prayer and gain the power to instantly heal wounds. Your touch suffuses you or a wounded creature with a bright silver light that restores health and vigor.*



## HOLD FOE

Rank 2 Prayer • Enchantment, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet of you. The target must make a Wisdom saving throw. On a failed save, the target takes 3d10 radiant damage and for 1 minute, the target is dazed. On a successful save, the target takes half as much damage, and its speed is reduced by 10 feet until the end of your next turn.

While dazed, the target's speed also becomes 0. The target can repeat the saving throw at the end of each of its turns, ending the daze on a success.

*With an impassioned prayer, you transfix your enemy to the spot.*

## HOLY CELERITY

Rank 2 Prayer • Abjuration, Utility (Short)

As a bonus action, choose one creature you can see within 50 feet of you. Until the end of your next turn, the target becomes immune to being grappled, restrained, and having their speed reduced.

*You imbue an ally with the confidence to advance against all impediments.*

## HOLY LANTERN

Rank 2 Prayer • Conjunction, Utility (Turn)

As an action, you conjure a holy lantern in a space you can see within 15 feet. The lantern sheds bright light in a 25-foot radius and dim light for an additional 25 feet. You and your allies gain a +4 bonus to Wisdom (Insight and Perception) checks while in the bright light. The lantern lasts for 10 hours or until you use this prayer again.

As a bonus action, you can move the lantern up to your speed to a different space you can see.

*You conjure a beam of divine light that shines like a lantern, piercing shadows and deception.*

## HOWL AT THE MOON

Rank 2 Prayer • Enchantment, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Wisdom saving throw or take 4d6 psychic damage and until the end of your next turn, the target is dazed.

If the target is a shapechanger, it is dazed for 1 minute on a failed save, instead of until the end of your next turn. While dazed by this prayer, a shapechanger can repeat the Wisdom saving throw at the end of each of its turns, ending the effect on a success.

*You call upon the inner beast of all creatures, entrancing them with the moon's radiance.*

## ICON OF TERROR

Rank 2 Prayer • Enchantment, Fear, Focus, Offensive (Long)

As an action, you target each creature in a 25-foot cube originating from you who can see you. Each target must make a Wisdom saving throw. On a failed save, a target takes 4d6 psychic damage, and you can push it up to 15 feet. On a successful save, the target takes half as much damage, and you can push it up to 5 feet.

*You invoke the Icon of Terror, an image that was once used to drive the beings of the Far Realm from this reality. You drive nearby creatures back in fear as the icon assaults their minds.*

## INEXORABLE PURSUIT

Rank 2 Prayer • Focus, Offensive, Transmutation (Short)

When you take the attack action on your turn, before you make one of your attacks, you gain phasing until the end of your turn, can safely move up to 25 feet, and gain a +2d10 bonus to your next damage roll using a melee weapon before the end of your turn.

While phasing, can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage and are forced to the nearest unoccupied space if you end your movement inside a creature or object.

*When you call, your adversary must answer.*

## INEXORABLE SUMMONS

Rank 2 Prayer • Conjunction, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet of you. The target must succeed on a Dexterity saving throw or take 3d10 radiant damage, and be teleported to a space within 5 feet of you.

Additionally, when any enemy other than the target enters a space within 5 feet of you before the end of your next turn, the target takes 2d6 radiant damage.

*When you call, your adversary must answer.*

## INVOKE OBEDIENCE

Rank 2 Prayer • Enchantment, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet of you. Each target can choose to immediately fall prone (no action required) and take 1d6 psychic damage. Each target still standing must succeed on a Wisdom saving throw or take 4d6 psychic damage.

*As you are filled with glory, your enemies know they must either bow before you or suffer your wrath.*

## INSPIRE FERVOR

Rank 2 Prayer • Enchantment, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 radiant damage, and each of your allies within 10 feet of you can safely move up to 15 feet. Any ally who ends this movement within 5 feet of the target can make a melee weapon attack against it (no action required).

*Your attack allows your allies to move into more advantageous positions.*

## IRON TO GLASS

Rank 2 Prayer • Focus, Offensive, Transmutation (Long)

As an action, choose one creature you can see within 50 feet of you. The target must make a Dexterity saving throw. On a failed save, for 1 minute, the target suffers a -4 penalty to damage rolls with melee attacks, and whenever the target hits with a melee attack, the penalty worsens by 2 to a maximum of -10. On a successful save, for 1 minute, the target suffers a -2 penalty to damage rolls with melee attacks, and whenever the target hits with a melee attack, the penalty worsens by 1 to a maximum of -5.

*Tracing runes of denial in the air, you cause your foe's weapons to become as brittle as glass.*

## LAMENTATION OF THE WICKED

Rank 2 Prayer • Divination, Focus, Offensive (Long)

As an action, choose any number of creatures you can see within 10 feet of you. Each target must succeed on a Wisdom saving throw or take 4d6 psychic damage and be cursed for 1 minute. While cursed, the target cannot gain advantage on any roll or Disengage. A cursed target can repeat the saving throw at the end of each of its turns, ending the curse on itself on a success.

For 1 minute, when you or any ally within 25 feet of you attacks an enemy and has advantage on the attack roll, the attack deals an extra 1d6 damage on a hit.

*You speak an ancient curse. Your enemies gnash their teeth and wail at the doom you promise, distracted from their own defense. You and your allies' attacks take advantage of this distraction.*

## LIGHT AND DARKNESS

Rank 2 Prayer • Necromancy, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage. If this attack reduces the target to 0 hit points, your enemies within 5 feet of the target take 1d6 necrotic damage, and your enemies within 5 feet of you take 1d6 radiant damage.

*As you send a soul upon its final journey, divine energy strikes out from you and your foe in equal measure but opposite character.*

## LIGHT OF REVELATION

Rank 2 Prayer • Evocation, Utility (Long)

As a bonus action, choose any number of creature you can see within 5 feet of you. Each target gains a +4 bonus to Wisdom (Insight and Perception) checks for 10 minutes. You also create a zone of light in a 10-foot radius sphere centered on you. The zone lasts for 1 minute, sheds bright light in a 15-foot radius and dim light for an additional 15 feet. When any enemy in the zone makes an attack roll, that enemy takes 1d6 radiant damage.

You must concentrate on this prayer as if concentrating on a spell.

*You call forth a mote of divine light that reveals and scours your foes.*

## LIGHT OF TRUTH

Rank 2 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within reach. The target must make a Constitution saving throw. On a failed save, the target takes 3d10 radiant damage, and is illuminated for 1 minute. On a successful save, the target takes half as much damage.

While illuminated, the target takes 2d6 radiant damage at the start of each of its turns, sheds bright light in a 15-foot radius and dim light for an additional 15 feet, and suffers a penalty on saving throws equal to the number of hostile creatures within 5 feet of it. The target can repeat the saving throw at the end of each of its turns, ending the prayer on a success.

*A brilliant shaft of light streaks down from above and fixes on the enemy you touch. In the merciless light, your enemy suffers pain commensurate with the number of your friends near it.*

## LIGHTNING SPIKE

Rank 2 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Constitution saving throw or take 4d6 lightning damage and until the end of its next turn, the target is dazed.

*Lightning sizzles across the battlefield and erupts in a brilliant flash to dazzle nearby foes.*

## LIVING DEATH STRIKE

Rank 2 Prayer • Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage.

When you hit with your attack, you can spend a hit die regaining no hit points. If you do so, your attack deals an extra 4d10 damage instead of 3d10.

*As you attack your chosen foe, you channel part of your own soul into your weapon.*

## MALEDICTION OF BLINDNESS

Rank 2 Prayer • Focus, Offensive, Transmutation (Long)

As an action, you target each creature in a 15-foot cone originating from you who can hear you. Each target must make a Constitution saving throw. On a failed save, a target takes 4d6 necrotic damage, and is blinded for 1 minute. On a successful save, the target takes half as much damage, and suffers a -3 penalty to attack rolls until the end of your next turn.

Attack rolls gain advantage against you until the start of your next turn.

*At your command, your foes lose their sight. The power of this prayer leaves you barely able to defend yourself for a moment.*

## MARK OF VICTORY

Rank 2 Prayer • Divination, Offensive (Long)

As a bonus action, choose one creature you can see within 25 feet of you. For 1 minute, you and your allies gain a +1 bonus to attack rolls and a +1d6 bonus to damage rolls against the target.

*You place a glowing glyph upon your foe, marking it for destruction at the hands of you and your allies.*

## MENACING PRESENCE

Rank 2 Prayer • Enchantment, Fear, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and for 1 minute, any enemy that starts its turn within 5 feet of you suffers a -3 penalty to AC until the end of its next turn.

*You attack and then emanate divine menace, weakening the resolve of nearby foes.*

## NAME OF MIGHT

Rank 2 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures you can see within a 15-cube originating from you. Each target must make a Constitution saving throw. On a failed save, a target takes 4d6 thunder damage, and its speed is reduced by 10 feet for 1 minute. On a successful save, the target takes half as much damage, and its speed is reduced by 10 feet until the end of its next turn. While suffering a speed reduction from this prayer, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*You shout an ancient angelic name of thunderous power that slows your foes.*

## NINE SOULS OF WRATH

Rank 2 Prayer • Abjuration, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and for 1 minute, any enemy other than the target that ends its turn within 5 feet of you suffers a 1d6 susceptibility to all damage until the end of your next turn.

*As you strike your enemy, you call forth souls to protect you. Streaming around you, they lash out at enemies nearby, weakening them.*

## OATH OF CONSUMING LIGHT

Rank 2 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet of you. The target must make a Dexterity saving throw. On a failed save, the target takes 3d10 radiant damage, and for 1 minute, the target suffers a 1d6 susceptibility to all damage. On a successful save, the target takes half as much damage and suffers a 1d4 susceptibility to all damage for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the susceptibility on a success.

*You place a burning mark of divine radiance on your foe as you swear an oath to destroy this creature. With every wound you inflict on the creature, the burning mark erupts in searing light.*

## OMEN OF DAMNATION

Rank 2 Prayer • Divination, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet who can see you. The target can choose to become blinded until the end of your next turn (no action required). If it does, then it is unaffected by this prayer. If it does not, it must succeed on a Wisdom saving throw or take 3d10 radiant damage and it must use its reaction, if available, to move its speed away from you.

*You call forth the dread omen of damnation and those who look upon the terrifying image feel their souls burn in righteous fury.*

## OATH OF ENDURING WRATH

Rank 2 Prayer • Abjuration, Utility (Long)

As a bonus action, for 1 minute, you gain a +2 bonus to saving throws.

*You swear to defeat your enemies, and your god grants you the perseverance to overcome any hinderance.*

## OATH OF RIGHTEOUS FURY

Rank 2 Prayer • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and for 1 minute, whenever you reduce a target to 0 hit points, you can safely move up to 15 feet (no action required).

*You swear an oath to reduce your enemies to ruin. Each slain foe renews your zeal.*

## OATH OF THE RELENTLESS HUNTER

Rank 2 Prayer • Abjuration, Offensive (Long)

As a bonus action, you touch one creature you can see within reach. Until you use this prayer on a different target, you can use an action to determine the distance and direction to the target. The distance and direction are based on a straight line between you and the target, ignoring any barriers. If the target is on a different plane from you, you know which plane but gain no other information.

*You touch an enemy and swear an oath to hunt it to the end of the world. With this oath, you can always find your foe.*

## ONE HEART, ONE MIND

Rank 2 Prayer • Divination, Utility (Long)

As a bonus action, choose yourself and any number of creatures you can see within 30 feet of you. For 1 hour, each target can communicate telepathically with each other out to a range of 100 feet, and you can use the help action as a bonus action.

*You and your trusted allies form a telepathic bond.*

## PATRON'S BLESSING

Rank 2 Prayer • Channel Divinity (Long)

As a bonus action, you regain one expended use of Channel Divinity.

*You reopen the channel to your god to facilitate the divine energy's flow.*

### PEACEMAKER'S LIGHT

Rank 2 Prayer • Evocation, Offensive (Short)

As an action, choose any number of creatures you can see within 10 feet of you. The next time each target hits or misses you or any of your allies with an attack before the end of its next turn, it takes 1d8 cold damage and 1d8 radiant damage.

*With an oath to your god and a threat to your foes, you shed the cold light of truth upon their souls.*

### PRAYER FOR VICTORY

Rank 2 Prayer • Abjuration, Utility (Long)

As a reaction, when an enemy targets you with a melee or ranged attack, you gain 2d6 temporary hit points and until the end of your next turn, you gain a +3 bonus to AC.

*Seeing the danger, you whisper a prayer to bolster your courage in the face of harm.*

### PRAYER OF SACRIFICE

Rank 2 Prayer • Necromancy, Stance (Long)

As a bonus action, you enter the Prayer of Sacrifice stance. Until the stance ends, whenever you miss with an attack, you can take 2d6 necrotic damage and reroll the attack using the new result (no action required). The damage from this prayer ignores resistances and immunities.

*You are unwilling to fail your god and make a personal sacrifice to help ensure your success with the task at hand.*

### PRAYER OF TWO PATHS

Rank 2 Prayer • Evocation, Focus, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and choose one creature you can see within 25 feet of you other than the target. Make a ranged spell attack against the second creature (this attack does not have disadvantage for being in melee). On a hit, the second creature takes 4d6 radiant damage, and you regain 2d6 hit points.

*As you strike one enemy, you direct a beam of holy radiance against another.*

### PRICE OF COWARDICE

Rank 2 Prayer • Evocation, Focus, Offensive (Short)

As a reaction, when an enemy marked by you targets a creature other than you with an attack, you force the target to make a Wisdom saving throw. On a failed save, the target takes 3d10 radiant damage and until the end of your next turn, the target is blinded.

*A searing flash of light punishes a foe who refuses to face you in battle.*

### PRICE OF VIOLENCE

Rank 2 Prayer • Focus, Illusion, Offensive (Short)

As a reaction, when an enemy you can see within 25 feet of you hits you or one of your allies with an attack roll, you force the triggering enemy to succeed on a Constitution saving throw or be blinded until the end of your next turn.

*Your enemy claws at its sightless eyes after daring to attack.*

### RAIN OF BLOOD

Rank 2 Prayer • Conjuration, Focus, Offensive (Short)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Constitution saving throw or take 4d6 psychic damage and until the end of its next turn, the target suffers a 1d6 susceptibility to all damage.

Additionally, each ally within the sphere gains a +3 bonus to attack rolls until the end of your next turn.

*Blood rains down from the sky, pelting your enemies.*

### RAVEN'S TALON

Rank 2 Prayer • Necromancy, Offensive (Short)

As an action, choose one creature you can see within 25 feet who is bloodied. The target takes 2d6 necrotic damage. If this damage reduces the target to 0 hit points, one creature you can see within 25 feet of you can spend up to two hit dice to regain hit points.

*Your hand becomes a spectral talon that tears through an enemy, its death shriek invigorating a nearby ally.*

### RAVENFROST STRIKE

Rank 2 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 cold damage, and the target must succeed on a Constitution saving throw or until the end of your next turn, its speed is reduced to 0 and it's subject to your divine sanction.

*Black frost covers your weapon, fixing your foe's place and its attention on you.*

### RESURGENT JUDGMENT

Rank 2 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage and one creature you can see within 25 feet of you can spend up to two hit dice to regain hit points. If this attack deals at least 20 damage, the creature gains an additional 2d6 hit points.

*Your inspiring attack bestows health on your ally.*

### REVEALING LIGHT

Rank 2 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose one creature within 50 feet of you. The target must succeed on a Dexterity saving throw or take 3d10 radiant damage. The target gains no benefit from cover for this saving throw.

For 1 minute, the target takes 1d6 radiant damage at the start of each of its turns and cannot become hidden. The target can make a Wisdom saving throw at the end of each of its turns, ending the prayer on a success.

*A narrow beam of brilliant blue-white light lances down to illuminate a foe that seeks the shadows.*

## ROLLING THUNDERSTRIKE

Rank 2 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet of you. The target must make a Dexterity saving throw. On a failed save, the target takes 3d10 lightning damage, and suffers a -3 penalty to attack rolls for 1 minute. On a successful save, the target takes half as much damage.

*You invoke the Icon of Terror, an image that was once used to drive the beings of the Far Realm from this reality. You drive nearby creatures back in fear as the icon assaults their minds.*

## ROTTING WOUND

Rank 2 Prayer • Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 necrotic damage, and for 1 minute, if the target makes an attack or uses a damaging effect on its turn, it suffers a -3 penalty to saving throws until the start of its next turn.

*Putrescence weeps from the wound you bestow, your enemy's hostile intentions rotting it from the inside out.*

## RUNE OF MERITORIOUS ALACRITY

Rank 2 Prayer • Divination, Utility (Long)

When you roll for initiative, you and each ally you can see gain a +4 bonus to the check.

*As battle begins, you invoke the Rune of Meritorious Alacrity, bringing your friends instantly to readiness.*

## RUNE OF PEACE

Rank 2 Prayer • Charm, Enchantment, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must make a Wisdom saving throw. On a failed save, the target cannot make attack rolls or cast spells that target other creatures for 1 minute. On a successful save, the target cannot make attack rolls or cast spells that target you until the end of your next turn. The target can repeat the saving throw at the end of each of its turns, ending the prayer on a success.

*You smash your weapon into your foe, leaving behind a glowing rune that prevents your enemy from taking an offensive.*

## RUNE OF ROARING FIRE

Rank 2 Prayer • Evocation, Offensive, Rune, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 fire damage, and the target must succeed on a Constitution saving throw or be affected by your chosen rune:

- **Destruction:** Until the end of your next turn, the target takes 2d6 fire damage whenever it makes an opportunity attack.
- **Protection:** Until the end of your next turn, you and your allies are lightly obscured against the target and it suffers a -4 penalty to Wisdom (Perception) checks.

*Your attack leaves a rune of fire on your foe, causing a torrent of flame to surround it.*

## RUNE OF THE EMBER OF WRATH

Rank 2 Prayer • Evocation, Offensive, Weapon (Long)

As an action, make a melee attack using a weapon against one or two creatures within reach, with a separate attack roll for each target. If you targeted only one creature, on a hit, your attack deals an extra 2d10 fire damage, and the target is branded for 1 minute. While branded, the target takes 1d6 fire damage at the start of each of its turns. If you targeted two creatures, on a hit, your attack deals an extra 2d6 fire damage and for 1 minute, the target is affected by the ember of wrath. Until the ember ends on the target, whenever that target is hit by an attack, the other target takes 5 fire damage.

While branded or affected by the ember, the target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

*You strike your foe, branding them with the Rune of the Ember of Wrath.*

## RUNE OF UNYIELDING STEEL

Rank 2 Prayer • Transmutation, Utility (Short)

As an action, choose one ally you can see within 5 feet. The target gains a +3 bonus to AC and saving throws until the end of your next turn or until they are no longer within 5 feet of you.

*The Rune of Unyielding Steel strengthens anything, even a living creature's skin, to the point that arrows and blades bounce off it.*

## RUNE OF THE FINAL ACT

Rank 2 Prayer • Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 necrotic or radiant damage (your choice), and the target must succeed on a Constitution saving throw or be affected by a deathly rune for 1 minute. Until the rune ends, you and your allies gain a +3 bonus to damage rolls against the target, and whenever you or any of your allies hit the target, the bonus increases by 1. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*You invoke the second of the seven runes that represent the gates of death. The second gate embodies the soul's first step from the body.*

## SEARING BRAND

Rank 2 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d6 radiant damage, and the target is blinded until the end of your next turn.

*When you invoke the power of your deity, a searing light flashes from your weapon to blind your foe.*

## SEARING LIGHT

Rank 2 Prayer • Evocation, Focus, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet of you. On a hit, the target takes 3d10 radiant damage and until the end of your next turn, the target is blinded.

*You raise your focus and lance your foe with a blistering ray of light that blinds it for a short time.*

## SEARING ORB

Rank 2 Prayer • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Constitution saving throw or take 4d6 radiant damage, be dazed until the end of your next turn, and be blinded for 1 minute. On a successful save, the target takes half as much damage, and is blinded until the end of your next turn. A blinded target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*A miniature sun appears amid your foes, blinding them with divine radiance.*

## SEIZED DESTINY

Rank 2 Prayer • Enchantment, Utility (Long)

As an action, choose any number of creatures you can see within 25 feet of you. Each target gains 2d6 temporary hit points, and a +1 bonus to Wisdom and Charisma saving throws for 1 minute.

*You foster courage where fear reigns, and you provide strength where weakness rules.*

## SERVITUDE IN DEATH

Rank 2 Prayer • Focus, Necromancy, Offensive (Long)

As an action, choose one creature within 25 feet of you. The target must make a Wisdom saving throw. The target takes 3d10 necrotic damage on a failed save, or half as much damage on a success.

Additionally, the first time the target dies within the next minute, it rises at the start of its next turn as an undead creature allied with you and your allies. Until it dies again, the creature is dominated by you. The creature retains its usual statistics except as follows: It has 1 hit point (the creature takes no damage from effects that normally deal half damage on a successful saving throw), cannot heal, and suffers a -3 penalty to AC and saving throws.

*A dark wave of necrotic energy washes over your foe, draining its life and planting within it a seed of shadow magic that will seal its fate.*

## SHADOW'S APATHY

Rank 2 Prayer • Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 necrotic damage, and the target must succeed on a Strength saving throw or for 1 minute, the target deals only half as much damage as normal with weapon attacks using Strength and its speed is reduced by 10 feet.

*With a solid strike, you sap your adversary's will to act.*

## SHARED ENDURANCE

Rank 2 Prayer • Abjuration, Utility (Long)

As a reaction, when an ally you can see within 50 feet of you takes damage from an attack, spell, or ability, choose yourself or a willing creature you can see within 50 feet of you. The target takes the damage from the triggering effect instead of the triggering ally, but the triggering ally takes any other effects as normal.

*During the ancient war, the gods stood as one against their primordial foes. Your magic can help you and your allies stand as one as well, taking wounds on one another's behalf.*

## SHIELD OF DISCIPLINE

Rank 2 Prayer • Abjuration, Utility (Short)

As a bonus action, you gain resistance to all damage until the end of your next turn.

*Toughness hard won through years of rigorous self-control blunts your enemies' attacks.*

## SHIELD OF LIGHT

Rank 2 Prayer • Abjuration, Utility (Short)

As a reaction, when an enemy you can see within 50 feet of you targets one of your allies with an attack, the target suffers a -3 penalty to the triggering attack roll. If the attack hits and deals damage, you can move the ally up to 5 feet after the damage is dealt.

*A flash of light flares in your enemy's eyes, disrupting its attack against your ally.*

## SHIELD THE VIRTUOUS

Rank 2 Prayer • Evocation, Utility (Long)

As a bonus action, choose one creature you can see within 50 feet of you. For 1 minute, any enemy that hits or misses the target with an attack takes 2d6 radiant damage, unless that enemy is marked by the target.

*You speak a prayer of protection for an ally, who is surrounded by a shining halo.*

## SIGN OF SUSCEPTIBILITY

Rank 2 Prayer • Focus, Offensive, Transmutation (Long)

As an action, choose one creature you can see within 25 feet of you. The target must make a Constitution saving throw. On a failed save, the target takes 3d10 radiant damage and for 1 minute, the target suffers a 1d6 susceptibility to radiant damage. On a successful save, the target takes half as much damage.

*You cause a nearby foe to convulse with pain and render it more susceptible to radiant energy.*

## SOUL CAGE

Rank 2 Prayer • Necromancy, Utility (Long)

As a reaction, when a creature dies within 25 feet of you, you can trap its soul in a temporary cage. Once before the end of your next long rest, you can use a bonus action to gain one of the following benefits.

- You can ask the dead creature one question that it must answer truthfully. Its answer is limited to one hundred words.
- You gain a +3 bonus to your next attack roll made within 1 minute.
- View one room, one similarly sized outdoor location, or one object that the enemy has seen within the past week. The image you see is drawn from the creature's memory, and so might not be entirely accurate.

*As your enemy expires, you cast a web of divine shadow magic across it, creating a cage that binds it to your command.*

## SOUL SEEKER

Rank 2 Prayer • Conjuration, Utility (Long)

As a bonus action, you conjure a soul-consuming spirit from the land of the dead in an unoccupied space you can see within 50 feet of you. The soul seeker persists for 1 minute and is friendly to you and your allies. Whenever you or an ally reduces an enemy that is within 5 feet of the soul seeker to 0 hit points, the attacking creature regains 1d6 hit points.

While the soul seeker persists, you can use a bonus action to move the seeker up to 25 feet. The soul seeker vanishes at the end of your turn if it is out of your line of sight.

*You call forth a spirit of necromantic hunger, allowing it to harvest the life force of your enemies.*

## SPLINTER THE FORMATION

Rank 2 Prayer • Conjuration, Offensive, Weapon (Long)

As an action, make a melee attack with a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage, and each of your enemies within 10 feet of the target must succeed on a Wisdom saving throw or be teleported up to 15 feet.

*You strike your foe, and with a wave of astral energy, you sweep away other enemies, isolating your prey.*

## STORM FATHER'S FAVOR

Rank 2 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 thunder damage, and you mark the target for 1 minute. Until the mark ends, any enemy other than the target that ends its turn within 5 feet of you takes 1d6 thunder damage.

The mark ends early if you do not target it with an attack, spell, or ability on your turn.

*Lightning explodes from your weapon and thunder sounds all around. The combination indicates your god's anger and means doom to your enemies.*

## STRENGTH OF SPIRIT

Rank 2 Prayer • Enchantment, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage and until the end of your next turn, you and your allies gain a +1 bonus to attack rolls and damage rolls against the target. In addition, whenever you or one of your allies within 15 feet of you is hit or missed by an enemy's attack, this bonus increases by 1, to a maximum of +5.

*The great fighting saints of old drew strength from their foes' defiance. With this prayer, you draw upon the saints' indomitable spirit and share it with your allies.*

## STRENGTHEN THE FAITHFUL

Rank 2 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage. In addition, you and each ally within 5 feet of the target can spend up to two hit dice to regain hit points plus an extra 1d6.

*You utter a solemn prayer as you attack your foe, invoking the power of your deity to physically bolster you and nearby allies.*

## STREAM OF LIFE

Rank 2 Prayer • Necromancy, Utility (Long)

As a bonus action, for 10 minutes, you take 1d6 necrotic damage at the start of each of your turns that cannot be reduced in any way. At the end of each of your turns, you can choose to make a Constitution saving throw against this effect, ending it on a success. Whenever you take damage from this prayer, one creature of your choice within 25 feet of you regains 3d6 hit points.

*Your life energy flows into a companion and grants your friend the vigor to fight on.*

## STRIKE OF JUDGEMENT

Rank 2 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage. Additionally, the next time the target hits or misses an ally with an attack roll before the end of your next turn, one creature of your choice within 25 feet of the target regains 2d6 hit points.

*Your attack visits pain upon your foe and ensures that you and your allies will be compensated if that foe dares to retaliate.*

## SUMMON CELESTIAL LION

Rank 2 Prayer • Conjuraton, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Medium celestial lion in an unoccupied space within 25 feet of you.

The celestial lion is friendly to you and your companions. Roll initiative for the lion, which has its own turns. It obeys any mental commands that you issue to it (no action required). The lion persists for 1 minute or until you dismiss it as a bonus action. If you don't issue any commands to it, it defends itself, and makes opportunity attacks against your enemies.

The creature's statistics are at the end of this supplement.

*A roar echoes across the battlefield when a golden lion leaps from a shining curtain of gold.*

## SUN SHARD

Rank 2 Prayer • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must make a Dexterity saving throw. On a failed save, a target takes 4d6 radiant damage, and is dazed until the end of its next turn. If you targeted only one creature, the target is dazed for 1 minute instead of until the end of its next turn. On a successful save, the target takes half as much damage. While dazed by this prayer, the target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

*You call down a fragment of solar essence on your enemies.*

## SUNDERED FORTUNE

Rank 2 Prayer • Divination, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point within 25 feet of you. Each target must succeed on a Wisdom saving throw or be affected by your sundered fortune for 1 minute. While affected, the target suffers a -1 penalty to attack rolls and takes 2d6 psychic damage each time it hits with an attack or succeeds on a saving throw (including subsequent saving throws against this prayer). The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Each target grants advantage on attack rolls against itself until the end of your next turn.

*Your prayer disconnects your enemies from their good fortune, and each success they have now brings them misery.*

## SYMBOL OF COWARDICE

Rank 2 Prayer • Enchantment, Fear, Offensive, Rune, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Wisdom saving throw or be affected by your chosen rune:

- **Destruction:** Until the end of your next turn, each ally who ends their turn within 5 feet of the target can push it up to 5 feet (no action required).
- **Protection:** Until the end of your next turn, the target suffers a penalty to attack rolls equal to 3 + the number of your allies within 5 feet of it.

*Your divine magic infects the target with overwhelming fear, ruining its attacks or causing it to shrink away from your allies.*

## SYMBOL OF HOPE

Rank 2 Prayer • Abjuration, Utility (Long)

As a bonus action, you conjure a symbol of hope in an unoccupied space you can see within 50 feet of you. The symbol lasts for 1 minutes. Any ally within 25 feet of the symbol gains a +1 bonus to saving throws, and any ally who starts their turn within 25 feet of the symbol gains 1d6 temporary hit points.

You must concentrate on this prayer as if concentrating on a spell.

*You conjure a glowing symbol of hope, which renews your allies' efforts against the enemy.*

## TACTICAL STRIKE

Rank 2 Prayer • Evocation, Focus, Offensive (Short)

When you take the attack action on your turn, you can safely move up to 5 feet before one of your attacks and gain a +2d10 bonus to your next damage roll using a melee weapon before the end of your turn.

One ally within 5 feet of your target who isn't incapacitated can spend up to two hit dice to regain hit points. Until the end of your next turn, you and that ally gain a +3 bonus to attack rolls against creatures that you are both within 5 feet of, and neither of you is incapacitated.

*With a deft step, you flank your foe and give your ally heart.*

## THOUGHT STORM

Rank 2 Prayer • Enchantment, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 psychic damage, and the target must succeed on a Wisdom saving throw or until the end of your next turn, the target is dazed.

*With a savage strike, you flood your enemy's head with a thousand errant thoughts, confusing and disorienting the foe.*



## THUNDER JUDGMENT

Rank 2 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 thunder damage and the target must succeed on a Strength saving throw or be knocked prone.

If the target was marked by you when you hit with the attack, the attack can score a critical hit on a roll of 19–20.

*The power of your god's determination thunders through your focus to pummel nearby foes.*

## THUNDERBOLT OF THE HEAVENS

Rank 2 Prayer • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Constitution saving throw or take 4d6 thunder damage and be pushed up to 20 feet.

*A crackling bolt of blue energy leaps from your focus, knocking your enemies away from you.*

## TIDE OF THE FIRST STORM

Rank 2 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures you can see in a 15-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Dexterity saving throw or take 4d6 magical bludgeoning damage and until the end of its next turn, the target's speed is reduced by 10 feet.

Additionally, you can move each ally within the sphere up to 20 feet.

*You call on the first storm that rolled over the world, using its power to blow your allies away from harm while buffeting your enemies.*

## TRUMPETS OF CELESTIA

Rank 2 Prayer • Enchantment, Fear, Focus, Offensive (Short)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 4d6 thunder damage and until the end of its next turn, the target suffers a -3 penalty to attack rolls.

*You invoke the divine dominion of Celestia, calling on the trumpets of the immortals there to blasé your enemies and shatter their resolve.*

## TRUMPET THE STAR'S FALL

Rank 2 Prayer • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 15-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Dexterity saving throw. On a failed save, a target takes 2d6 fire damage and 2d6 radiant damage, and is knocked prone. On a successful save, the target takes half as much damage, and you can push it up to 5 feet.

The sphere creates a zone of smoke that lasts for 1 minute. The zone is heavily obscured.

*A brilliant orb appears overhead and then smashes into your enemies in a storm of light and fire.*

## UNRELENTING PUNISHMENT

Rank 2 Prayer • Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target is affected by your unrelenting punishment for 1 minute. While affected by your unrelenting punishment, the target takes 1d6 necrotic damage at the start of each of its turns and you regain hit points equal to the necrotic damage the target took. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

*After your initial attack, divine power continues to assault your foe, and you grow stronger all the while.*

## UNYIELDING FAITH

Rank 2 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target is subject to your divine sanction for 1 minute.

Additionally, you gain a +4 bonus to saving throws against charm effects for 1 minute.

*You let faith alone guide your weapon. No enemy can distract you from your sacred task.*

## VALIANT RUSH

Rank 2 Prayer • Transmutation, Utility (Short)

As a bonus action, you move up to twice your speed to a space within 5 feet of an enemy that is within your line of sight at the start of this movement.

*You plunge into battle with divine speed.*

## WALK AMONG THE WOUNDED

Rank 2 Prayer • Enchantment, Utility (Long)

As a bonus action, until the end of your turn, each creature of your choice that you enter a space within 5 feet of gains a +3 bonus to AC until the end of your next turn. If you are bloodied, the bonus is +4 instead of +3.

*As you pass by your allies, your presence bolsters their spirits.*

## WARNING STRIKE

Rank 2 Prayer • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Wisdom saving throw or until the end of your next turn, whenever the target moves (even if it Disengages) or makes an attack that does not include you as a target, it provokes an opportunity attack from you. Also on a failed save, until the end of your next turn, you gain a +3 bonus to attack rolls and a +1d6 bonus to damage rolls with opportunity attacks against the target.

If you made the attack with a simple weapon, your attack deals an extra 3d10 damage instead of 2d10.

*You whirl your weapon in a deadly arc, striking your foe and readying yourself to counter its next action.*

## WEAPON OF THE GODS

Rank 2 Prayer • Transmutation, Utility (Long)

As a bonus action, you touch one weapon. For 1 minute, all damage rolls made with the weapon deal an extra 1d6 radiant damage. In addition, whenever a creature is hit with the weapon, that creature suffers a -3 penalty to AC until the end of the wielder's next turn.

*The weapon you touch glows with divine radiance, enhancing its attacks.*

## WINTER'S FATED STANCE

Rank 2 Prayer • Necromancy, Stance, Utility (Long)

As a bonus action, you enter the Winter's Fated Stance. Until the stance ends, you gain resistance to cold damage and necrotic damage. You can voluntarily end the stance on your turn to gain a +3 bonus to AC or one saving throw of your choice until the end of your next turn (no action required).

*A murder of ghostly ravens hover about you, warding you against cold and death.*

## WORD OF BEFUDDLEMENT

Rank 2 Prayer • Enchantment, Offensive, Rune, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 fire damage, and the target must succeed on an Intelligence saving throw or be affected by your chosen rune:

- **Destruction:** Until the end of your next turn, the first time any of your allies hits the target with an attack, the target must make a melee weapon attack against an enemy of your choice (no action required).
- **Protection:** Until the end of your next turn, the target suffers a -3 penalty to attack rolls against your allies who aren't within 5 feet of it.

*You craft a cunning runic phrase and invoke it as you strike your opponent, smashing its intellect. It fights like a wild beast, lashing out in pain when injured.*

## WORD OF FIERY CONDEMNATION

Rank 2 Prayer • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 25-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 4d6 fire damage and for 1 minute, the target is set on fire. While on fire, the target takes 1d6 fire damage at the start of each of its turns, and it sheds bright light in a 15-foot radius and dim light for an additional 15 feet. The target or a creature within 5 feet of it can use an action on their turn to attempt to douse the flames allowing the target to repeat the saving throw with a -3 penalty.

Additionally, you are dazed until the end of your next turn.

*Your words ignite creatures before you with fire from the heavens. The blaze of glory demands all your attention, dazing you for a short time.*

## WORDS OF COMPASSION

Rank 2 Prayer • Evocation, Utility (Long)

As an action, choose yourself or one ally you can see within 25 feet of you. The target regains 3d10 hit points. In addition, the target gains a +3 bonus to saving throws until the end of their next turn.

*You write words that heal your ally with their inner warmth.*

## WRATH OF THE DIVINE

Rank 2 Prayer • Evocation, Offensive (Long)

As a reaction, when a creature scores a critical hit against you, you deal radiant damage to the triggering creature equal to the damage dealt to you by the triggering attack.

*Suffering a foe's lucky attack, you call on your god to visit your pain upon the one intent on harming you.*

## WRATH OF THE GODS

Rank 2 Prayer • Evocation, Utility (Long)

As a bonus action, choose yourself and any number of creatures you can see within 5 feet of you. Each target gains a +1d6 bonus to damage rolls for 1 minute.

*A halo of divine light emanates from you, enabling you and nearby allies to strike down your enemies with greater determination.*

## WRATHFUL LIGHTNING

Rank 2 Prayer • Conjuration, Offensive, Weapon (Short)

When you take the attack action on your turn, you can forgo one of your normal attacks to hurl a melee weapon you are wielding at one creature within 25 feet of you. Make a ranged weapon attack against the target, treating your weapon as if it had the thrown property. On a hit, your attack deals an extra 1d10 lightning damage and 1d10 thunder damage.

You can teleport yourself or an ally within 25 feet of you to a space within 5 feet of the target. Your melee weapon then returns to your hand.

*A scouring wind launches your weapon with divine strength. Then, with a pulse of thunder and flash of lightning, you or an ally appear at your enemy's side.*

## WRITTEN IN FIRE

Rank 2 Prayer • Conjuration, Focus, Offensive (Short)

As an action, you conjure fiery symbols in a 5-foot cube you can see within 50 feet of you. The symbols last until the end of your next turn. Any enemy that starts its turn within 25 feet of the symbols and does not end its turn at least 30 feet away from them takes 3d6 fire damage.

*Fiery letters flicker in the air and sear nearby enemies.*

## ZEALOUS SANCTION

Rank 2 Prayer • Abjuration, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet of you. The target must succeed on a Wisdom saving throw or take 3d10 radiant damage and the first time any of your allies hits the target with an attack roll before the end of your next turn, that ally can spend up to two hit dice to regain hit points.

*You name your foe an enemy of your god. Divine power sears it and heals any who strike it.*

## RANK 3 PRAYERS

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### ANGELIC MESSENGER

*Rank 3 Prayer • Conjunction, Summoning, Utility (Long)*

As a bonus action, you summon a Small angelic messenger in an unoccupied space within 50 feet of you.

The angelic messenger is friendly to you and your companions. Roll initiative for the messenger, which has its own turns. It obeys any mental commands that you issue to it (no action required). The messenger persists for 1 minute or until you dismiss it as a bonus action. If you don't issue any commands to it, it defends itself, and moves to the most injured ally to provide healing.

The creature's statistics are at the end of this supplement.

*A star descends from the heavens and as its light fades a cherubic angel is revealed to aid your cause.*

### ANGELIC VISAGE

*Rank 3 Prayer • Enchantment, Fear, Offensive (Short)*

As a reaction, when an enemy you can see within 25 feet of you targets you with an attack, you cause the triggering attack roll to suffer a -4 penalty. After the attack is resolved, you can push the triggering enemy up to 15 feet.

*As your foe attacks, you transform into the image of a death angel. Filled with terror, the foe backs away.*

### ASPECT OF SPEED

*Rank 3 Prayer • Offensive, Transmutation, Weapon (Long)*

When you take the attack action on your turn, you can safely move up to 25 feet before one of your attacks and gain a +3d10 bonus to your next damage roll using a melee weapon before the end of your turn.

*You accelerate past your foes, making an attack and then darting away.*

### ASTRAL DEFENDERS

*Rank 3 Prayer • Conjunction, Focus, Offensive (Long)*

As an action, you conjure two allied Medium soldiers, each one in a different unoccupied space you can see within 50 feet of you. The soldiers occupy their spaces and last for 1 minute. Each soldier has an opportunity attack that it can use. When a creature triggers the attack, the soldier makes a melee weapon attack using your spell attack modifier. On a hit, the attack deals 6d6 radiant damage.

While the soldiers persist, you can spend 15 feet of your movement to move one or both soldiers up to a total of 15 feet.

*You conjure a pair of ghostly soldiers bearing glowing weapons. They lash out against your enemies that would fail to heed them.*

### ASTRAL REFUGE

*Rank 3 Prayer • Abjuration, Utility (Long)*

As an action, you touch one willing creature you can see. The target is sent to a safe place in the Astral Sea. The target is gone for their next two turns and reappears at the start of the third. Until the target reappears, they can spend up to three hit dice to regain hit points on each of their turns, but cannot take any other actions. When the effect ends, the target reappears in the space they last occupied or in the nearest unoccupied space.

*With a touch, you send one of your allies to a sequestered location in the Astral Sea, where they can recuperate for a brief time before rejoining the battle.*

### AVENGER'S READINESS

*Rank 3 Prayer • Divination, Utility (Long)*

When you roll initiative, you gain a +5 bonus to the initiative check. You can safely move up to 20 feet (no action required) when the first creature in the initiative order starts its turn, even if you're surprised.

*As your opponents prepare to strike, you make a sudden move to spoil their plans.*

### BALEFUL ADMONISHMENT

*Rank 3 Prayer • Divination, Focus, Offensive (Long)*

As an action, choose one creature you can see within 50 feet of you. The target must make a Wisdom saving throw. On a failed save the target is affected by your baleful admonishment for 1 minute. Whenever the target hits with an attack before the baleful admonishment ends, you can take 1d8 force damage (no action required) to force the target to reroll the attack and use the second result. If the rerolled attack misses, the target takes 2d8 force damage. On a successful save, the target takes half as much damage, and is dazed until the end of your next turn. While affected by baleful admonishment, the target can repeat the saving throw at the end of each of its turns, ending the prayer on a success.

*Your damning words wrack your body at the same time that they doom your foes to defeat.*

### BANNER OF RESOLUTION

*Rank 3 Prayer • Abjuration, Utility (Long)*

As a bonus action, choose one ally you can see within 25 feet of you. For 1 minute, the target gains 1d8 temporary hit points whenever they hit with an attack.

*You invoke the Rune of Resolve, granting your ally the bravery and strength needed to repel the enemy.*

### BATTLE SURGE

*Rank 3 Prayer • Evocation, Utility (Long)*

As an action, choose any number of creatures you can see within 25 feet of you. Each target regains 6d6 hit points. In addition, each target gains a +4 bonus to attack rolls until the end of your next turn.

*You turn the tide of battle by healing allies near you and filling them with courage.*

### BEACON OF NOBILITY

Rank 3 Prayer • Abjuration, Utility (Long)

As a bonus action, once per round for 1 minute, you can use a bonus action to choose one ally you can see within 25 feet of you. That ally gains 1d8 temporary hit points and a +5 bonus to the next ability check they make before the end of their next turn.

*You inspire hope in your allies through your combination of divine power and valorous words.*

### BEACON OF PENANCE

Rank 3 Prayer • Necromancy, Utility (Long)

As a bonus action, once per round for 1 minute, you can use a bonus action to choose one ally you can see within 10 feet of you. That ally regains 2d8 hit points and you take necrotic damage equal to the hit points you restored. This damage ignores your resistances and immunities.

*You sacrifice some of your own vitality to help your allies overcome their wounds.*

### BESTOWED LUNACY

Rank 3 Prayer • Enchantment, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must make a Charisma saving throw. On a failed save, a target takes 6d6 psychic damage, and at the start of the target's next turn, it must make a melee attack against its nearest ally (no action required). If it cannot do so, it takes an additional 1d8 psychic damage and becomes dazed until the end of its next turn. On a successful save, the target takes half as much damage, and the target is dazed until the end of your next turn.

*Moon madness spreads through your foes, as they strike their former comrades to avert the pressure in their minds.*

### BLADE OF GUILT

Rank 3 Prayer • Enchantment, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must make a Wisdom saving throw. On a failed save, the target is wracked with guilt for 1 minute. On a successful save, the target is wracked with guilt until the end of its next turn. While wracked with guilt, the target takes 1d8 psychic damage for every 5 feet it moves during its turn. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*At the touch of your weapon, your foe relives its misdeeds. Only by standing still can it keep the painful visions at bay.*

### BLADE OF REPULSION

Rank 3 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage.

For 1 minute, when any enemy other than the target ends its turn within 5 feet of you, you can push that enemy up to 15 feet (no action required). Additionally, if the target ends its turn within 5 feet of you, its speed is reduced by 10 feet until the end of its next turn.

*You guarantee that none who approach you can get in the way of your sworn path.*

### BLADE BULWARK

Rank 3 Prayer • Conjuration, Focus, Offensive (Long)

As an action, you conjure a wall of spinning astral blades within 50 feet of you that lasts for 1 minute. The wall consists of 5 contiguous 5-foot cubes and can be up to 10 feet high. The wall's spaces are difficult terrain.

Any creature that enters the wall or starts its turn there must succeed on a Dexterity saving throw or take 6d6 magical slashing damage, and bleed for 1d6 necrotic damage.

You must concentrate on this prayer as if concentrating on a spell.

*A barrier of whirling blades appears, slashing at those who come too close or try to pass through.*

### BRAND THE HERETIC

Rank 3 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 25 feet of you. The target must succeed on a Wisdom saving throw or take 5d10 fire damage.

For 1 minute, the target is affected by the heretic's brand. While affected by the heretic's brand, it is dazed, suffers a -2 penalty to attack rolls, and all creatures treat the target as an enemy for the purposes of attacks, spells, and abilities. The target can make a Wisdom saving throw at the end of each of its turns, ending the prayer on a success.

*A fiery rune appears on your enemy's brow, revealing to all the depths of your patron's displeasure. Wherever the enemy goes, it will find out scorn and derision.*

### CALL THE VANGUARD

Rank 3 Prayer • Divination, Utility (Long)

When you roll initiative, choose yourself and one creature you can see within 50 feet of you. Each target gains a +4 bonus to the initiative check. In addition, neither target is surprised.

*Divine inspiration turns an ambush to your advantage.*

### CAST THE FIRST STONE

Rank 3 Prayer • Focus, Offensive, Transmutation (Long)

As an action, you throw a stone at one creature you can see within 50 feet of you. The target must succeed on a Constitution saving throw or take 5d10 magical bludgeoning damage and is knocked prone.

Choose any number of creatures you can see within 5 feet of the target. Each secondary target must succeed on a Constitution saving throw or take 1d8 magical bludgeoning damage and you can move it up to 5 feet.

*A single stone splits into many shards that pelt your enemies and drive them to their knees.*

## CERULEAN FLAMES

Rank 3 Prayer • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must make a Dexterity saving throw. On a failed save, a target takes 6d6 radiant damage, or half as much damage on a success.

The sphere creates a zone of cerulean light that lasts for 1 minute. Any creature that starts its turn within the zone and leaves it is blinded for 1 minute. A creature blinded by this effect can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

You must concentrate on this prayer as if concentrating on a spell.

*Ancient texts speak of the Cerulean Sign, a powerful sigil used to hold creatures from beyond the cosmos at bay. You invoke this sign, creating a pool of radiance that blinds those that leave its grasp.*

## CHAMPION OF THE GODS

Rank 3 Prayer • Offensive, Transmutation, Weapon (Long)

As an action, make a melee attack with a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, a target suffers the attack's normal effects plus an extra 3d6 damage.

Additionally, for 1 minute, you gain a +1d8 bonus to melee damage rolls (including in the damage rolls of this prayer) and a +5 bonus to Strength (Athletics) checks.

*Divine power flows out from your weapon to raze nearby foes, granting you strength as you take to the battlefield to champion your deity's cause.*

## CHANNEL ENDURANCE

Rank 3 Prayer • Abjuration, Utility (Short)

As a bonus action, you gain resistance to all damage until the end of your next turn.

*You focus your inner strength and tap into your god's power to forestall an injury.*

## CLOUD OF LOCUSTS

Rank 3 Prayer • Conjuration, Utility (Long)

As an action, you create a zone of locusts in a 15-foot radius sphere centered on you that lasts for 1 minute. The zone moves with you, remaining centered on your space. The area inside the zone is heavily obscured to creatures other than you. Whenever a creature is bloodied by taking damage while inside the zone, that creature becomes dazed until the end of its next turn.

You must concentrate on this prayer as if concentrating on a spell.

*With a touch, you send one of your allies to a sequestered location in the Astral Sea, where they can recuperate for a brief time before rejoining the battle.*

## COVENANT OF ENDURANCE

Rank 3 Prayer • Evocation, Utility (Long)

As a bonus action, you enter a covenant of endurance for 1 hour. Until the covenant ends, whenever an ally within 50 feet of you has an opportunity to spend a hit die, you can instead spend a hit die on that ally's behalf (no action required). You spend the die but regain no hit points, and the ally gains benefits as if they had spent the hit die.

*You offer your life energy on your friend's behalf.*

## CROWN OF CONTROL

Rank 3 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures you can see within 5 feet of you. Each target must succeed on a Wisdom saving throw or take 6d6 radiant damage.

Additionally, for 1 minute, any enemy that starts its turn within 5 feet of you has its speed reduced by 10 feet until the end of your next turn.

You must concentrate on this prayer as if concentrating on a spell.

*A scintillating crown of radiant energy appears above your head, then expands suddenly to cripple nearby enemies.*

## CRUCIAL RESURGENCE

Rank 3 Prayer • Evocation, Offensive, Weapon (Long)

When you bloodied and hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and each ally you can see within 25 feet of you can spend up to three hit dice to regain hit points.

*The pain of your wounds only inspires you to greater heights.*

## CRUSHING DESPAIR

Rank 3 Prayer • Fear, Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 psychic damage. Additionally, at the end of each of the target's turns, it takes 1d8 psychic damage for each of your allies within 5 feet of it. This ends when the target ends its turn with none of your allies within 5 feet of it.

*Your weapon attack leaves a foe so terrified that your presence threatens to destroy it.*

## DEATH ANGEL

Rank 3 Prayer • Fear, Necromancy, Offensive, Weapon (Long)

As an action, while you are wielding a melee weapon, choose any number of creatures you can see in a 15-foot cube originating from you. Each target must make a Wisdom saving throw. On a failed save, a target takes 6d6 necrotic damage, and for 1 minute, the target is dazed. On a successful save, the target takes half as much damage. A dazed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

You can teleport to a space within the cube.

*You single out an enemy for punishment, adding confusion or fear for good measure. So ghastly is your visage that your foes make way.*

## DEATHGUIDE'S STANCE

Rank 3 Prayer • Necromancy, Stance, Utility (Long)

As a bonus action, you enter the Deathguide's Stance. Until the stance ends, whenever a creature with a challenge rating of 1/8 or higher within 25 feet of you is reduced to 0 hit points, you or one ally you can see within 25 feet of you regains 2d8 hit points.

*Muttering devotions, you can channel the death that's all around you into life.*

## DEATHLY AURA

Rank 3 Prayer • Necromancy, Offensive (Long)

As a bonus action, you gain a 5-foot aura that lasts for 1 minute. While you are bloodied, enemies in the aura take 1d8 necrotic damage whenever they are hit by an attack.

*The spirit of death surrounds you, nipping at your foes as they are struck.*

## DECAYING PRESENCE

Rank 3 Prayer • Transmutation, Utility (Long)

As a bonus action, choose any one damage type. For 1 minute, enemies within 5 feet of you do not benefit from resistance to that damage type. This does not affect damage immunities.

*Your presence decays your enemy's defenses, allowing your prayers to strike without interference.*

## DISMISSAL

Rank 3 Prayer • Abjuration, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet of you. The target must make a Wisdom saving throw. On a failed save, the target disappears into an extraplanar prison for 1 minute. On a successful save, the target disappears into an extraplanar prison until the end of your next turn. While in the prison, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success. The target suffers a -2 penalty to saving throws against this effect, and has disadvantage on the saving throw if it is an aberration, celestial, elemental, fey, fiend, or undead.

When the effect ends, the target reappears in its original space and it is dazed until the end of its next turn. If that space is occupied, the target returns to the nearest unoccupied space.

*You utter a mighty shout and cast your enemy out of the world.*

## DISPEL THE DARKNESS

Rank 3 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 radiant damage, and for 1 minute you shed bright light in a 15-foot radius and dim light for an additional 15 feet. Until the light ends, any creature that starts its turn within the bright light cannot benefit from being obscured until the start of its next turn.

*Brilliant light flows through your weapon and fills your surroundings with purifying radiance.*

## DIVINE FURY

Rank 3 Prayer • Evocation, Offensive, Weapon (Long)

As an action, make a melee attack with a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 3d6 radiant damage.

Additionally, you create a zone of divine fury in a 5-foot radius around you that lasts for 1 minute. When any ally within the zone hits an enemy with an attack, that ally regains 2d8 hit points.

You must concentrate on this prayer as if concentrating on a spell.

*Your patron's servants take notice of your struggle and reward companions while punishing your enemies.*

## DIVINE POWER

Rank 3 Prayer • Abjuration, Offensive, Weapon (Long)

As an action, choose any number of creatures you can see within 10 feet of you. Each target must succeed on a Strength saving throw or take 6d6 radiant damage and be pushed up to 15 feet.

For 1 minute, if you are bloodied at the start of your turn and have at least 1 hit points, you regain 1d8 hit points. Additionally, you and each ally within 10 feet of you gain a +2 bonus to AC for 1 minute.

*You swing your weapon in a wide arc around you, creating a halo of divine energy that drives foes back while fortifying you and your allies.*

## DIVINE PUNISHMENT

Rank 3 Prayer • Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage plus an additional 1d10 damage for each ally within 25 feet of you that is bloodied, up to a total of 6d10 extra damage.

*The injuries sustained by your allies let you channel vengeance into a powerful attack.*

## DIVINE RENEWAL

Rank 3 Prayer • Evocation, Utility (Long)

As an action, choose up to two allies you can see within 50 feet of you who each have less than half of their remaining hit dice. Each target regains up to three spent hit dice.

*You fortify your allies with life-sustaining power.*

## DIVINE SURGE

Rank 3 Prayer • Illusion, Offensive, Weapon (Long)

As an action, make a melee attack with a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 3d6 damage and the target must make a Wisdom saving throw. On a failed save, for 1 minute, attack rolls against the target have advantage. On a successful save, attack rolls against the target had advantage until the end of your next turn. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*Calling upon the strength of your deity, you send waves of divine power through your foe, distracting it momentarily.*

## ENDURING STRIKE

Rank 3 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and you can make a saving throw against one effect that a save can end with a +5 bonus.

*As you strike at your foe, you call on your god to cast away an effect that plagues you.*

## ENUNCIATION

Rank 3 Prayer • Transmutation, Utility (Long)

As a bonus action, until the end of your next turn, you can increase the size of the cones and cubes created by your attacks, spells, and abilities by 5 feet.

*Your voice raised, you extend the reach of your prayers.*

## EVER ONWARD

Rank 3 Prayer • Transmutation, Utility (Long)

As a bonus action, you can spend up to three hit dice to regain hit points, and for 1 minute, your speed increases by 10 feet.

*You breathe the words of a restorative prayer. New vigor and swiftness course through you.*

## EYE OF JUSTICE

Rank 3 Prayer • Divination, Utility (Short)

As a bonus action, until the end of your next turn, you can see invisible creatures within 25 feet of you.

*Your eyes glow with divine energy, allowing you to spot foes no matter how well they hide.*

## FATED DOOM

Rank 3 Prayer • Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and if your attack reduced the target to 0 hit points, you regain up to three spent hit dice.

*Your strike hurls your foe into death's embrace, and the Raven Queen rewards you with renewed vigor.*

## FINAL REBUKE

Rank 3 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must succeed on a Constitution saving throw or be pushed up to 25 feet. If the target ends the push within 5 feet of a solid obstacle, the target takes an extra 1d10 damage.

*You roar with outrage, and your furious strike hurls your foe away.*

## FONT OF HEALING

Rank 3 Prayer • Evocation, Utility (Long)

As a bonus action, choose up to two creatures you can see within 25 feet of you. You spend up to three hit dice regaining no hit points, and each target regains hit points equal to the amount you would have normally regained.

*Divine beneficence heals you and your companion.*

## FOURFOLD INVOCATION OF DOOM

Rank 3 Prayer • Divination, Fear, Focus, Offensive (Long)

As an action, choose any number of creatures you can see within 50 feet of you who can hear you. Each target must make a Wisdom saving throw. On a failed save, a target is dazed for 1 minute. On a successful save, the target is dazed until the end of your next turn. A dazed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

For 1 minute, any creature that hits or misses you with an attack takes 1d8 psychic damage.

*As you speak the four verses of doom, your foes wilt in fear, their enthusiasm for the battle doused.*

## GLYPH OF AGONY

Rank 3 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures you can see within 10 feet of you. Each target must make a Wisdom saving throw. On a failed save, a target takes 6d6 radiant damage, you pull it up to 5 feet to a space within 5 feet of you, and a glyph of agony appears over its head for 1 minute. On a successful save, the target takes half as much damage. While the target has a glyph of agony over its head, it takes 2d8 radiant damage if it starts its turn within 5 feet of you. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success, and if the target was within 5 feet of you when it succeeded, you can push the target up to 10 feet (no action required).

*Crimson runes flare into being above your enemies, flashing when they draw near.*

## GODSIGHT

Rank 3 Prayer • Transmutation, Utility (Long)

As a bonus action, you touch yourself or one willing creature within reach. You touch the target and grant them 25 feet of truesight for 1 minute.

*You bestow the ability to see through deception.*

## HALL OF THUNDEROUS BATTLE

Rank 3 Prayer • Focus, Illusion, Offensive (Long)

As an action, choose any number of creatures you can see within 10 feet of you. Each target must make a Constitution saving throw. On a failed save, a target takes 6d6 thunder damage, and you can push it up to 20 feet. On a successful save, a target takes half as much damage, and you can push it up to 5 feet.

You create a zone in a 10-foot radius sphere centered on you that lasts for 1 minute. When you move, the zone moves with you, remaining centered on you. While within the zone, any ally gains a +2 bonus to AC, and Strength and Constitution saving throws. You can use a bonus action to push each enemy within the zone up to 5 feet.

You must concentrate on this prayer as if concentrating on a spell.

*Divine beneficence heals you and your companion.*

## HEALER'S BALM

Rank 3 Prayer • Abjuration, Utility (Short)

As an action, you touch one willing creature within reach. You transfer to yourself all effects on the target that a save can end. You gain a +4 bonus to saving throws against those effects.

*You lay a hand on your comrade's brow, taking on their pain and suffering.*

## HERALD THE STORM UNLEASHED

Rank 3 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must make a Constitution saving throw. On a failed save, a target takes 3d6 lightning damage and 3d6 thunder damage, and you can move it up to 10 feet. On a successful save, the target takes half as much damage.

The sphere creates a zone of lightning and thunder that lasts for 1 minute. Any creature that begins its turn within the zone takes 1d8 lightning damage. Any creature that leaves the zone takes 1d8 thunder damage. As a bonus action, you can move the zone up to 25 feet.

You must concentrate on this prayer as if concentrating on a spell.

*From a mote of flashing light, a savage storm is born, scourging enemies with lightning and thunder.*

## HOLY ARDOR

Rank 3 Prayer • Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage and for 1 minute, the target takes 1d8 necrotic damage at the start of each of its turns. Until this effect ends, the target can make a Wisdom saving throw against the effect at the end of each of its turns. On a save, you gain a +1d8 bonus to the next damage roll you make before the end of your next turn. On a successful save, the effect ends.

*Your battle prayer transports you into a rapturous state, eyes blazing with fire. Your exaltation increases as your foe's life slips away.*

## HOLY OUTRAGE

Rank 3 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage.

For 1 minute, whenever you hit a creature with a melee attack, each enemy within 5 feet of you other than the target must succeed on a Dexterity saving throw or take 1d8 radiant damage.

You must concentrate on this prayer as if concentrating on a spell.

*Your god's anger shines from you in blazing light that intensifies with each strike you make.*

## HOLY PYRE

Rank 3 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 15-foot-radius, 20-foot-high cylinder centered on a point within 50 feet of you. Each target must make a Dexterity saving throw. On a failed save, a target takes 6d6 fire damage and burns for 1 minute. On a successful save, a target takes half as much damage. While burning, a target takes 2d8 fire damage at the start of each of its turns, and sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. These magical flames cannot be extinguished by nonmagical means.

*You call forth a column of holy flame to engulf your foes.*

## KNIGHTLY INTERCESSION

Rank 3 Prayer • Enchantment, Offensive, Weapon (Long)

As a reaction, when a creature you can see within 50 feet of you hits your ally with an attack, the attack hits you instead of your ally, and you pull the attacking creature to an unoccupied space within 5 feet of you and then make a melee attack using a weapon against it. On a hit, your attack deals an extra 3d10 damage and until the end of your next turn, the target is subject to your divine sanction.

*You command a foe to attack you instead of your companion.*

## KNIGHTS OF UNYIELDING VALOR

Rank 3 Prayer • Conjuration, Utility (Long)

As an action, you conjure four allied Medium ghostly knights, each occupying a different space you can see within 50 feet of you. The knights last for 1 minute. You and your allies gain half cover while within 5 feet of a knight. The knights can't attack, be attacked, or be damaged.

*You conjure four ghostly knights which carry shields emblazoned with the symbol of your deity.*

## LEADING STEP

Rank 3 Prayer • Conjuration, Offensive, Utility (Short)

As a reaction, when an enemy within 5 feet of you deals damage to you, you can teleport up to 25 feet. Additionally, the triggering enemy must succeed on a Wisdom saving throw or be teleported to a space within 5 feet of you.

*After your enemy strikes, you teleport away. An instant later, you bring the enemy after you.*



## MALEDICTION OF RIGIDITY

Rank 3 Prayer • Enchantment, Fear, Focus, Offensive (Long)

As an action, you target each creature in a 25-foot cube originating from you. Each target must make a Wisdom saving throw. On a failed save, a target takes 4d6 psychic damage, and has its speed reduced to 0 for 1 minute. While its speed is reduced to 0 by this effect, the target takes 2d8 psychic damage at the start of each of its turns. On a successful save, the target takes half as much damage and its speed is reduced by 15 feet for 1 minute. While its speed is reduced by 15 feet by this effect, it takes 1d8 psychic damage at the start of each of its turns. While under any effect from this prayer, a target can repeat the saving throw at the end of each of its turns with a -2 penalty, ending the effect on itself on a success.

Your speed is reduced to 0 until the end of your next turn.

*Those arrayed around you are reluctant to move lest you blister them again with your punishing words, which stiffen your own limbs.*

## MASS LESSER HEALING HAND

Rank 3 Prayer • Evocation, Utility (Long)

As an action, you target yourself and any number of creatures you can see within 25 feet of you. Each target regains 3d8 hit points.

*With a wave of your hand, healing motes of silver light engulf you and all nearby allies.*

## NOBLE SHIELD

Rank 3 Prayer • Abjuration, Utility (Long)

As a reaction, when you are subjected to an area effect that deals half damage on a successful saving throw, you automatically fail the saving throw, but any of your allies who also failed the saving throw take half as much damage, but suffering all other effects of a failed saving throw as normal.

*You quickly throw up your hand, and a vortex of swirling energy surrounds you and your friends, shielding them from harm at your expense.*

## OATH OF PURSUIT

Rank 3 Prayer • Divination, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and for 1 minute, whenever the target moves on its turn, you can use your reaction to safely move up to 15 feet at the end of the target's turn. You must end this movement closer to the target.

*As you attack your foe, you swear an oath of relentless pursuit against it. Although your foe might try to escape, it can never evade you.*

## ONE STANDS ALONE

Rank 3 Prayer • Abjuration, Focus, Offensive (Long)

As an action, choose any number of creatures you can see within 5 feet of you. Each target is weakened for 1 minute and must succeed on a Wisdom saving throw or take 6d6 radiant damage. While weakened, the target deals only half as much damage as normal with weapon attacks using Strength. A weakened target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

You cannot use this prayer if any allies are within 25 feet of you.

*Unable to fight alongside your allies, you turn to your faith for protection and press forward undaunted.*

## PARIAH'S CURSE

Rank 3 Prayer • Enchantment, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must succeed on a Charisma saving throw or be cursed for 1 minute. While cursed by this prayer, when any enemy ends its turn within 5 feet of the target, the target must make a melee weapon attack against the triggering enemy (no action required). The target must be able to take reactions to make this attack.

*You target an enemy with a searing, pulsating light that also damages enemies adjacent to it and thrusts them back.*

## PHANTOM VIGOR

Rank 3 Prayer • Necromancy, Utility (Long)

As an action, choose any number of creatures you can see within 25 feet of you. Each target can spend up to three hit dice regaining no hit points. Instead, each target gains temporary hit points equal to the amount they would have normally regained.

In addition, for 1 minute, each target's speed increases by 10 feet, and they gain a +4 bonus to Strength (Athletics) checks and Dexterity (Acrobatics) checks.

*Tendrils of shadow unfurl around you to wrap your allies, drawing off their health to grant superior strength and speed.*

## PRAYER OF VENGEANCE

Rank 3 Prayer • Enchantment, Utility (Long)

As a bonus action, you create a zone of retribution in a 15-foot radius sphere centered on you that lasts for 1 minute. When any ally within the zone who can hear you takes damage from an attack, the ally gains a +4 bonus to attack rolls against the attacker until the end of that ally's next turn.

You must concentrate on this prayer as if concentrating on a spell.

*You recite the ancient declaration of war against the primordials. Friends who hear it are filled with righteous indignation against their attackers.*

## PROPHETIC PROTECTION

Rank 3 Prayer • Divination, Offensive (Short)

As a reaction, when an enemy you can see within 25 feet of you scores a critical hit with an attack roll against you or an ally, you force the triggering enemy to re-roll the attack with a -4 penalty.

*The enemy's success is undone as you manipulate fate to protect yourself or an ally.*

## RADIANT ARMOR

Rank 3 Prayer • Abjuration, Utility (Long)

As a reaction, when you or a creature you can see within 25 feet of you takes damage, the damage dealt to the target is reduced to 0. Any other effects still apply.

*A foe's attack is suddenly blocked by a suit of shimmering radiant armor that fades as quickly as it appears.*

## RADIANT PULSE

Rank 3 Prayer • Evocation, Focus, Offensive (Long)

As an action, make a ranged spell attack against one creature you can see within 50 feet of you. On a hit, the target takes 6d6 radiant damage, and the target pulses with radiant energy for 1 minute.

When the target pulses, choose any number of secondary creatures you can see within 5 feet of the target. Each of the secondary targets must succeed on a Constitution saving throw or take 6d6 radiant damage and be pushed up to 15 feet.

Until the prayer ends, you can use an action once on each of your turns to make the primary target pulse again.

You must concentrate on this prayer as if concentrating on a spell.

*You target an enemy with a searing, pulsating light that also damages enemies adjacent to it and thrusts them back.*

## RAY OF REPRISAL

Rank 3 Prayer • Abjuration, Focus, Offensive (Long)

As a reaction, when a creature you can see within 25 feet of you hits your ally, you force the attacking creature to make a Constitution saving throw. The triggering creature takes 5d10 radiant damage on a failed save, or half as much damage on a successful one.

The triggering attack deals half as much damage as normal.

*You direct a beam of fierce radiance against an enemy and force it to feel the pain of the wounds it inflicted on your comrade.*

## REAPER'S HARVEST

Rank 3 Prayer • Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 necrotic damage and 1d10 psychic damage, and the target is subject to your divine sanction until the end of your next turn.

If this prayer reduces the target to 0 hit points, you can spend up to three hit dice to regain hit points, regaining twice as many hit points as normal.

*Your weapon parts your enemy's defenses, letting you claim the bounty of its defeat.*

## REBUKE VIOLENCE

Rank 3 Prayer • Enchantment, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet of you. The target must make a Charisma saving throw or be unable to make target other creatures with attacks, spells, and abilities for 1 minute. On a success, the target cannot make attack rolls until the end of your next turn. While under this effect, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success. Until you or any ally attacks the target, it suffers a -4 penalty to saving throws against this effect.

*With a fervent prayer, you purge all thoughts of battle from your enemy's mind.*

## RECALL ALLY

Rank 3 Prayer • Conjunction, Utility (Short)

As an action, choose one willing creature you can see within 20 feet. You teleport the target to a space within 5 feet of you.

*You summon a comrade to your side.*

## REVERENT METTLE

Rank 3 Prayer • Abjuration, Utility (Short)

As a reaction, when a creature you can see within 25 feet of you takes damage from an attack, you reduce the triggering attack's damage by 2d8.

When you use your Channel Divinity class feature, you can also regain the use of this prayer.

*You blunt an attack against your comrade using only your devout will. Calling upon your deity allows you to perform this prayer again.*

## RIGHTEOUS INDIGNATION

Rank 3 Prayer • Enchantment, Utility (Long)

As a reaction, when an enemy hits an ally you can see with an attack, you gain a +4 bonus to attack rolls and a +2d8 bonus to damage rolls until the end of your next turn.

*Seeing your ally harmed enrages you.*

## RIVER OF LIFE

Rank 3 Prayer • Evocation, Utility (Long)

As a bonus action, for 1 minute, you regain 1d8 hit points at the start of each of your turns if you have at least 1 hit points.

*Divine power flows through you, allowing you to shrug off injury after injury.*

## RUNE OF BOUNDLESS FURY

Rank 3 Prayer • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and until the end of your next turn, whenever any ally starts their turn within 5 feet of the target, that ally can make a melee weapon attack against the target (no action required).

*Kord first carved this rune, cutting into the flesh of a primordial beast. His sacred berserkers, their wrath fired by the bloody symbol, overwhelmed the foe.*

### **RUNE OF DAUNTING LIGHT**

*Rank 3 Prayer • Illusion, Utility (Short)*

As a bonus action, you target yourself and each ally you can see within 25 feet of you. Attack rolls cannot gain advantage against the targets until the end of your next turn.

*You invoke a rune on yourself and your allies that makes you all appear daunting even when your defenses are down.*

### **RUNE OF DEATH'S VERGE**

*Rank 3 Prayer • Necromancy, Offensive, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 necrotic or radiant damage (your choice), and if the target is reduced to 0 hit points within the next minute, you can use your reaction to choose any number of creatures you can see within 15 feet of the target. Each secondary target must succeed on a Wisdom saving throw or become dazed for 1 minute. A target dazed by this prayer can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*You invoke the third of the seven runes that represent the gates of death. The third gate slams shut as the soul passes through, severing the soul's link to its body.*

### **RUNE OF DIVINE PROVIDENCE**

*Rank 3 Prayer • Abjuration, Offensive, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage.

For 1 minute, you gain a 5-foot aura. While in the aura, your allies gain a +2 bonus to AC and saving throws.

You must concentrate on this prayer as if concentrating on a spell.

*You strike your enemy and call upon your god to wrap you and your allies in divine supremacy.*

### **RUNE OF SHARED LORE**

*Rank 3 Prayer • Divination, Utility (Long)*

As a bonus action, you target yourself and each ally you can see within 25 feet of you, and choose a skill proficiency. For 10 minutes, whenever each target makes an ability check that uses the chosen skill proficiency, they use the highest total modifier for that skill among all the targets.

*You invoke the Rune of Shared Lore. Your skill is your allies' skill, and theirs is yours.*

### **RUNE OF THE ASTRAL WINDS**

*Rank 3 Prayer • Evocation, Utility (Turn)*

As a bonus action, you touch one ally within reach. You can move the target up to 20 feet.

*You place a rune of astral winds on your ally, allowing them to slip by your enemies in safety.*

### **SACRED BENEFICENCE**

*Rank 3 Prayer • Transmutation, Utility (Long)*

As an action, while you are not bloodied, you touch one willing creature you can see. For 1 minute, the target regains 2d8 hit points at the start of each of their turns. This effect ends early if you are bloodied.

*As long as you stand firm against the enemy, your companion draws on your strength to remain unbowed.*

### **SHACKLES OF JUSTICE**

*Rank 3 Prayer • Evocation, Offensive, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must succeed on a Wisdom saving throw or for 1 minute, whenever it deals damage, it takes 2d8 radiant damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*Consecrated light enfolds the enemy you strike, exacting a price whenever the foe causes harm.*

### **SHADOW BLADES OF SHARED DOOM**

*Rank 3 Prayer • Necromancy, Offensive, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d6 damage and until the end of your next turn, the target is subject to your divine sanction.

Then choose any number of secondary creatures you can see within 5 feet of the target. Each secondary target must succeed on a Wisdom saving throw or take 6d6 necrotic damage and until the end of your next turn, the secondary target is subject to your divine sanction.

*As your attack lands, shadowy blades spring from your foe to slice those nearby and draw ire upon you.*

### **SHADOW TRICKS**

*Rank 3 Prayer • Evocation, Offensive, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 radiant damage, and any number of creatures you can see within 25 feet of you other than the target grant advantage on attack rolls against themselves until the end of your next turn.

*Your brilliant strike against your sworn enemy causes its allies to cast long shadows, creating openings in their defenses.*

### **SHIELDING SYMBOL**

*Rank 3 Prayer • Abjuration, Utility (Short)*

As a reaction, when you are hit by an attack, you can make a melee spell attack, replacing your AC with the attack roll result, possibly causing the attack to miss.

*You channel divine power through your focus to shield yourself.*

### **SHIELDING WORD**

*Rank 3 Prayer • Abjuration, Utility (Short)*

As a reaction, when a creature you can see within 25 feet of you is hit by an attack, you grant the triggering creature a +4 bonus to AC until the end of your next turn, possibly causing the triggering attack to miss.

*You call out a quick prayer to instantly defend a nearby ally from harm.*

## SHOUT OF CONDEMNATION

Rank 3 Prayer • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 25-foot cone originating from you. Each target must make a Wisdom saving throw. On a failed save, a target takes 6d6 thunder damage, and is condemned for 1 minute. On a successful save, the target takes half as much damage, and is subject to your divine sanction until the end of your next turn.

While condemned, the target is subject to your divine sanction, and takes 1d8 thunder damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*Your thunderous words consign your foes to continual pain.*

## SPIRIT HARROW

Rank 3 Prayer • Necromancy, Offensive, Weapon (Long)

As an action, make a melee attack with a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, a target suffers the attack's normal effects plus an extra 3d6 psychic damage, and the target must succeed on a Wisdom saving throw or for 1 minute, be unable to Disengage or make opportunity attacks. A target suffering these effects can repeat the saving throw at the end of each of its turns, ending both effects on a success.

If a target has 30 hit points or fewer after taking damage from this prayer, it is stunned until the end of your next turn.

*Your weapon fades, becoming smoky and gray. It passes through flesh and armor to touch the animating spirit within.*

## SUMMON BLADE ANGEL

Rank 3 Prayer • Conjuration, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Medium blade angel in an unoccupied space within 25 feet of you.

The blade angel is friendly to you and your companions. Roll initiative for the angel, which has its own turns. It obeys any mental commands that you issue to it (no action required). The angel persists for 1 minute or until you dismiss it as a bonus action. If you don't issue any commands to it, it defends itself, and makes opportunity attacks against your enemies.

The creature's statistics are at the end of this supplement.

*You trace a shimmering sigil in the air, and an angelic figure steps from it, bearing the twin swords of vengeance and pain.*

## TEMPLE OF SHADOW

Rank 3 Prayer • Illusion, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the attack creates a zone of swirling shadows in a 10-foot radius sphere centered on the target. The zone lasts for 1 minute. When the target moves, the zone moves with it, remaining centered on it. While you are within the zone, you are lightly obscured and can make Dexterity (Stealth) checks to become hidden. When you leave the zone, you are lightly obscured until the end of your next turn.

*You channel dark energy around your foe, creating a cloud of shadows that helps conceal you from your enemies.*

## THUNDERING JUDGMENT

Rank 3 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 thunder damage, and each creature of your choice within 10 feet of the target must succeed on a Strength saving throw or be knocked prone.

*Thunder bursts from your weapon as you strike your foe, knocking down nearby enemies.*

## TRANSCENDENT ADVISOR

Rank 3 Prayer • Conjuration, Utility (Long)

As an action, you conjure a spectral advisor from your deity that appears in an unoccupied space you can see within 25 feet of you. The advisor lasts until for 10 minutes. Allies within 25 feet of the advisor gain advantage on all knowledge based ability checks.

*A servant of your deity appears before you.*

## UMBRAL SOUL

Rank 3 Prayer • Necromancy, Utility (Long)

As a bonus action, choose one willing creature you can see within 25 feet of you. The target becomes insubstantial and deals only half damage with weapon attacks using Strength for 10 minutes. You can end this effect on your turn as a bonus action.

While insubstantial the target gains the following benefits:

- Resistance to damage from acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons.
- Immunity to being grappled, paralyzed, petrified, and restrained.

*With a thought, you transform yourself or an ally into a wispy creature of shadow.*

## UNCONQUERED REDOUBT

Rank 3 Prayer • Abjuration, Offensive, Weapon (Long)

As an action, choose any number of creatures you can see in a 25-foot cube originating from you. Each target must make a Constitution saving throw. On a failed save, a target takes 6d6 radiant damage, and you can push it up to 20 feet. On a successful save, the target takes half as much damage, and you can push it up to 5 feet.

The cube creates a zone that lasts for 1 minute. While within the zone, you and your allies gain a +2 bonus to AC and resistance to all damage against effects that allow a saving throw for half damage.

You must concentrate on this prayer as if concentrating on a spell.

*You strike your enemy and call upon your god to wrap you and your allies in divine supremacy.*

## VENGEFUL GHOSTS

Rank 3 Prayer • Focus, Necromancy, Offensive (Long)

As an action, choose any number of creatures you can see in a 15-foot cube originating from you. Each target must make a Wisdom saving throw. A target takes 6d6 necrotic damage on a failed save, or half as much damage on a successful one.

The cube creates a zone that lasts for 1 minute. Enemies grant advantage on attack rolls against themselves while in the zone.

*With a shout, you draw forth a howling horde of restless spirits to wreak havoc on your foes.*

## VENGEFUL VIGILANCE

Rank 3 Prayer • Evocation, Stance, Offensive (Long)

As a bonus action, you enter the Vengeful Vigilance stance. Until the stance ends, any time an enemy within 25 feet of you makes an attack against a creature other than you, the triggering enemy must succeed on a Wisdom saving throw or be subject to your divine sanction (no action required). If the triggering enemy is subject to your divine sanction and its attack hits, it immediately takes the damage of your divine sanction.

*Your awareness expands to allow you to protect your allies in an instant, punishing those who would weaken your allies' resolve.*

## VISIONS OF PARADISE

Rank 3 Prayer • Charm, Focus, Illusion, Offensive (Long)

As an action, choose one creature you can see within 50 feet of you. The target must make a Wisdom saving throw. On a failed save, the target is unable to target other creatures with attacks, spells, and abilities for 1 minute. On a successful save, the target is unable to target other creatures with attacks, spells, and abilities until the end of its next turn. Whenever the target takes damage, it can repeat the saving throw against this effect, ending it on a success.

*You speak the seven words of peace, sending your foe into a dreamlike state as visions of paradise cloud its mind.*

## WALL OF SHIELDS

Rank 3 Prayer • Conjunction, Utility (Long)

As an action, you conjure a wall of shields within 50 feet of you that lasts for 1 minute. The wall consists of 8 contiguous 5-foot cubes and can be up to 40 feet high. While you or an ally are in the wall or within 5 feet of it, that character gains a +2 bonus to AC. When any enemy enters the wall, its speed become 0 until the start of its next turn.

*A wall of glittering shields, each inscribed with the symbol of your deity, appears between you and your foes.*

## WHIRLING RADIANCE

Rank 3 Prayer • Evocation, Offensive, Weapon (Long)

As an action, make a melee attack with a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 3d6 radiant damage, and the target must succeed on a Dexterity saving throw or for 1 minute, the target takes 1d8 radiant damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*Spurred on by divine fervor, you unleash a spinning attack that leaves a painful radiance lingering on your foes.*

## WINDS OF WOE

Rank 3 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and each creature of your choice within 5 feet of you other than the target must succeed on a Strength saving throw or be pushed up to 20 feet.

*After you hit your foe, a dread wind whips around you, tossing aside your enemies.*

## WINGS OF VENGEANCE

Rank 3 Prayer • Transmutation, Utility (Long)

As a bonus action, until the end of your next turn, you gain a fly speed of 35 feet, and you can hover.

*Ephemeral wings carry you across the battlefield to strike where you are most needed.*

## WINTER'S ARRIVAL

Rank 3 Prayer • Conjunction, Utility (Short)

As a bonus action, you teleport up to 20 feet to a space within 5 feet of an enemy marked by you. All spaces within 5 feet of you are difficult terrain until the end of your next turn.

*You step through deep shadow to chase your foe, bringing icy ground back with you.*

## WORD OF VIGOR

Rank 3 Prayer • Evocation, Utility (Short)

As a bonus action, choose any number of creatures you can see within 5 feet of you. Each target can spend up to three hit dice to regain hit points plus an extra 2d8.

*Your ringing prayer inspires all nearby to draw on inner reserves.*

## WORDS OF REFLECTED KARMA

Rank 3 Prayer • Evocation, Offensive, Weapon (Long)

As an action, choose any number of creatures you can see in a 15-foot cube originating from you. Each target must make a Wisdom saving throw. On a failed save, a target takes 6d6 force damage, or half as much damage on a success.

For 1 minute, a target takes 1d8 lightning damage whenever it targets another creature with a damaging attack, spell, or ability. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

*Glowing red words appear upon your enemies' foreheads, heralding immediate retribution for any violent action.*

## **ZEALOT'S CALL**

*Rank 3 Prayer • Conjunction, Focus, Offensive (Long)*

As an action, choose one creature you can see within 25 feet of you. The target must make a Wisdom saving throw. On a failed save, the target takes 5d10 psychic damage, is teleported to a space within 5 feet of you, and is dazed for 1 minute. On a successful save, the target takes half as much damage, and you teleport the target to a space within 5 feet of you. While dazed by this prayer, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

For 1 minute, whenever you hit the target with a melee attack, you can safely move up to 5 feet then move the target to a space within 5 feet of your new position (no action required).

*Your prayer wrenches your foe from where it stands and makes it appear beside you.*

## RANK 4 PRAYERS

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### AIR WALK

Rank 4 Prayer • Transmutation, Utility (Long)

As a bonus action, you gain the ability to move on air as if it were a solid surface for 10 minutes. If you end your turn more than 10 feet above a solid surface, you descend gently until you are 10 feet above one.

*With deliberate steps, you stride upward on luminous clouds.*

### ANGEL'S RESCUE

Rank 4 Prayer • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and choose one ally you can see within 5 feet of you or the target. You can move the ally up to 20 feet.

When you use this prayer as part of a charging attack, you don't grant advantage on attack rolls against yourself as part of the charge.

*You invoke an angel's name to lend strength to your attack and carry your ally out of danger.*

### ANGELIC INTERCESSION

Rank 4 Prayer • Conjunction, Utility (Long)

As a reaction, when an ally you can see within 25 feet of you is hit by an attack, you teleport to a space within 5 feet of the ally and are hit by the attack instead.

*You teleport to the side of a friend in peril and take the effects of an attack meant for them.*

### ARC OF THE RIGHTEOUS

Rank 4 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d6 lightning damage, and one creature other than the target you can see within 15 feet of you must succeed on a Dexterity saving throw or take 7d6 lightning damage.

*You channel your god's divine wrath into your weapon as lightning, striking your foe and sending an arc of lightning at another nearby enemy.*

### ASPECT OF FURY

Rank 4 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and for 1 minute, any enemy that starts its turn within 5 feet of you or that hits or misses you with a melee attack takes 1d10 necrotic damage.

*You channel the anger of your god, creating a cloud of whirling death around you.*

### ASTRAL CLOAK

Rank 4 Prayer • Illusion, Utility (Short)

As a bonus action, you become invisible until the end of your turn.

*With a glimmer of silvery mist, you fade from view for a brief time.*

### ASTRAL SHIELD

Rank 4 Prayer • Conjunction, Utility (Short)

As an action, you conjure an astral shield in a space you can see within 25 feet of you. The shield lasts for 1 minute. You and your allies gain a +2 bonus to AC while in the shield's space or within 5 feet of it. The shield can't be attacked or damaged.

While the shield persists, you can use a bonus action to move the shield up to 15 feet.

*You conjure a shimmering silver shield, which you can then move around the battlefield to provide protection where it is needed most.*

### AURA OF ASTRAL RADIANCE

Rank 4 Prayer • Abjuration, Offensive (Long)

As an action, you activate a 10-foot aura around yourself that lasts for 1 minute. While in the aura, your allies gain a +2 bonus to AC and saving throws. Any bloodied ally who ends their turn in the aura regains 1d10 hit points. Any enemy that ends its turn in the aura takes 1d10 radiant damage.

*Divine radiance flows through you and around you, unleashing protective and destructive energy in equal measure.*

### AVATAR OF RIGHTEOUS NOBILITY

Rank 4 Prayer • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and for 1 minute, any enemy who ends its turn within 15 feet of you is subject to your divine sanction until the end of its next turn.

*When you strike, your skin glows gold as radiant energy swirls around you like a gathering storm, ready for retribution against those who attack your allies.*

### AVATAR OF SLAUGHTER

Rank 4 Prayer • Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 necrotic damage, and for 1 minute, you gain a +1d10 bonus to damage rolls and the first time you hit an enemy with an attack on each of your turns, a second enemy within 5 feet of you takes 2d10 necrotic damage.

*Your skin turns stark white and your eyes blacken as you strike with a death shriek.*

### AVATAR OF SUBJUGATION

Rank 4 Prayer • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 necrotic damage, and for 1 minute, you gain the following effects:

- You gain a +2 bonus to attack rolls.
- You gain 1d10 temporary hit points at the start of each of your turns.
- As a bonus action, you can choose one willing creature. That creature takes 1d10 necrotic damage but gains temporary hit points equal to twice the damage they took.

*Your skin becomes like iron, your eyes like the fire of the forge as you crush your foe before you.*

## AVATAR OF UNDAUNTED BRAVERY

Rank 4 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 radiant damage, and for 1 minute, at the start of each of your turns, you can choose one enemy you can see within 25 feet of you. The target must succeed on a Charisma saving throw or be pulled up to 10 feet closer to you.

*As you strike, your skin glows red with divine fervor and radiant energy swirls around you. Nearby enemies can't resist the strength of your determination, and you draw them near so that you can vanquish them.*

## AVENGER'S DEMAND

Rank 4 Prayer • Charm, Enchantment, Offensive, Weapon (Short)

As an action, choose one creature you can see within 25 feet of you. You pull the target up to 20 feet to a space within 5 feet of you and make one melee attack against it using a weapon. On a hit, your attack deals an extra 4d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 10 feet and knocked prone. If you knock the target prone, you can safely move up to 10 feet to a space within 5 feet of the target.

*Your beckoning gesture compels the enemy to face swift justice.*

## AWAKENING SUN

Rank 4 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d6 radiant damage, and you and each ally within 25 feet of you gain 2d10 temporary hit points and can make a saving throw against one effect that a save can end.

*As you swing your weapon, a shining beacon of radiant energy appears above you. Your allies draw strength from its light, while your enemy shrieks in pain.*

## BLOODIED RETRIBUTION

Rank 4 Prayer • Evocation, Offensive, Weapon (Long)

When you are bloodied and hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and you can spend up to four hit dice to regain hit points.

*Battered and bloodied, you call upon the divine power of your deity to deal a retributive blow to your enemy and heal your wounds.*

## BOND OF THE SACRED DUEL

Rank 4 Prayer • Enchantment, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 psychic damage, and the target must succeed on a Wisdom saving throw or for 1 minute, the target takes 1d10 psychic damage whenever another enemy hits you.

This prayer ends early if you target anyone other than the target with a damaging attack, spell, or ability.

*In your single-minded devotion to destroying your chosen foe, you strike at that foe and form a psychic bond with it that causes it to suffer if its allies attack you.*

## BRAND OF ARCING LIGHTNING

Rank 4 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 lightning damage, and the target must succeed on a Constitution saving throw or be affected by a lightning brand for 1 minute. Until the brand ends, whenever you or any of your allies hit the target, an enemy of your choice you can see within 25 feet of the target takes 2d10 lightning damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*Lightning plays along your weapon as you attack your foe. The lightning then jumps to strike at other foes.*

## BREAK THE WALL

Rank 4 Prayer • Focus, Offensive, Transmutation (Long)

As an action, choose one creature you can see within 25 feet of you. The target must make a Constitution saving throw. On a failed save, the target takes 6d10 force damage, and suffers a -2 penalty to AC and saving throws for 1 minute. On a successful save, the target takes half as much damage, and suffers a -1 penalty to AC and saving throws for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*You lash out at an enemy with the power of your faith and break down its defenses.*

## BRILLIANT CENSURE

Rank 4 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures you can see within a 15-foot radius sphere centered on you. Each target must succeed on a Constitution saving throw or be blinded for 1 minute. A blinded target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The sphere creates a zone of light for 1 minute. The zone sheds bright light within its radius and dim light for an additional 15 feet. When you move, the zone moves with you, remaining centered on you. Any ally who begins their turn within the zone deals an extra 2d6 radiant damage on melee or ranged damage rolls until the start of their next turn.

*Awful brilliant flashes form your eyes, blinding foes and inspiring allies.*

## BRILLIANT REVELATION

Rank 4 Prayer • Divination, Focus, Offensive (Short)

As an action, you target each creature in a 25-foot cone originating from you. Each target must succeed on a Wisdom saving throw or take 7d6 psychic damage and until the end of its next turn, the target is dazed and their speed is reduced by 20 feet. Also on a failed save, the first time the target attacks before the end of your next turn, it takes 3d10 psychic damage.

*You blast nearby creatures' minds with a dizzying vision of divine dominions.*



### CALL FROM THE BRINK

Rank 4 Prayer • Evocation, Utility (Long)

As a reaction, when a creature you can see within 25 feet of you is reduced to 0 hit points, you allow the target to spend up to eight hit dice to regain hit points. In addition, the target gains a +5 bonus to attack rolls until the end of your next turn.

*As your ally suffers a grievous injury, you channel divine energy into your friend to banish that wound and provide renewed determination.*

### CALL TO THE DARK

Rank 4 Prayer • Necromancy, Offensive (Short)

As an action, choose one creature you can see within 15 feet. Attack rolls against the target have advantage until the end of your next turn. In addition, the next attack made against the target before the end of your next turn deals 3d10 necrotic damage on a hit or a miss.

*As your allies close in, a black cloud surrounds your enemy to signify its inescapable doom.*

### CASTIGATING STRIKE

Rank 4 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d6 damage, and each enemy you can see within 15 feet of you is subject to your divine sanction until the end of your next turn.

*As you attack, you chide your foes for neglecting you and compel their attention.*

### CHAINS OF BLAZING LIGHT

Rank 4 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose up to four creatures you can see in a 15-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Dexterity saving throw or be dazed until the end of your next turn. Also on a failed save, if you've used Channel Divinity within the last minute, the next time the target is hit by an attack before the end of your next turn, that attack deals an extra 2d10 radiant damage.

*Columns of intense, fiery light blast down and mark your foes with divine sigils, leaving them shaken.*

### CLOAK OF COURAGE

Rank 4 Prayer • Abjuration, Utility (Short)

As an action, choose any number of creatures you can see within 10 feet of you. Each target gains 7d6 temporary hit points that fade after 1 minute. Additionally, until the end of your next turn, each target gains a +6 bonus to saving throws against fear effects.

*Your prayer bolsters your companions' will and fills them with hope.*

### CLOAK OF PEACE

Rank 4 Prayer • Enchantment, Utility (Long)

As an action, choose yourself or one ally you can see within 50 feet of you. The target gains a +5 bonus to AC and a +10 bonus to saving throws for 1 minute. This prayer ends if the target uses an attack, spell, or ability that targets another creature.

*You utter a prayer, placing a mantle of faint silvery light upon yourself or an ally. The mantle repels attacks as long as its wearer doesn't attack.*

### CLOUD OF SOULS

Rank 4 Prayer • Necromancy, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 psychic damage, and the target must succeed on a Wisdom saving throw or the attack creates a zone of shrieking souls in a 5-foot radius sphere centered on it. The zone lasts until the end of your next turn or until you dismiss it as a bonus action. Any enemy that enters the zone or starts its turn there is dazed until the end of your next turn. Also on a failed save, you gain a +2 bonus to attack rolls against the target until the end of your next turn.

*As you swing your weapon, you speak a prayer for your foe's innocent victims and summon them to torment your enemies.*

### COMPEL ATTENTION

Rank 4 Prayer • Enchantment, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet of you. The target must succeed on a Charisma saving throw or take 6d10 psychic damage and until the end of your next turn, the target is dazed.

You gain a +6 bonus to Charisma (Diplomacy and Intimidation) checks against the target until the end of your next turn.

*You speak with the voice of divine authority, forcing an enemy to pause.*

### COMPEL OBEDIENCE

Rank 4 Prayer • Enchantment, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must make a Charisma saving throw. On a failed save, you can pull the target up to 25 feet to a space within 5 feet of you.

*You lean an enemy away from those under your protection.*

## CRIMSON STRIDE

Rank 4 Prayer • Conjunction, Offensive, Weapon (Short)

When you take the attack action on your turn, you can teleport up to 25 feet to a space within 5 feet of an enemy before one of your attacks and the next time you hit an enemy with a melee attack using a weapon before the end of your turn, your attack deals an extra +4d10 damage, you can teleport an additional 25 feet, and the target must succeed on a Wisdom saving throw or be teleported to a space within 5 feet of you.

If no other creatures are within 5 feet of either you or the target after you teleport it, the target takes 2d10 force damage.

If you teleport the target at least 10 feet, it takes 1d10 force damage for each of your allies within 5 feet of it after the teleport.

*You stride through nothingness, appearing at your enemy's side to make a deadly attack. You then stride away, carrying your foe with you.*

## CROWN OF LIGHT

Rank 4 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose one ally you can see within 50 feet. Until the end of your next turn, the ally gains a +5 bonus to AC and saving throws.

Additionally, choose any number of creatures you can see within 5 feet of the ally. Each target must succeed on a Dexterity saving throw or take 7d6 radiant damage.

*Blazing light coalesces over your ally to form a crown whose radiance pierces surrounding foes.*

## DEADLY DOUBT

Rank 4 Prayer • Enchantment, Focus, Offensive (Short)

As an action, choose any number of creatures you can see within a 25-foot cone originating from you. Each target must succeed on a Wisdom saving throw or take 7d6 psychic damage and if the target is hit by an attack before the end of your next turn, it is dazed until the end of its next turn. Also on a failed save, the first creature to attack the target before the end of your next turn gains a +5 bonus to the attack roll.

*Your words assail your foes' minds with self-doubt strong enough to wound them. Any further attack dazed the victims too.*

## DEADLY LURE

Rank 4 Prayer • Charm, Enchantment, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet of you. The target must succeed on a Charisma saving throw or suffer a 2d10 susceptibility to all damage until the end of your next turn. The target then must use its reaction, if available, to move up to its speed toward you, taking the safest path possible.

*Your imperious gesture drags an enemy toward you, compelling it to lower its defenses.*

## DEVOTION

Rank 4 Prayer • Abjuration, Utility (Long)

As a reaction, when a creature forces you or an ally within 25 feet of you to make a saving throw, choose any number of creatures you can see within 25 feet of you. Each target gains a +5 bonus to saving throws until the end of your next turn.

*Your enemy seeks to overwhelm your resolve, but your calm certainty shields you and your comrades.*

## DEIFIC IMPRECATION

Rank 4 Prayer • Divination, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet of you. The target must make a Constitution saving throw. On a failed save, the target takes 4d10 force damage, and for 1 minute, the target suffers a greater divine curse. On a successful save, the target takes half as much damage, and for 1 minute, the target suffers a lesser divine curse.

While suffering a greater divine curse, the target takes 2d10 force damage at the start of each of its turns, and can make a Constitution saving throw at the end of each of its turns. On a successful save, the curse ends, and each enemy within 15 feet of the target takes 2d10 force damage.

While suffering a lesser divine curse, the target takes 1d10 force damage at the start of each of its turns, and can make a Constitution saving throw at the end of each of its turns ending the curse on a success.

For 1 minute, you take 1d10 force damage at the start of each of your turns. Whenever you take this damage, choose an enemy you can see within 25 feet of you. That enemy takes the same damage as you. You can make a Constitution saving throw at the end of each of your turns, ending the effect on a success.

*You are a conduit for your god's wrath. You feel its sting as it smites your enemies.*

## DIRE BANISHMENT

Rank 4 Prayer • Abjuration, Focus, Offensive (Long)

As an action, choose one creature you can see within 25 feet of you. The target must make a Wisdom saving throw. On a failed save, the target takes 6d10 necrotic damage, and vanishes from this world for 1 minute. On a successful save, the target takes half as much damage, and you teleport the target up to 25 feet.

While the target is vanished, the target can make a Wisdom saving throw at the end of each of its turns. On a failed save, you take 1d10 force damage. On a successful save, the target reappears in the space it last occupied or in the nearest unoccupied space. You can end the effect as a bonus action.

*You temporarily banish your enemy from this world, using your life force to prevent the enemy from returning.*

## DIVINE AEGIS

Rank 4 Prayer • Abjuration, Stance (Long)

As a bonus action, you enter the Divine Aegis stance. Until the stance ends, you gain a +2 bonus to AC and saving throws. Your allies also gain this bonus while within 10 feet of you.

*Your god shelters you and your allies from harm.*

## DIVINE ARMOR

Rank 4 Prayer • Abjuration, Utility (Long)

As an action, choose any number of creature you can see within 15 feet of you. Each target gains both a +2 bonus to AC and resistance to all damage for 1 minute.

*As you mutter a fervent prayer, the power of your god shrouds you and nearby allies in protective motes of silver light.*

## DIVINE BEACON

Rank 4 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a simple weapon, your attack deals an extra 4d10 damage and until the end of your next turn, you and each ally within 15 feet of you gain advantage on attack rolls against the target.

*As you strike your enemy, your weapon glows with divine light that envelops that foe, acting like a beacon for your allies' attacks.*

## DIVINE REPRISAL

Rank 4 Prayer • Abjuration, Focus, Offensive (Long)

As a reaction, when a creature you can see within 50 feet of you hits one of your allies with an attack, you force the triggering creature to succeed on a Wisdom saving throw or take 7d6 radiant damage.

The triggering ally can make a saving throw against one effect that a save can end and can spend up to four hit dice to regain hit points.

*You utter a prayer to heal an ally's injury and exact punishment against the attacker.*

## DIVINE VENGEANCE

Rank 4 Prayer • Evocation, Stance (Long)

As a bonus action, you enter the Divine Vengeance stance. Until the stance ends, whenever a creature hits you or an ally within 5 feet of you with a melee attack, the attacking creature takes 2d10 radiant damage.

*Brilliance flares from you to dispense pain to attacking enemies.*

## DRAIN LIFE

Rank 4 Prayer • Focus, Necromancy, Offensive (Long)

As an action, choose one creature you can see within 5 feet of you. You take 2d10 necrotic damage, and the target takes 6d10 necrotic damage. The damage you take cannot be reduced in any way.

*As you touch your foe, it shrieks with a withering pain born from the life energy you sacrifice.*

## EARTHEN REVERSAL

Rank 4 Prayer • Focus, Offensive, Transmutation (Short)

As an action, choose any number of creatures you can see within a 25-foot cone originating from you. Each target must succeed on a Strength saving throw or take 7d6 bludgeoning damage and be knocked prone.

You and each ally within the cone can stand up and safely move up to 5 feet (no action required).

*You utter a nearly forgotten word dedicated to the earth, and it heaves in response, lifting allies and upturning enemies.*

## EARTHEN VANGUARD

Rank 4 Prayer • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d6 damage, and each creature of your choice in a 15-foot cone originating from you that includes the target must succeed on a Constitution saving throw or take 2d10 magical bludgeoning damage.

Additionally, you and each ally you can see within 25 feet of you gain a +2 bonus to AC, and Strength and Constitution saving throws until the end of your next turn.

*Earth and stone roll toward your enemies like a wave and your swinging weapon scatters them like rag dolls. The wave leaves your allies untouched, and the lingering aura of magic around them protects them like a shield of stone.*

## ENTANGLING JUDGMENT

Rank 4 Prayer • Conjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Strength saving throw or become restrained until the end of your next turn.

*Strands of energy erupt from your weapon as it strikes true, wrapping around your foe and rooting it to the ground.*

## EYE FOR AN EYE

Rank 4 Prayer • Focus, Offensive, Transmutation (Short)

As a reaction, when a creature you can see within 25 feet of you hits your ally, you force the triggering creature to succeed on a Wisdom saving throw or take 6d10 radiant damage and until the end of your next turn, the target is blinded.

*You raise your holy symbol and shout an imprecation to blind a foe that dares to assault your comrade.*

## EYE OF DAWN

Rank 4 Prayer • Conjuration, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 15-foot radius sphere centered on a point within 50 feet of you. Each target must make a Constitution saving throw. On a failed save, a target takes 7d6 radiant damage, and you teleport the target to any other space in the sphere or within 5 feet of it. On a successful save, a target takes half as much damage, and you teleport it up to 5 feet.

You also teleport each ally in the sphere to any other space in the sphere or within 5 feet of it.

*A light like the morning sun burns amid your foes, causing them to flinch away—and find themselves elsewhere.*

### **FERVENT STRIKE**

*Rank 4 Prayer • Evocation, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage.

If the target was marked by you when you hit with the triggering attack, the attack can score a critical hit on a roll of 18–20.

*Still burning with your righteous fervor, you launch a mighty attack.*

### **FLAMES OF DEVOTION**

*Rank 4 Prayer • Evocation, Offensive, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 fire damage, and for 1 minute, your weapon attacks deal an extra 2d10 fire damage.

You must concentrate on this prayer as if concentrating on a spell.

*Divine fire ignites your consecrated weapon.*

### **FORCEFUL CALL**

*Rank 4 Prayer • Conjuration, Offensive, Weapon (Long)*

As an action, choose any number of creatures you can see within 10 feet of you. Each target must succeed on a Wisdom saving throw or be pulled up to 10 feet to a space within 5 feet of you. You then make a melee attack using a weapon against one creature within 5 feet of you. On a hit, your attack deals an extra 3d10 damage plus 1d10 extra damage for each enemy within 5 feet of you.

After the attacks are resolved, you can teleport up to 5 feet for each enemy within 5 feet of you.

*Channeled through your weapon, astral winds propel your enemies toward you and then spirit you away when you deliver an attack.*

### **FULL ECLIPSE**

*Rank 4 Prayer • Evocation, Offensive, Weapon (Long)*

When you hit a creature with a ranged attack using an ammunition weapon, your attack deals an extra 2d10 cold damage and 2d10 radiant damage, and the target must make a Wisdom saving throw. On a failed save, the target is blinded for 1 minute. On a successful save, the target grants advantage on attack rolls against itself until the end of your next turn. While blinded, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*Your shot carries the light of the full moon and the darkness of the new moon to your foe.*

### **GLIMMER STRIKE**

*Rank 4 Prayer • Offensive, Transmutation, Weapon (Short)*

When you hit a creature with an attack using a weapon, your attack deals an extra 5d10 radiant damage.

*Your weapon becomes a thing of light, capable of piercing whatever shields your foe.*

### **GHOSTLY CHAINS**

*Rank 4 Prayer • Conjuration, Offensive, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must make a Strength saving throw. On a failed save, the target's speed is reduced by 10 feet for 1 minute. On a successful save, the target's speed is reduced by 10 feet until the end of your next turn. While its speed is reduced by this prayer, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

If two or more of your allies are within 5 feet of the target, its speed is reduced to 0 instead of by 10 feet.

*At the touch of your weapon, phantasmal fetters appear around your enemy, hindering its steps.*

### **GOD HAMMER**

*Rank 4 Prayer • Conjuration, Focus, Offensive (Long)*

As an action, you target each creature in a 15-foot radius sphere centered on a point within 50 feet of you. Each target must make a Dexterity saving throw. On a failed save, a target takes 7d6 thunder damage, or half as much damage on a success.

Each target is knocked prone. In addition, the sphere creates a zone of resounding thunder that lasts for 1 minute. While the zone persists, any creature within the zone at the start of each of your turns is knocked prone.

You must concentrate on this prayer as if concentrating on a spell.

*A gleaming, spectral Warhammer appears above your foes and slams down in their midst, creating a crash of thunder. The hammer is an image of Guldarak, which the gods shaped out of pure thunder to drive primordials out of the earth's depths.*

### **GRAVE WARD**

*Rank 4 Prayer • Necromancy, Utility (Long)*

As an action, you touch one creature within reach who is at 0 hit points. You spend up to four hit dice regaining no hit points. Instead, the target regains 2d10 hit points for each hit die you spent.

*You touch a dying creature and share some of your divine inner light, bestowing upon the recipient the power to resist the call of death.*

### **HALLOWED GROUND**

*Rank 4 Prayer • Evocation, Utility (Long)*

As an action, you create a zone on the ground in a 25-foot radius circle around you that lasts for 1 minute. You and your allies gain a +2 bonus to attack rolls, saving throws, and AC while in the zone.

*You speak a prayer, and the ground around you becomes sanctified, granting you and your allies divine protection.*

## HEALING CIRCLE

Rank 4 Prayer • Evocation, Utility (Long)

As a bonus action, choose any number of creatures you can see in a 25-foot radius sphere centered on you. Each target regains 3d10 hit points.

The sphere creates a zone of healing light that lasts for 1 minute. When you or any ally regains hit points while within the zone, they regain an additional 2d10 hit points.

*Soothing radiance surrounds you and your companions.*

## HIGHER CAUSE

Rank 4 Prayer • Abjuration, Stance (Long)

As a bonus action, if you are bloodied, you enter the Higher Cause stance. Until the stance ends, you gain a +2 bonus to saving throws. Additionally, you regain 1d10 hit points at the start of each of your turns if you are bloodied and have at least 1 hit point.

*When your body falters, your faith takes over to let you keep up the fight.*

## HOLY SPARK

Rank 4 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 lightning damage and the target must succeed on a Wisdom saving throw or become electrified for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

While electrified, the target takes 2d10 lightning damage at the start of each of its turns, and any of your enemies that start its turn within 15 feet of the target take 2d10 lightning damage.

*You infuse your weapon with holy energy and strike your enemy, engulfing the foe in glowing arcs of crackling lightning that lance out at any of your enemies that approach it.*

## ICON OF LIFE

Rank 4 Prayer • Evocation, Utility (Long)

As a bonus action, you create a 30-foot radius sphere of golden light that lasts for 10 minutes. While within the sphere, any ally gains a +5 bonus on Death saving throws, and if the ally rolls a natural 20 on a death saving throw, that ally can spend up to four hit dice to regain hit points rather than just regaining 1 hit point.

*You invoke the symbol of life, a gleaming icon of gold that pulls your allies' spirits back to their mortal shells, even as death tries to draw them away.*

## INESCAPABLE JUSTICE

Rank 4 Prayer • Conjuration, Offensive, Weapon (Long)

When you take the attack action on your turn, you can safely move up to 10 feet before one of your attacks and gain a +4d10 bonus to your next damage roll using a melee weapon before the end of your turn.

For 1 minute or until the target drops to 0 hit points, whenever you start your turn at least 15 feet away from the target, you can teleport to a space within 15 feet of it (no action required).

*No matter where your quarry goes, you are there.*

## INSPIRE TERROR

Rank 4 Prayer • Fear, Necromancy, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and if the target ends its next turn within 5 feet of you or any of your allies, it takes 1d10 psychic damage.

*Your attack crushes the flesh and resolve of your foe.*

## INSPIRING STRIKE

Rank 4 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and you or one ally you can see within 25 feet of you regains 4d10 hit points.

*You pray to your god as you attack, asking for a healing boon for yourself or an ally. Your prayer is rewarded when you strike your enemy.*

## INVOCATION OF WAR

Rank 4 Prayer • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the next attack that hits the target before the end of your next turn deals an extra 1d10 damage, or 2d10 damage if you use this prayer while wielding a weapon in two hands.

*The wounds you create embolden your allies to achieve greatness.*

## IRON REDOUBT

Rank 4 Prayer • Abjuration, Offensive, Rune, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, the target is marked by you until the end of your next turn, and the target must succeed on a Constitution saving throw or be affected by your chosen rune:

- **Destruction:** Until the mark ends, the target provokes an opportunity attack from you when it makes any attack that doesn't include you as a target. You gain a +5 bonus to the attack roll and a +1d10 bonus to the damage roll of the opportunity attack.
- **Protection:** Until the end of your next turn, the target deals only half as much damage as normal with attacks, spells, and abilities.

Until the end of your next turn, you have resistance to all damage against the target's attacks, spells, and abilities.

*You invoke the Runes of Iron and Perseverance, a combination that allows you to stand against the enemy's mightiest attacks.*

## IVORY RAMPART

Rank 4 Prayer • Conjunction, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and you conjure a 5-foot wide wall of gleaming energy that originates in your space and can be up to 40 feet long and up to 10 feet high. The wall lasts for 1 minute, and any allies within the wall or within 5 feet of it have half cover. Any enemy that enters the wall has its speed become 0 until the start of its next turn.

You must concentrate on this prayer as if concentrating on a spell.

*As your weapon strikes your foe, divine power flows from you to form a barrier that protects your allies.*

## KNIGHT'S DEFIANCE

Rank 4 Prayer • Enchantment, Offensive, Weapon (Long)

As an action, choose any number of creatures you can see within 25 feet of you. Each target is pulled to an unoccupied space within 5 feet of you. If a target cannot end the movement within 5 feet of you, it does not move. Each target that ends the movement within 5 feet of you is subject to your divine sanction for 1 minute. Then, make a melee attack using a weapon against one creature you pulled with this prayer. On a hit, your attack deals an extra 4d10 damage. A target marked by this prayer can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

*You demand that your foes meet you in battle, then strike fiercely against one of them.*

## LEATHERNA'S HOUNDS

Rank 4 Prayer • Conjunction, Focus, Offensive (Short)

As an action, choose any number of creatures you can see within 10 feet of you. Each target must succeed on a Strength saving throw or take 7d6 necrotic damage, be knocked prone, and be pulled to a space within 5 feet of you.

*Shadowy hounds materialize and spring at your enemies, dragging them to your feet.*

## LEVY OF DAMNATION

Rank 4 Prayer • Divination, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 radiant damage and for 1 minute, whenever you or any ally makes a damage roll against the target, you or the ally rolls twice and uses either result.

*Your divine power exacts a heavy toll from your foe, who suffers the worse from you and your allies' attacks.*

## LIBERATION

Rank 4 Prayer • Evocation, Utility (Short)

As a bonus action, choose one ally you can see within 25 feet of you. You pull the target up to 25 feet. At the end of this movement, the target can spend up to four hit dice to regain hit points.

*Hearing your call, your embattled comrade falls back to safety.*

## LIFE DRINKING COVENANT

Rank 4 Prayer • Focus, Necromancy, Offensive (Short)

As an action, choose one creature you can see within 25 feet of you. The target must succeed on a Wisdom saving throw or take 6d10 necrotic damage and until the end of your next turn, the target takes 1d10 necrotic damage for each 5 feet of movement it spends.

*You bind your enemy's spirit in a pact with the forces of death, promising to send it to the afterlife one way or another.*

## LIGHT OF THE AVENGING SUN

Rank 4 Prayer • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 radiant damage, and the target must succeed on a Constitution saving throw or suffer a -5 penalty to attack rolls against you until the end of your next turn.

*As your attack hits home, you become wrapped in blinding light, hindering a foe's ability to strike you.*

## MANIFESTATION OF WRATH

Rank 4 Prayer • Evocation, Offensive (Long)

As an action, choose any number of creatures you can see within 5 feet of you. Each target takes 3d10 radiant damage, and you gain a number of temporary hit points equal to your damage roll. Additionally, for 1 minute, you gain a +2 bonus to attack rolls.

*The gods' fury lashes your foes and lets you draw vigor from their pain.*

## MANTLE OF GLORY

Rank 4 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures you can see in a 25-foot cone originating from you. Each target must succeed on a Wisdom saving throw or take 7d6 radiant damage.

Each ally within the cone can spend up to four hit dice to regain hit points.

*Whispering a prayer to your deity, you invoke a blast of radiant light from your focus. Your foes burn in its glorious light, while your allies are fortified by it.*

## MARK OF ANATHEMA

Rank 4 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet of you. The target must make a Constitution saving throw. On a failed save, the target takes 3d10 radiant damage, and for 1 minute it suffers a greater mark of anathema. On a successful save, the target takes half as much damage, and for 1 minute, it suffers a lesser mark of anathema.

While suffering from a greater mark, the target takes 2d10 radiant damage at the start of each of its turns. The target can make a Constitution saving throw against the effect at the end of each of its turns. The first time the target fails the saving throw, the damage it takes at the start of each of its turns increases to 3d10 radiant damage instead of 2d10. On a successful save, the effect ends.

While suffering from a lesser mark, the target takes 1d10 radiant damage at the start of each of its turns. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

Whenever the target fails a saving throw to shed its mark, each enemy within 25 feet of the target takes 1d10 radiant damage.

*You place a mark of anathema on your foe, a shining brand that sears the flesh and harms those who ally with your enemy.*

## OATH OF DIVINE LIGHTNING

Rank 4 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 lightning damage, and the target must succeed on a Dexterity saving throw or be subject to your oath of divine lightning for 1 minute. While under this effect, the target takes 1d10 lightning damage at the end of its turn if it doesn't move at least 5 feet during its turn.

*Lightning erupts around your weapon as you attack your foe, then lingers, promising punishment if your enemy remains in one place for too long.*

## OMINOUS PORTENT

Rank 4 Prayer • Divination, Focus, Offensive (Short)

As a reaction, when a creature you can see within 25 feet of you misses with an attack roll, you force the triggering creature to succeed on a Wisdom saving throw or take 7d6 psychic damage and until the end of its next turn, the target suffers a -5 penalty to attack rolls and attack rolls against the target have advantage.

*You prophesize that your enemy's failure will continue to be its destiny.*

## PENANCE OF BLOOD

Rank 4 Prayer • Focus, Offensive, Transmutation (Long)

As an action, choose any number of creatures you can see within 15 feet of you. Each target must succeed on a Constitution saving throw or suffer a 1d10 susceptibility to all damage for 1 minute.

For 1 minute, any susceptibility damage you cause your enemies is increased by 1d10.

*Divine displeasure visits even more pain on your enemies.*

## PENNANT OF HEAVEN'S ARMIES

Rank 4 Prayer • Enchantment, Utility (Long)

As an action, you conjure a shining banner in an unoccupied space you can see within 50 feet of you. The banner lasts for 1 minute. Any ally who has line of sight to the banner gains a +5 bonus to saving throws against fear effects and a +1d10 bonus to damage rolls.

You must concentrate on this prayer as if concentrating on a spell.

*With deliberate steps, you stride upward on luminous clouds.*

## PILLAR OF CHERNOGGAR

Rank 4 Prayer • Stance, Transmutation (Long)

As a bonus action, you enter the Pillar of Chernoggar stance. Until the stance ends, any enemy that starts its turn within 5 feet of you has its speed reduced by 10 feet until the end of your next turn.

*You summon strength from the oppressive dominion of Chernoggar, slowing your enemies.*

## PILLAR OF GUARDIAN FLAME

Rank 4 Prayer • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot-radius, 20-foot-high cylinder centered on a point within 50 feet of you. Each target must succeed on a Dexterity saving throw or take 7d6 fire damage.

The cylinder creates a zone of divine fire that lasts until the end of your next turn. The zone sheds bright light in a 25-foot radius and dim light for an additional 25 feet. When any enemy within the zone leaves it or hits or misses you or your allies outside it, that enemy takes 1d10 fire damage.

*You whisper a divine word that rumbles like distant thunder as a pillar of flame erupts around your enemies.*

## PLAGUE OF DOOM

Rank 4 Prayer • Focus, Transmutation, Offensive (Short)

As an action, choose one creature you can see within 50 feet of you. The target must succeed on a Constitution saving throw or take 6d10 force damage and until the end of your next turn, the target suffers a -5 penalty to AC and saving throws.

*You whisper an ancient battle prayer and send holds of wracking pain through your enemy to weaken its defenses.*

## PRAGMATIC SACRIFICE

Rank 4 Prayer • Necromancy, Utility (Long)

As a reaction, when an enemy's damage reduces you to 0 hit points, choose one ally you can see within 25 feet of you. You don't take the damage. Instead, the target takes it and then gains 2d10 temporary hit points.

*Your stained soul seals your wounds as they occur, and, blunted by the transference, the damage finds another home.*

## PROMISE OF VICTORY

Rank 4 Prayer • Enchantment, Offensive, Weapon (Short)

As an action, make a melee attack with a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and the target must succeed on a Wisdom saving throw or until the end of your next turn, the target suffers a -5 penalty to AC and saving throws.

*With a flurry of devastating strikes, you show your enemies how close they are to defeat.*

## PURIFYING FIRE

Rank 4 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 15-foot radius sphere centered on a point within 50 feet of you. Each target must make a Dexterity saving throw. A target takes 7d6 fire damage and is set on fire for 1 minute on a failed save, or half as much damage and is not set on fire on a successful one. While on fire, a target takes 2d10 fire damage at the start of each of its turns, and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

You or any ally regains 2d10 hit points when starting their turn within 5 feet of one or more targets that are on fire from this prayer.

*You engulf your foes in divine fire that continues to burn. The cleansing flames provide relief to you and your allies, healing those who move near your burning enemies.*

## PYRE OF JUDGMENT

Rank 4 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 fire damage, and the target is set on fire for 1 minute. While on fire from this prayer, the target sheds bright light in a 25-foot radius and dim light for an additional 25 feet, the target also takes 2d10 fire damage at the start of each of its turns. Until the fire ends, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success. These magical flames cannot be extinguished by nonmagical means.

When the target takes fire damage from this prayer at the start of its turn, each of your enemies within 5 feet of the target must succeed on a Dexterity saving throw or take the damage as well.

*You consign a foe to the flames. The blaze consumes enemies that stay by its side.*

## RADIANT BEAMS

Rank 4 Prayer • Evocation, Utility (Long)

As an action, choose any number of creatures you can see within 25 feet of you. For 1 minute, each target gains resistance to necrotic damage and whenever they are hit by an attack, the attacker takes 1d10 radiant damage.

You must concentrate on this prayer as if concentrating on a spell.

*A halo of brilliance springs from your brow, defending your comrades from the foulness of darkness.*

## RADIANT CHARGE

Rank 4 Prayer • Evocation, Offensive, Weapon (Short)

As an action, you can fly up to 25 feet and make a melee attack using a weapon against one creature within reach. On a hit, your attack deals an extra 6d10 radiant damage and the target is subject to your divine sanction until the end of your next turn.

*You propel yourself through the air toward a nearby foe as brilliant rays of light stream from your weapon.*

## REFIRE THE FORGE

Rank 4 Prayer • Evocation, Stance (Long)

As a bonus action, you enter the Refire the Forge stance. Until the stance ends, you regain 1d10 hit points once per turn when you hit an enemy with an attack. Additionally until the stance ends, as a reaction, when you are bloodied or to 0 hit points by an enemy's damage, you can make a melee weapon attack against the triggering enemy. On a hit, the target suffers your attack's normal effects, and bleeds for 1d10 necrotic damage.

*The fires of the Soulforge flare to life inside you. The more your enemies try to quench them, the brighter those flames burn.*

## REMOUSE

Rank 4 Prayer • Focus, Offensive, Transmutation (Short)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point within 25 feet of you. Each target must succeed on a Wisdom saving throw or until the end of your next turn, be dazed and suffer a 2d10 susceptibility to all damage.

Each ally in the sphere can spend up to four hit dice to regain hit points.

*With a flurry of devastating strikes, you show your enemies how close they are to defeat.*

## RENEWING JUDGMENT

Rank 4 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and one creature you can see within 25 feet of you regains 3d10 hit points.

*As you strike a foe with your weapon, you murmur a prayer of renewal, causing a momentary nimbus of light to engulf and heal a nearby ally.*

## ROAR OF THUNDER

Rank 4 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 thunder damage, and the next time you or an ally hits the target before the start of your next turn, the target takes an extra 1d10 thunder damage.

*Imbuing your weapon with the thundering touch of the god of storms, you unleash divine wrath against your foe.*



## RUINOUS KISMET

Rank 4 Prayer • Divination, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point within 25 feet of you. Each target must succeed on a Wisdom saving throw or take 7d6 force damage and for 1 minute, the target suffers a -2 penalty to AC and saving throws. While suffering this effect, the target can repeating the saving throw at the end of each of its turns, ending the effect on itself on a success.

For 1 minute, the target takes 2d10 force damage the first time each turn any of your allies miss it with an attack roll.

*A glimpse of the future reveals the demise of your enemy, and now fate will not allow it to escape.*

## RUNE OF JUDGMENT'S LEVY

Rank 4 Prayer • Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 lightning damage, and the target must succeed on a Wisdom saving throw or be marked by you for 1 minute. While marked by this prayer, whenever the target is within 25 feet of you and makes an attack that doesn't include you as a target, you can use your reaction to force the target to succeed on a Wisdom saving throw or take 3d10 necrotic damage. Until this prayer ends, the target can repeat the saving throw at the end of each of its turns, ending the prayer on a success.

*Souls are judged in the afterlife and must account for their deeds. This rune, the fourth of the seven runes that represent the gates of death, symbolizes that step along the soul's journey.*

## RUNE OF PRESERVATION

Rank 4 Prayer • Abjuration, Utility (Short)

As a bonus action, choose up to two allied creatures you can see, including yourself, within 25 feet of you. Each target gains resistance to all damage until the end of your next turn. In addition, each target can spend up to four hit dice to regain hit points.

*The Rune of Preservation grants its targets the ability to withstand attacks that would cripple a normal creature.*

## RUNE OF REINVIGORATION

Rank 4 Prayer • Evocation, Utility (Long)

As a bonus action, you and each ally you can see within 25 feet of you regain 7d6 hit points and gain a +5 bonus to AC and saving throws until the end of your next turn.

*This potent symbol infuses you and your allies with energy.*

## RUNE OF THE FIRST FORTRESS

Rank 4 Prayer • Abjuration, Offensive, Weapon (Long)

As an action, choose any number of creatures you can see in a 15-foot cube originating from you. Each target must make a Dexterity saving throw. On a failed save, a target takes 7d6 magical bludgeoning damage, or half as much damage on a success.

The cube creates a zone that lasts for 1 minute. While within the zone, you and your allies gain resistance to all damage. Any enemy that willingly enters the zone has its speed reduced to 0 until the end of your next turn.

You must concentrate on this prayer as if concentrating on a spell.

*The First Fortress was a redoubt built to defend against the primordials' attacks on the Astral Sea. This rune was carved to bolster the fortress's gates.*

## RUNE OF THE FLANKING WIND

Rank 4 Prayer • Conjuration, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and choose one ally you can see within 50 feet of you. You teleport that ally to a space within 5 feet of the target. For 1 minute, you and your allies gain a +2 bonus to AC and saving throws while another enemy of the target is within 5 feet of it and that enemy isn't incapacitated.

*You imprint the rune of the flanking wind on your foe. Thus summoned, the wind carries your allies into position against the foe and protects them.*

## RUNE OF THE UNBLINKING EYE

Rank 4 Prayer • Divination, Utility (Long)

As a bonus action, you and each ally you can see within 25 feet of you gain a +6 bonus to Wisdom (Perception) checks for 10 minutes.

*A gentle light washes over the area, allowing you and your allies to see details that would otherwise escape your notice.*

## SACRED ARMISTICE

Rank 4 Prayer • Abjuration, Fear, Focus, Offensive (Long)

As an action, you target each creature in a 25-foot cone originating from you. Each target must succeed on a Wisdom saving throw or be unable to target other creatures with attacks, spells, and abilities for 1 minute. A target can repeating the saving throw at the end of each of its turns, ending the effect on itself on a success.

For 1 minute, when you cast *healing word*, the target off that spell gains a +5 bonus to AC and saving throws until the end of your next turn.

*Your prayer affects a short-term pact of peace and gives you the divine sanction to heal the wounds of battle.*

## SEAL OF THE HERETIC

Rank 4 Prayer • Divination, Focus, Offensive (Short)

As an action, choose up the three creatures you can see within 50 feet of you. Each target must succeed on a Wisdom saving throw or take 7d6 force damage, or 6d10 force damage if you targeted only one creature. Also on a failed save, the target suffers a -5 penalty to saving throws until the end of your next turn.

*You mark your foe with a divine brand, bringing the wrathful eyes of the gods upon them.*

## SEAL OF WARDING

Rank 4 Prayer • Abjuration, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 15-foot radius sphere centered on you. Each target must make a Wisdom saving throw. On a failed save, a target takes 7d6 radiant damage, and its speed is reduced by 10 feet until the end of your next turn. On a successful save, the target takes half as much damage.

The sphere creates a zone that lasts for 1 minute. The zone is difficult terrain for your enemies. You and your allies have half cover against ranged attacks while in the zone.

You must concentrate on this prayer as if concentrating on a spell.

*You create a sphere of faintly glowing divine symbols around you that hinders enemy movement and protects you and your allies from ranged attack.*

## SEQUESTERING WORD

Rank 4 Prayer • Conjuration, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet of you. The target must succeed on a Wisdom saving throw or take 6d10 thunder damage. Also on a failed save, you can teleport the target up to 20 feet and then teleport yourself to a space within 5 feet of the target. If you teleported yourself, until the end of your next turn, any enemy that ends its turn within 5 feet of you takes 2d10 thunder damage.

*A word of divine power thunders from your mouth, smiting your foe and transporting it to a place where you can face it alone.*

## SHADOW HEALING

Rank 4 Prayer • Necromancy, Utility (Long)

As a bonus action, you regain hit points equal to half of your hit point maximum and can make a saving throw against one effect that a save can end. You cannot spend hit dice until you finish a long rest.

*Your soul fires with darkness, and your body heals, but your natural faculties are dormant for a while afterward.*

## SHADOWDARK PRAYER

Rank 4 Prayer • Divination, Focus, Offensive (Long)

As an action, you target each creature other than yourself within a 15-foot sphere centered on you. Each target must make a Constitution saving throw. A target takes 7d6 cold damage on a failed save, or half as much damage on a successful one.

The sphere creates a zone of shadow that lasts for 1 minute. The zone is heavily obscured. When any creature starts its turn within the zone, that creature takes 2d10 cold damage, and you can move it up to 15 feet (no action required). You are immune to the zone's effects, and can see through it as normal. As a bonus action, you can move the zone up to 15 feet.

You must concentrate on this prayer as if concentrating on a spell.

*You call forth a chill darkness, which deepens until light is but a dim memory.*

## SHIELD OF JUSTICE

Rank 4 Prayer • Abjuration, Utility (Short)

As a reaction, when an enemy you can see within 50 feet of you targets your ally with an attack, you cause the triggering enemy to suffer a -5 penalty to the attack roll. Additionally, until the end of your next turn, any attacker gains a +5 bonus to attack rolls against the triggering enemy.

*You invoke the justice of the gods, shielding your ally while calling doom upon your foe.*

## SIGIL OF CERCERI

Rank 4 Prayer • Abjuration, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet of you. The target must make a Constitution saving throw. On a failed save, the target takes 6d10 force damage and for 1 minute, the target's speed is reduced to 0. On a successful save, the target takes half as much damage and its speed is reduced to 0 until the end of your next turn. While the target's speed is reduced by this prayer, its attacks against creatures more than 25 feet away from it automatically miss. The target can repeat the saving throw at the end of each of its turns, ending the speed reduction on a success.

*You mark your enemy with the baleful red sigil of Cerberi, the prison realm of the gods. Spectral chains surround your foe, holding it in place and shielding your allies from its attacks.*

## SILVERLIGHT BLOW

Rank 4 Prayer • Enchantment, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 radiant damage and until the end of your next turn, you and one ally you can see within 25 feet of you gain a +1d10 bonus to damage rolls.

*Your attack draws the attention of your deity, who heightens the fury of battle in you and an ally.*

## SOUL LIGHTNING

Rank 4 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 25 feet of you. The target must make a Wisdom saving throw. The target takes 6d10 lightning damage on a failed save, and half as much damage on a successful one. Additionally, the target is electrified for 1 minute.

While electrified, the target must repeat the saving throw at the end of each of its turns. On a failed save, the target and each enemy within 10 feet of it takes 2d10 lightning damage or 1d10 lightning damage if they succeeded on the initial saving throw. On a successful save, the prayer ends.

*Your prayer sends lightning crackling through your enemy's body and mind, and it arcs to nearby foes.*

## STAVE OFF WINTER

Rank 4 Prayer • Abjuration, Utility (Long)

As a reaction, when a creature you can see within 25 feet of you is reduced to 0 hit points, you can spend a hit die regaining no hit points. When you spend a hit die, the triggering creature regains 2d10 hit points. In addition, you can spend up to three additional hit dice regaining no hit points. For each hit die you spend, you and each ally within 25 feet of you gain an effect of your choice from below (you cannot choose the same effect twice):

- Gain resistance to cold damage for 1 hour.
- Gain resistance to necrotic damage for 1 hour.
- Ignore difficult terrain for 1 hour.

*Death's cold chill threatens your allies, but as autumn holds back winter, so shall you hold back the final fate.*

## STRENGTH IN UNITY

Rank 4 Prayer • Abjuration, Utility (Short)

As a reaction, when an enemy deals damages to you, the damage of the triggering effect is reduced against you by 1d10 for each ally within 10 feet of you.

*The ties that join you and your friends become visible for a moment and serve as wards that shield you from harm.*

## STORM OF PUNISHMENT

Rank 4 Prayer • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must make a Constitution saving throw. On a failed save, a target takes 3d6 lightning damage and 3d6 thunder damage, and the target is blinded and deafened for 1 minute. On a successful save, a target takes half as much damage, and is blinded and deafened until the end of your next turn. While blinded and deafened by this prayer, a target can repeat the saving throw at the end of each of its turns, ending both effects on itself on a success.

*Raising your focus, you invoke the gods and create a hole in the sky through which thunder and lightning cascade onto your foes.*

## STORMCLAW

Rank 4 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet of you. The target must succeed on a Strength saving throw or take 6d10 lightning damage and you can move the target up to 10 feet. Also on a failed save, any creature that starts its turn within 5 feet of the target takes 1d10 lightning damage.

*Dark clouds swirl around you and from them issues a clawlike lightning bolt that reaches out to wrench your enemy away.*

## SUMMON BLACK REAPER

Rank 4 Prayer • Conjuration, Focus, Summoning, Offensive (Long)

As a bonus action, you summon a Large black reaper in an unoccupied space within 50 feet of you.

The black reaper is friendly to you and your allies. Roll initiative for the reaper, which has its own turns. It obeys any mental commands that you issue to it (no action required). The reaper persists for 1 minute or until you dismiss it as a bonus action. If you don't issue any commands to it, it defends itself from hostile creatures and uses its reactions to make opportunity attacks.

The creature's statistics are listed at the end of this supplement.

*You call upon the power gods have over life and death, drawing forth an embodiment of grim fate. This figure of darkness harrows foes but stays the hand of death when it would touch your friends.*

## SUPERIOR HEALING HAND

Rank 4 Prayer • Evocation, Utility (Long)

As an action, you touch yourself or one creature within reach. The target regains 6d10 hit points.

*Intoning the name of your god, you heal your friend's injuries with a soothing touch.*

## TEMPLE OF BRILLIANCE

Rank 4 Prayer • Evocation, Focus, Offensive (Long)

As an action, you touch one creature within reach. The target must make a Constitution saving throw. The target takes 6d10 radiant damage on a failed save, or half as much damage on a success.

The prayer creates a zone of radiant energy in a 10-foot radius centered on the target. The zone sheds bright light in a 25-foot radius and dim light for an additional 25 feet. The zone lasts for 1 minute, or until you dismiss it as a bonus action. When the target moves, the zone moves with it, remaining centered on it. Any enemy other than the target that ends its turn within the zone is blinded until the end of its next turn.

You must concentrate on this prayer as if concentrating on a spell.

*Your touch scours your foe with light, which lingers as a dazzling edifice over it.*

## TEMPLE OF SECLUSION

Rank 4 Prayer • Conjunction, Stance (Long)

As a bonus action, you enter the Temple of Seclusion stance. Until the stance ends, when any creature ends its turn within 5 feet of you, you can teleport that creature up to 15 feet (no action required).

*The ties that join you and your friends become visible for a moment and serve as wards that shield you from harm.*

## TETHER OF LIGHT

Rank 4 Prayer • Conjunction, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Wisdom saving throw or you can teleport up to 25 feet and then teleport the target to a space within 5 feet of you.

For 1 minute, once per turn when you hit the target with any melee weapon attack, the target must succeed on a Wisdom saving throw or you can teleport up to 25 feet and then teleport the target to a space within 5 feet of you.

*As you swing your weapon, you forge a thin strand of light between you and your adversary, and then leap through the brilliant void to another spot. Compelled by the tether, your enemy follows.*

## THOUGHT CRUSHER

Rank 4 Prayer • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 psychic damage and the target must succeed on an Intelligence saving throw or be dazed until the end of your next turn.

While dazed by this prayer, the target suffers a -5 penalty to attack rolls and its next saving throw.

*Your attack strikes both body and mind, teaching your foe a lesson it will not soon forget.*

## THREE BEACONS OF TWILIGHT

Rank 4 Prayer • Divination, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 15-foot radius sphere centered on a point within 50 feet of you. Each target must make a Wisdom saving throw. On a failed save, a target takes 7d6 radiant damage, or half as much damage on a success.

The sphere creates a zone of glimmering light that lasts for 10 minutes. The zone sheds dim light in a 25-foot radius. As a bonus action, you can teleport a creature within the zone up to 25 feet.

*In the darkest days of the war against the primordials, the gods used three gleaming beacons to guide them across the Astral Sea. Today, those lights still burn, misleading your enemies while guiding your allies to safety.*

## THUNDEROUS BLOW

Rank 4 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 thunder damage, and the target must succeed on a Strength saving throw or be knocked prone.

Each of your allies who hits or misses the target before the end of your next turn, gains a +5 bonus to AC and saving throws until the end of their next turn.

*As your attack hits home, a peal of thunder tells you that your god is pleased with the target you chose.*

## THUNDEROUS REBUKE

Rank 4 Prayer • Evocation, Focus, Offensive (Short)

As a reaction, when an enemy hits you with an attack, you target each creature in a 25-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 7d6 thunder damage, be pushed up to 5 feet, and be deafened until the end of your next turn.

*You blast your enemies away in a wave of thunder and destruction.*

## TOWER OF FAITH

Rank 4 Prayer • Abjuration, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and for 1 minute, you and your allies within 25 feet of you gain a +2 bonus to saving throws. This bonus increases to +5 against charm or fear effects.

*As you swing your weapon, a surge of divine confidence buoys the spirits of allies nearby.*

## UNEXPECTED RETURN

Rank 4 Prayer • Evocation, Utility (Short)

As a reaction, when an ally you can see within 25 feet of you is reduced to 0 hit points, you allow the target to spend up to four hit dice to regain hit points.

*A swift chant gives your ally a second chance at life.*

## UNION OF THREE FATES

Rank 4 Prayer • Focus, Necromancy, Offensive (Short)

As an action, choose one creature you can see within 50 feet of you. The target must succeed on a Constitution saving throw or take 3d6 cold damage and 3d6 necrotic damage and choose up to three creatures within 25 feet of the target. One creature can spend up to four hit dice to regain hit points. Another creature takes 1d10 cold damage. And one creature takes 1d10 necrotic damage.

*Three inky tendrils emerge from your target, and those touched by the malignant appendages learn their fates, for good or ill.*

## TRUE NEMESIS

Rank 4 Prayer • Divination, Focus, Offensive (Long)

As an action, choose one creature you can see within 25 feet of you. The target must make a Wisdom saving throw. The target takes 6d10 force damage on a failed save, or half as much damage on a success.

For 1 minute, whenever the target is within 25 feet of you and attacks you or one of your allies, you can use your reaction to force the target to make a Wisdom saving throw. The target takes 2d10 damage on a failed save, or half as much damage on a success.

*You extend your focus toward a foe, dealing damage and singling them out as the continuing subject of your divine retribution.*

## VENGEFUL DEAD

Rank 4 Prayer • Necromancy, Utility (Long)

As a bonus action, choose one dead ally you can see within 50 feet of you. The target becomes an undead ally for 1 minute. The target regains hit points equal to half its current hit point maximum and gains the undead creature type. In addition, it gains the following effects:

- Its speed is reduced by 10 feet
- Immunity to disease, poison, and exhaustion
- Resistance to necrotic damage; and bludgeoning, piercing, and slashing damage from nonmagical weapons
- Vulnerability to radiant damage
- It deals +1d10 necrotic damage with melee attacks

It is otherwise unchanged and can act normally. When this prayer ends, the ally dies, but can be brought back to life as normal.

*When your ally falls, you intone a dread word to bind its spirit to the flesh, causing the companion to rise again and fight on your behalf.*

## VENGEFUL REVENANT

Rank 4 Prayer • Necromancy, Utility (Long)

As a reaction, when you fail a death saving throw, you instead succeed on the death saving throw and can spend up to four hit dice to regain hit points. You also gain a +5 bonus to AC and saving throws until the end of your next turn.

*Even the grip of death cannot keep you down. With hidden strength, you muster the energy to rise.*

## VILE PLAGUE

Rank 4 Prayer • Focus, Necromancy, Offensive (Long)

As an action, you target each creature in a 30-foot radius sphere centered on a point within 50 feet of you. Each target must make a Constitution saving throw. On a failed save, a target suffers the Vile Plague for 1 minute. On a successful save, a target takes 1d10 necrotic damage and 1d10 poison damage, and its speed is reduced by 10 feet until the end of its next turn.

A target suffering from the plague is dazed, its speed is reduced by 10 feet, and it takes 1d10 necrotic damage and 1d10 poison damage at the start of each of its turns. In addition, any creature that ends its turn within 5 feet of a creature suffering from the vile plague takes 1d10 necrotic damage. A creature suffering from the plague can make a Constitution saving throw at the end of each of its turns, ending the plague on itself on a success.

The Vile Plague counts as a magical disease.

*At your command, the ground releases ancient plagues once used to harvest new souls for the Lord of the Dead.*

## WAGES OF SIN

Rank 4 Prayer • Divination, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet of you. The target must succeed on a Wisdom saving throw or take 6d10 psychic damage plus an extra 1d10 psychic damage for each of the target's allies within 5 feet of it.

*Your prayer channels the anger, fear, and the wickedness of your enemy's comrades to harm it.*

## WALL OF BLADES

Rank 4 Prayer • Conjuration, Focus, Offensive (Long)

As an action, you conjure a wall of radiant blades that consists of eight contiguous 5-foot cubes within 100 feet. The wall can be up to 20 feet high, and it lasts for 1 minute. The wall provides cover to you and your allies. Any creature that enters the wall or starts its turn there takes 7d6 radiant damage.

While you are within 5 feet of the wall, you can use an action to remove a 5-foot cube of the wall and make a ranged spell attack against one creature within 50 feet of you. On a hit, the target takes 6d10 radiant damage.

You must concentrate on this prayer as if concentrating on a spell.

*You draw shards of astral steel into the world and arrange them into a deadly wall of spinning blades. You then command parts of the wall to fly at your enemies.*

## WALLS OF HESTAVAR

Rank 4 Prayer • Conjunction, Utility (Long)

As a bonus action, you conjure a wall of divine energy that consists of ten contiguous 5-foot cubes within 50 feet of you. The wall can be up to 10 feet high, and it lasts for 1 minute. The wall is a solid obstacle, and it blocks line of sight. It can be climbed with a Strength (Athletics) check (DC 15 + one-half your level).

You must concentrate on this prayer as if concentrating on a spell.

*You trace your focus through the air and conjure a simulacrum of the Bright City's walls.*

## WAYFINDER'S CHARGE

Rank 4 Prayer • Divination, Offensive, Weapon (Long)

As an action, choose one creature you can see within 25 feet who is marked by you. Make a charging attack using a melee weapon against the target. You can move through other creature's spaces during the charge if they are one size category larger than you or smaller. You move such creatures 5 feet out of the path of your charge. If you cannot force a creature to move, you must go around it. If you do not have enough movement to reach the target you cannot use this prayer. Creatures that take opportunity attacks against you for your charge movement take 1d10 damage of the same type as your melee weapon. On a hit, your charging attack deals an extra 4d10 damage.

*Nothing can stand between your divine wrath and your foe.*

## WEAPON OF PEACE FORETOLD

Rank 4 Prayer • Divination, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Wisdom saving throw or its next damage roll deals half as much damage as normal. Also on a failed save, the target provokes opportunity attacks whenever it makes a weapon attack. Both these effects last until the end of your next turn.

*The divine strength of your attack sends your foe reeling, overwhelming it with vertigo and shattering its defenses.*

## WEAVING BLADES

Rank 4 Prayer • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage.

Until the end of your next turn while you are wielding a melee weapon and aren't incapacitated, any enemy other than the target that enters a space within 5 feet of you or starts its turn there is affected by your weaving blades: You can deal 1d10 damage to it and push it up to 5 feet. The damage dealt by your weaving blades is the same type as the melee weapon you are wielding.

*You flourish your weapon in a dazzling display, striking your foe and any other that dares approach.*

## WHIRLING BLADES

Rank 4 Prayer • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage. If there are no creatures within 5 feet of the target other than you, your attack deals an extra 6d10 damage instead of 5d10.

*When you have your foe alone, it becomes an easy target for your vicious cuts and lunges.*

## WHIRLING STORM WORD

Rank 4 Prayer • Evocation, Offensive, Rune, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Constitution saving throw or grant advantage on attack rolls against itself and be affected by your chosen rune:

- **Destruction:** Until the end of your next turn, you and your allies gain a +1d10 bonus to damage rolls against the target if another enemy of the target is within 5 feet of it and that enemy isn't incapacitated.
- **Protection:** Until the end of your next turn, the target suffers a -5 penalty to attack rolls.

*The Word of Whirling Storms carries within it the power of an astral hurricane. You impart this energy to your foe, causing the rune's energy to push and pull it, ruining its defenses.*

## WHIRLWIND JUDGMENT

Rank 4 Prayer • Evocation, Offensive, Weapon (Short)

As an action, make a melee attack with a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and the target is subject to your divine sanction until the end of your next turn.

*You sweep your weapon in a full circle, attacking all adjacent enemies in a dazzling display of martial prowess.*

## WINDS OF CELESTIA

Rank 4 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Constitution saving throw or take 7d6 magical bludgeoning damage and you can choose to either move the target up to 30 feet, or move it up to 5 feet and knock it prone.

*You call the winds that buffet the upper reaches of Celestia to scatter your foes.*

## WINDS OF THE ASTRAL SEA

Rank 4 Prayer • Conjunction, Utility (Long)

As a bonus action, you teleport up to 20 feet.

*Silvery mist shimmers around you, and you disappear, then reappear a short distance away.*

## WORD OF ASTRAL DEFIANCE

Rank 4 Prayer • Evocation, Offensive, Rune, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 radiant damage, you can move the target up to 5 feet, and the target must succeed on a Wisdom saving throw or you can apply the effects of your chosen rune:

- **Destruction:** Until the end of your next turn, the target suffers a 1d10 susceptibility to all damage while within 5 feet of you.
- **Protection:** Until the end of your next turn, allies gain a +5 bonus to AC and saving throws while within 5 feet of you.

Until the end of your next turn, you shed bright light in a 20-foot radius and dim light for an additional 20 feet.

*Runes of power radiate defiant light around you and either weaken your foe or defend your allies.*

## WORD OF BLINDNESS

Rank 4 Prayer • Focus, Offensive, Transmutation (Short)

As an action, you target each creature within 15 feet of you who can hear you. Each target must succeed on a Wisdom saving throw or take 7d6 radiant damage and until the end of your next turn, the target is blinded.

You are dazed until the end of your next turn.

*At your command, creatures around you lose their sight. The power of this prayer leave you dazed for a short time.*

## WORD OF LINGERING THUNDER

Rank 4 Prayer • Evocation, Offensive, Rune, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 thunder damage, and the target must succeed on a Constitution saving throw or you can apply the effects of your chosen rune:

- **Destruction:** Choose one or two allies you can see within 25 feet of you. If the target enters a space within 5 feet of either of those allies during its next turn, it takes 1d10 thunder damage and is knocked prone.
- **Protection:** Choose one ally you can see within 25 feet of you. If the target moves away from that ally during its next turn, it takes 1d10 thunder damage and is knocked prone.

*Your weapon burns the Word of Lingering Thunder on your foe. If that foe draws too close to your allies or moves away from a specific combatant, the rune's energy roars forth to punish it.*

## WORD OF REFUGE

Rank 4 Prayer • Conjunction, Utility (Long)

As a reaction, when an enemy targets you, you negate the triggering enemy's attack, spell, or ability against you and you can teleport up to 50 feet. Additionally, you are dazed until the end of your next turn. If you were the only target of the triggering effect, the attacker can take a different action.

*With a word, you escape an attack, but at a price.*

## WORDS OF ANCESTRAL BRAVERY

Rank 4 Prayer • Abjuration, Offensive, Rune, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 radiant damage, and the target must succeed on a Strength saving throw or be knocked prone.

For 1 minute, each ally who ends their turn within 5 feet of you gains 2d10 temporary hit points, and gains a +5 bonus to saving throws until the start of their next turn.

*Your weapon burns the Word of Lingering Thunder on your foe. If that foe draws too close to your allies or moves away from a specific combatant, the rune's energy roars forth to punish it.*

## WORDS OF FIERY FIDELITY

Rank 4 Prayer • Evocation, Offensive, Rune, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 fire damage, and you and each ally within 5 feet of the target regain 2d10 hit points. Also on a hit, the target is affected by your words of fiery fidelity for 1 minute. While affected by this prayer, the target takes 1d10 fire damage at the start of each of its turns, and each time the target takes this fire damage, your allies within 5 feet of it regain hit points equal to the fire damage the target took. Additionally, the target must succeed on a Constitution saving throw or you can apply the effects of your chosen rune:

- **Destruction:** The damage the target takes at the start of each of its turns increases to 2d10 fire damage instead of 1d10.
- **Protection:** When the target takes fire damage at the start of each of its turns, your allies within 10 feet of the target regain hit points instead of those within 5 feet.

Until this prayer ends, the target can make a Wisdom saving throw at the end of each of its turns, ending the prayer on a success.

*Your weapon burns the Word of Lingering Thunder on your foe. If that foe draws too close to your allies or moves away from a specific combatant, the rune's energy roars forth to punish it.*

## WRATH OF THE FAITHFUL

Rank 4 Prayer • Enchantment, Offensive, Weapon (Long)

As a reaction, when you miss a creature with a melee attack using a weapon, you can reroll the attack with a +1 bonus for each of your allies within 5 feet of the target. On a hit, your attack deals an extra 5d10 damage.

*You draw resolve from your allies to strike down the enemy they face.*

## ZEALOUS JUDGMENT

Rank 4 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target is subject to your divine sanction until the end of your next turn.

If the target has hit you with an attack since your last turn, your attack deals an extra 5d10 damage instead of 4d10.

*Being wounded in battle only makes you strike the harder.*

## **ZEALOUS ONSLAUGHT**

*Rank 4 Prayer • Conjunction, Offensive, Weapon (Long)*

When you take the attack action on your turn, you can safely move up to 25 feet before one of your attacks, and the next time you hit a creature with a melee attack using a weapon before the end of your turn, your attack deals an extra 4d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 20 feet and for 1 minute, all attack rolls against the target have advantage. The target can make a Wisdom saving throw at the end of each of its turns. On a successful save, the prayer ends, and you can teleport to a space within 5 feet of the target and make one melee weapon attack against it (no action required).

*Trusting in your deity to guide your steps, you dash forward to smite your foe, sending it staggering away.*



## RANK 5 PRAYERS

### ASPECT OF AWE

*Rank 5 Prayer • Charm, Enchantment, Focus, Offensive (Long)*

As an action, choose one creature you can see within 25 feet of you. The target must make a Wisdom saving throw. On a failed save, the target takes 8d10 psychic damage, and you can pull the target up to 15 feet and for 1 minute, at the start of each of your turns, you can pull the target an additional 15 feet. On a successful save, the target takes half as much damage, and you can pull the target up to 10 feet and at the start of your next turn, you can pull the target up to 15 feet. While under the effects of this prayer, the target can repeat the saving throw at the end of each of its turns, ending the prayer on a success.

*Cloaking yourself in a divine glamor, you assault your foe's mind and compel the creature to approach you.*

### ASTRAL DUST

*Rank 5 Prayer • Evocation, Focus, Offensive (Short)*

As an action, choose any number of creatures you can see within 15-feet of you. Each target must succeed on a Dexterity saving throw or take 4d6 fire damage and 4d6 radiant damage. Also on a failed save, if the target doesn't move further away from you before the end of its next turn, it takes 1d6 fire damage and 1d6 radiant damage, and suffers a -6 penalty to all defenses until the end of your next turn.

*Motes of silvery dust rain from above, burning whatever enemy they land on.*

### ASTRAL TEMPEST

*Rank 5 Prayer • Evocation, Focus, Offensive (Short)*

As an action, you target each creature in a 15-foot radius sphere centered on a point within 50 feet of you. Each target must make a Constitution saving throw. On a failed save, a target takes 8d6 force damage, and you can move the target up to 25 feet and knock it prone. On a successful save, the target takes half as much damage, and you can move the target up to 15 feet and knock it prone.

*You breach the wall between this world and an astral dominion, causing a storm of divine energy to rip through your foes, scattering them, before it dissipates.*

### BASTION OF FANATICISM

*Rank 5 Prayer • Abjuration, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a simple weapon, your attack deals an extra 5d10 damage and until the end of your next turn, you and one ally you can see within 15 feet of you take only half as much damage as normal from any damage source.

*As you attack divine magic streams from you to your allies, giving them resistance to harmful attacks.*

### BEACON OF DOOM

*Rank 5 Prayer • Abjuration, Offensive, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Wisdom saving throw or suffer a -3 penalty to AC and saving throws for 1 minute.

While suffering a penalty from this prayer, at the end of each of the target's turns, it must make a Constitution saving throw against the effect. On a failed save, one ally of your choice within 50 feet of the target can weapon attack against it (no action required). On a successful save, each of your allies within 25 feet of the target can make a weapon attack against it (no action required).

*With a resounding strike, you denounce your enemy. It crumples under a flurry of attacks from your friends.*

### BLADE OF THE ASTRAL HOSTS

*Rank 5 Prayer • Conjuration, Offensive, Weapon (Long)*

As an action, teleport up to 25 feet, then make a melee attack with a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage.

Then teleport up to an additional 25 feet and make a melee attack against one creature within reach. On a hit, your attack deals an extra 3d10 damage plus an extra 1d10 damage for each creature hit by the first set of attacks.

*You stride into the midst of your enemies, laying about with your weapon. For each for you strike, a celestial blade forms along your own, lending might to your final attack.*

### BLINDING LIGHT

*Rank 5 Prayer • Evocation, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a simple weapon, your attack deals an extra 5d10 radiant damage and the target must succeed on a Constitution saving throw or be blinded until the end of your next turn.

*You utter a brief prayer, and a brilliant nimbus of golden light surrounds your weapon, blinding your enemy on impact.*

### BLOOD DEBT

*Rank 5 Prayer • Divination, Focus, Offensive (Short)*

As an action, choose one creature you can see within 50 feet of you. The target must succeed on a Wisdom saving throw or take 8d10 radiant damage and until the end of your next turn, each creature that the target attacks gains a +6 bonus to its next attack roll against the target.

*Each wound your foe deals adds to its mounting debt of blood and invites your allies' retribution.*

### BONDED BY BLOOD

*Rank 5 Prayer • Conjuration, Offensive, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Constitution saving throw or be bonded to you for 1 minute. While bonded, whenever the target moves, you can teleport to a space within 5 feet of it after its movement is complete (no action required). This effect ends early if you end your turn and you aren't within 5 feet of the target.

*Your attack forges a bond between you and your enemy.*

## BREATH OF THE RAVEN QUEEN

Rank 5 Prayer • Focus, Necromancy, Offensive (Long)

As an action, you target each creature in a 25-foot cone originating from you. Each target must make a Constitution saving throw. On a failed save, a target takes 8d6 cold damage, and is immobilized for 1 minute. On a successful saving throw, the target takes half as much damage.

While immobilized, the target's speed is reduced to 0, and it must repeat the saving throw at the end of each of its turns. On the first failed save, the target is also restrained while immobilized. On the second failed save, the target also takes 2d12 necrotic damage at the start of each of its turns while immobilized. On a successful save, the target is no longer immobilized.

*You release the Raven Queen's breath to assail your enemies, binding them in black ice to leach strength from their bodies and their souls.*

## BRILLIANT IDEA

Rank 5 Prayer • Evocation, Offensive (Short)

As an action, choose any number of creatures you can see within 5 feet of you. Each target is blinded until the end of your next turn, and each of your allies within 25 feet of you who can see you can make a saving throw against one effect that a save can end.

*As you visualize your victory, a divine radiance bursts forth from you to sear the eyes of your nearby foes and uplift your friends.*

## CHAINS OF LETHERNA

Rank 5 Prayer • Conjuration, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet of you. The target must succeed on a Dexterity saving throw or take 8d10 cold damage and until the end of your next turn, the target's speed becomes 0. While the target's speed is reduced by this prayer, any enemy that ends its turn within 5 feet of the target takes 1d12 cold damage.

*You invoke your god's power to bind your enemy in icy chains until you can visit the divine vengeance its presence demands.*

## CHAINFIRE

Rank 5 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet of you. The target must succeed on a Dexterity saving throw or take 10d10 fire damage. Also on a failed save, choose any number of other creatures you can see within 10 feet target. Each secondary target must succeed on a Dexterity saving throw or take 10d6 fire damage.

*You ignite a foe in a column of holy flames, from which fire streams to nearby enemies.*

## CORONA OF BLINDING RADIANCE

Rank 5 Prayer • Evocation, Offensive, Weapon (Long)

As an action, make a melee attack with a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 radiant damage, and the target must make a Dexterity saving throw. On a failed save, the target is blinded for 1 minute. On a successful save, the target is blinded until the end of your next turn. While blinded by this prayer, the target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

*You swing your weapon and brilliant light explodes around you, blinding your enemies.*

## CRUSADER'S BOON

Rank 5 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and each creature of your choice you can see within 5 feet of you gains a +3 bonus to attack rolls for 1 minute.

*You strike your foe with such conviction that nearby allies can't help but feel inspired.*

## CURSE OF HAEMNATHUUN

Rank 5 Prayer • Focus, Offensive, Transmutation (Short)

As an action, choose any number of creatures you can see in a 25-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 8d6 force damage and until the end of your next turn, the target is dazed and its speed is reduced to 0.

*You invoke a faint echo of the curse that transformed the fearsome primordial Haemnathuun into a statue, partially encasing your foes in stone for a moment.*

## DAUNTING BLASPHEMY

Rank 5 Prayer • Focus, Necromancy, Offensive (Short)

As an action, choose any number of creatures you can see within 15 feet of you. Each target must succeed on a Constitution saving throw or take 10d6 necrotic damage and the first time the target moves before the end of your next turn, it takes 1d12 necrotic damage.

You take 1d12 necrotic damage that cannot be reduced in any way.

*The vile words you speak darken your soul as they eat away at your enemies, who dare not move.*

## DEATH'S CALL

Rank 5 Prayer • Focus, Necromancy, Offensive (Short)

As a reaction, when a creature you can see within 25 feet of you is reduced to 0 hit points, choose any number of creatures you can see in a 25-foot radius sphere centered on you. Each target must succeed on a Constitution saving throw or take 8d6 psychic damage.

Additionally, you and each ally within the sphere gain a +6 bonus to attack rolls until the end of your next turn, and gain 2d12 temporary hit points.

*You summon up a burst of divine power, granting resilience to your allies as you drive your foes closer to their doom.*

## DEATHGUIDE'S SANCTION

Rank 5 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 radiant damage, and the target must succeed on a Wisdom saving throw or be subject to your divine sanction for 1 minute. Until this divine sanction ends, on each of your allies' turns, the first time that ally hits the target, they regain 2d12 hit points. Until this prayer ends, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*You strike and sanction your foe, and your allies can siphon its life force with each successful attack.*

## DEMAND OBEDIENCE

Rank 5 Prayer • Enchantment, Fear, Offensive, Weapon (Short)

As an action, make a melee attack with a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage and the target must succeed on a Strength saving throw or be knocked prone. Also on a failed save, until the end of your next turn, the target provokes opportunity attacks whenever it stands up.

Each ally within 25 feet of you who can see you can safely move up to 15 feet (no action required).

*You brandish your weapon and utter a word of command, forcing enemies to cower and spurring allies to move.*

## DIVINE PHALANX

Rank 5 Prayer • Conjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 radiant damage.

You teleport each ally you can see within 50 feet of you to an unoccupied space within 5 feet of you. Each creature you teleport gains a +6 bonus to AC and attack rolls until the end of your next turn.

*As you attack, divine trumpets sound, and your allies rally to your side. Together, you are all stronger.*

## ENERVATING JUDGMENT

Rank 5 Prayer • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Wisdom saving throw or deal only half as much damage as normal with weapon attacks until the end of your next turn.

*With a mighty blow, you leave your foe horribly weakened.*

## ENTHRALL

Rank 5 Prayer • Charm, Enchantment, Focus, Offensive (Short)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Charisma saving throw or take 8d6 psychic damage and until the end of your next turn, the target's speed is reduced to 0 and it cannot target you with attacks, spells, or abilities.

*You recite a verse from an ancient holy text. The power of those words wounds your enemies and hampers their attacks against you.*

## FIREFALL

Rank 5 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 20-foot radius sphere centered on a point within 50 feet of you. Each target must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed saving throw, or half as much damage on a successful one.

The sphere creates a zone that lasts for 1 minute. Any enemy that ends its turn in the zone takes 2d12 fire damage. You can dismiss the zone as a bonus action.

You must concentrate on this prayer as if concentrating on a spell.

*A roiling cloud of fire scours your foes, lingering on the battlefield until you allow it to burn itself out.*

## FLAME UNQUENCHABLE

Rank 5 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 fire damage, and the target must succeed on a Dexterity saving throw or be set ablaze for 1 minute. While ablaze, the target sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and takes 2d12 fire damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. Each time the target fails a saving throw against this prayer, it suffers a -1 penalty on subsequent saving throws against this prayer to a maximum of -6. These magical flames cannot be extinguished by nonmagical means.

*Your prayer sets your weapon ablaze with blue fire. A single thrust transfers the flames to your foe.*

## FORCED SUBMISSION

Rank 5 Prayer • Charm, Enchantment, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet of you. The target must make a Charisma saving throw. On a failed save, the target takes 8d10 psychic damage, and it is dominated for 1 minute. Until this domination ends, attacks against you have advantage. On a successful save, the target is unaffected and this prayer is not expended. While dominated by this prayer, the target can repeat the saving throw with a -3 penalty at the end of each of its turns, ending the prayer on a success.

*Your enemy bends to the divine will expressed through you. You cease focusing on your own defense while you harness it.*

## FORTIFYING JUDGMENT

Rank 5 Prayer • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and until the end of your next turn, you gain a +6 bonus to AC.

*A symphony of otherworldly music resonates throughout your body, fortifying it to withstand the tests to come.*

## FROZEN SHACKLES

Rank 5 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet of you. The target must succeed on a Constitution saving throw or take 8d10 cold damage, and the target's speed is reduced to 0 until it takes damage from another attack. If the target was marked by you when you hit, attack rolls against it have advantage until the end of your next turn.

*Heat flees from your enemy, causing the target to freeze in place.*

## GAZE OF THE SUN

Rank 5 Prayer • Evocation, Offensive, Weapon (Long)

As an action, while you are wielding a melee weapon, choose any number of creatures you can see within a 25-foot cone originating from you. Each target must make a Dexterity saving throw. On a failed save, a target is engulfed in greater divine light for 1 minute. On a successful save, a target is engulfed in lesser divine light for 1 minute. A target engulfed in either form of divine light cannot benefit from being obscured, invisible, or become hidden.

While engulfed in greater divine light, the target takes 4d12 radiant damage at the start of each of its turns. While engulfed in lesser divine light, the target takes 2d12 radiant damage at the start of each of its turns.

An engulfed target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

*You create a pulse of divine light from your weapon. No foe can hide within its brilliance.*

## GLEAMING STRIKE

Rank 5 Prayer • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 radiant damage and until the end of your next turn, you and each ally within 5 feet of you gain resistance to all damage.

*You recite a verse from an ancient holy text. The power of those words wounds your enemies and hampers their attacks against you.*

## GLYPH OF RADIANCE

Rank 5 Prayer • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Wisdom saving throw or take 8d6 radiant damage and until the end of your next turn, the target is blinded.

*You invoke a glyph of radiance, a tool used by the gods both to illuminate the darkest realms and to blind their enemies with the glyph's unyielding light.*

## GLYPH OF THREE BLADES

Rank 5 Prayer • Conjuration, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Dexterity saving throw or take 10d6 magical slashing damage and if the target moves more than 5 feet before the end of your next turn, it takes 2d12 magical slashing damage.

*In ages past, the gods forged three sacred blades that could surround and trap the mightiest primordials. You invoke these weapons to trap your foes in a ring of spectral blades.*

## GREATER AUGMENT OF WAR

Rank 5 Prayer • Transmutation, Utility (Long)

As a bonus action, you touch one ally's weapon. For 1 minute, all damage rolls made with the weapon deal an extra 2d12 damage, and when the weapon hits a creature with an attack roll, that creature's speed is reduced by 10 feet and it grants advantage on attack rolls against itself until the start of the wielder's next turn.

*The power of your deity flows through an ally's weapon and creates lethargy within any foe the weapon strikes.*

## HALO OF PEACE

Rank 5 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 radiant damage and the target must succeed on a Wisdom saving throw or until the end of your next turn, the target suffers a -6 penalty to attack rolls and cannot make opportunity attacks.

*You slam your weapon into your foe and enfold it in brilliant energy that hampers its attacks.*

## HAND OF THE GODS

Rank 5 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures you can see within 5 feet of you. Each target must succeed on a Constitution saving throw or take 8d6 radiant damage and until the end of your next turn, the target is subject to your divine sanction.

Until the end of your next turn, your allies within 5 feet of you gain a +6 bonus to attack rolls.

*You hold your holy symbol high above your head, and a brilliant flash of divine light explodes from it. The radiance sears your foes and inspires your closest allies.*

## HARMONY OF BLADES

Rank 5 Prayer • Divination, Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon, your attack deals an extra 6d10 force damage, and the next time you or an ally misses the target with an attack before the start of your next turn, the target takes 1d12 force damage.

*Your weapon starts the song, and as your allies make their attacks, your magic guarantees that the foe will be struck.*

## HOLY WRATH

Rank 5 Prayer • Evocation, Offensive, Weapon (Long)

As an action, choose any number of creatures you can see within 15 feet of you. Each target must succeed on a Dexterity saving throw or take 8d6 radiant damage.

For 1 minute, you regain 2d12 hit points whenever you are bloodied at the start your turn and you have at least 1 hit points, and a +3 bonus to attack rolls.

*You bring down the wrath of your god upon your foes in a burst of furious light that shines from your weapon. It scours your enemies even as it fortifies you.*

## HONORABLE CHALLENGE

Rank 5 Prayer • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 radiant damage and until the end of your next turn, if the target willingly attacks any of your allies, it becomes blinded until the end of its next turn.

Additionally, any ally of yours within 5 feet of the target can use their reaction to safely move up to 30 feet, as long as they don't end the movement within 5 feet of the target.

*Your weapon glows as you challenge your enemy to strike at you alone or face the consequences.*

## ICY CLUTCHES

Rank 5 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 cold damage, and the target is subject to your divine sanction until the end of your next turn, and it's knocked prone. Additionally, the first time the target stands up before the end of your next turn, it suffers your divine sanction damage.

*You drive your foe to the ground, commanding it to stay down or suffer the consequences.*

## INDOMITABLE SPIRIT

Rank 5 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and you and each ally you can see within 25 feet of you regain d6 hit points.

*The divine power of your might attack fortifies your allies.*

## JUDGMENT OF THE FLAME CAGE

Rank 5 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 fire damage.

You create a zone in a 10-foot radius sphere centered on you that lasts until the end of your next turn. Any enemy that willingly leaves the zone or that attacks a creatures outside the zone takes 3d12 fire damage.

*As you attack, your weapon erupts with holy fire, which swirls around you and prevents your enemies from escaping.*

## JUDGMENT OF WINTER'S GRASP

Rank 5 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 cold damage, and the target must make a Strength saving throw. On a failed save, the target is restrained by ice for 1 minute, or until the end of your next turn on a success. While restrained by this prayer, the target takes 2d12 cold damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*You strike your foe, and frost spreads across its body from the point of impact, encasing your enemy in a layer of imprisoning ice.*

## JUDGE THE SOUL

Rank 5 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Constitution saving throw or become stunned for 1 minute. While stunned by this prayer, the target can repeat the saving throw at the end of each of its turns. On a success, the target is no longer stunned, but instead becomes dazed until the end of its next turn.

*Your wrathful strike drives deep, incapacitating your foe.*

## KNIGHT OF GLORY

Rank 5 Prayer • Conjuration, Focus, Offensive (Long)

As an action, you conjure an allied Medium ghostly knight in an unoccupied space you can see within 50 feet of you. As part of the same action, you can order the knight to make a melee spell attack against one creature within 5 feet of it. The knight uses your melee spell attack modifier. On a hit, the target takes 5d10 force damage. The knight occupies its space and lasts for 1 minute.

While the knight persists, you can use a bonus action on each of your turns to move the knight up to 30 feet, and you can use an action on your turn to order the knight to repeat the attack.

You must concentrate on this prayer as if concentrating on a spell.

*You conjure a ghostly warrior clad in the ceremonial armor of your faith. With sword in hand, it attacks your enemies.*

## LEPROUS WOUND

Rank 5 Prayer • Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 necrotic damage, and the target must make a Constitution saving throw. On a failed save, the target becomes wounded for 1 minute, or until the start of your next turn on a success. While wounded, whenever the target takes damage from an attack, it takes an extra 2d12 necrotic damage and its speed is reduced by 10 feet until the end of your next turn. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*Your dire strike causes your enemy to fall to pieces.*

## LETHAL INTERCESSION

Rank 5 Prayer • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Wisdom saving throw or suffer a -6 penalty to attack rolls until the end of your next turn.

When you use this prayer as part of an opportunity attack, the target automatically fails the saving throw.

*Spiritual echoes of your weapon surround your foe, confounding its attacks.*

## LIFE-STEALING LIGHT

Rank 5 Prayer • Necromancy, Focus, Offensive (Short)

As an action, choose any number of creatures you can see within 15 feet of you. Each target must succeed on a Wisdom saving throw or take 8d6 necrotic damage and if the target is killed by you or one of your allies before the end of your next turn, the creature that killed the target regains 1d12 hit points.

*A burst of light from your soul draws energy from your enemies as you exhort your allies to take their lives. Each death of your foes brings greater glory.*

## MALEDICTION CURSE

Rank 5 Prayer • Enchantment, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet of you. Until the end of your next turn, the target is dazed and deals only half as much damage as normal with weapon attacks using Strength.

*Your enemy is crippled by the terrible curse you pronounce against it.*

## MALEDICTION OF GARTAK

Rank 5 Prayer • Enchantment, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet of you. The target must succeed on a Wisdom saving throw or take 10d10 force damage.

Whenever the target hits with an attack, the target takes 2d12 force damage. This effect ends at the end of the target's turn if it has not attacked since the end of its last turn.

*The exarch Gartak betrayed the gods. He was cursed so that the next killing blow he landed on a foe caused him to die with the same wound.*

## MARK OF BATTLE'S END

Rank 5 Prayer • Evocation, Offensive, Rune, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and each enemy you can see within 15 feet of the target must succeed on a Strength saving throw or be pushed up to 15 feet away from it.

You apply the effects of your chosen rune:

- **Destruction:** You can move each ally you can see within 15 feet of the target up to 15 feet to a space within 5 feet of the target.
- **Protection:** You can push each ally you can see within 15 feet of the target up to 15 feet away from the target.

*As your weapon slams into your foe, the Mark of Battle's End blazes on the foe. Other enemies stagger away, pushed back by the mark's power.*

## MARK OF FORBEARANCE

Rank 5 Prayer • Abjuration, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet of you. The target must make a Wisdom saving throw. On a failed save, the target takes 8d10 radiant damage, or half as much damage on a success.

For 1 minute, the target suffers a -3 penalty to attack rolls against your bloodied allies. At the end of each of the target's turns, it can repeat the saving throw, ending the prayer on a success, but only if it did not make an attack roll or deal damage to a creature during its turn.

*You superimpose a divine glyph on your foe. The ancient mark sears your foe with radiant damage and interferes with its attacks.*

## MARK OF ILL LUCK

Rank 5 Prayer • Divination, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Constitution saving throw or be affected by the Mark of Ill Luck for 1 minute. While affected by this prayer, whenever a ranged attack against a creature within 25 feet of the target misses or when a melee attack against a creature within 5 feet of the target misses, the target takes 1d12 damage of the same type as the triggering attack.

*You place the mark of ill luck on your foe. The mark ensures that failed attacks ricochet onto that foe.*

## MARK OF TERROR

Rank 5 Prayer • Enchantment, Fear, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Wisdom saving throw or be stunned until the start of your next turn.

*As you strike, your god's presence fills the enemy with dread.*

## MIRACULOUS INTERVENTION

Rank 5 Prayer • Evocation, Focus, Offensive (Long)

As a reaction, when an ally you can see within 25 feet of you is reduced to 0 hit points, you allow the triggering ally to regain 8d10 hit points.

As part of the same reaction, choose any number of creatures you can see within 10 feet of the triggering ally. Each target must succeed on a Wisdom saving throw or be stunned for 1 minute. While stunned, a target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*Your ally is overcome, but you buy time to restore that companion's health.*

## MOMENT OF PEACE

Rank 5 Prayer • Enchantment, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 25-foot cone originating from you. Each target must make a Wisdom saving throw. On a failed save, the target's attacks, spells, and abilities deal no damage for 1 minute. On a successful save, the target's attacks, spells, and abilities deal no damage until the end of your next turn. While under this effects of this prayer, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*A wave of tranquility washes over your foes, rendering them harmless for a critical moment.*

## NAME OF POTENCY

Rank 5 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures you can see within 10 feet of you who can hear you. Each target must make a Constitution saving throw. On a failed save, a target takes 8d6 thunder damage, and its speed is reduced to 0 for 1 minute. On a successful save, the target takes half as much damage, and its speed is reduced by 10 feet for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*In a resounding voice, you speak an ancient angelic name that stops your enemies in their tracks.*

## NECROTIC TRANSFERENCE

Rank 5 Prayer • Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 necrotic damage, and one creature you can see within 50 feet of you regains up to five hit dice.

*You swathe your weapon in necromantic energy, draining the life from an enemy and transferring it to your ally.*

## OBSDIAN SHIELD

Rank 5 Prayer • Conjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Strength saving throw or you can move the target up to 15 feet.

You create a zone in a 15-foot radius sphere centered on the target that lasts until the end of your next turn. While in the zone, you and your allies gain resistance to all damage, and gain a +1d12 bonus to damage rolls against creatures in the zone.

*A shield of gleaming black rock slams into your enemies with brutal force, then shatters into tiny shards that protect your allies and seek out enemy weak points.*

## OVERWHELMING FERVOR

Rank 5 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Wisdom saving throw or be subject to your divine sanction until the end of your next turn. Also on a failed save, for 1 minute, whenever you attack the target, it is subject to your divine sanction until the end of your next turn.

*You name your enemy a foe of the faith and press the attack relentlessly.*

## PLUNDERING JUDGMENT

Rank 5 Prayer • Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d12 necrotic damage, and the target is blighted for 1 minute. While blighted, the target must make a Constitution saving throw at the end of each of its turns with a -3 penalty. On a failed save, the target takes 2d12 necrotic damage and you regain hit points equal to the necrotic damage dealt. On a successful save, the blight effect ends.

*Your strike leaves a vile blight behind. As your enemy's energy ebbs, yours grows.*

## READY THE FINAL BLOW

Rank 5 Prayer • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Constitution saving throw or until the end of your next turn, the target's speed is reduced to 0 and you gain a +6 bonus to your next attack roll against the target.

*You send your foes tumbling through the Astral Sea, teleporting them a short distance and leaving them disoriented.*

## REALM OF BATTLE

Rank 5 Prayer • Conjuraton, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 radiant damage.

You create a zone of ethereal angelic soldiers that fill a 15-foot radius sphere centered on you. The zone lasts for 1 minute. While within the zone, you and your allies gain a +3 bonus to AC and attack rolls. While within the zone, enemies takes 1d12 radiant damage at the start of their turns and cannot Disengage.

*You sweep your weapon through the air and call out for divine aid. A flock of ethereal angels soars through the sky to surround you, driving back the enemy.*

## REASSURING STRIKE

Rank 5 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and you can spend up to five hit dice to regain hit points plus an extra 1d12.

*You land a solid blow and are rewarded with renewed vitality.*

## RIGHTEOUS INFERNO

Rank 5 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 15-foot radius sphere centered on a point within 50 feet of you. Each target must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed saving throw, or half as much damage on a success. Also on a failed save, attack rolls against the target have advantage until the end of your next turn.

The sphere creates a zone of fire that lasts for 1 minute. Enemies that enter the zone or start their turn there take 1d12 fire damage and attack rolls against them have advantage until the start of their next turn.

*A raging inferno of holy fire engulfs your enemies and continues to burn those who are drawn to it like moths.*

## RIGHTEOUS RESOLVE

Rank 5 Prayer • Abjuration, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and for 1 minute, whenever the target deals damage to you or one of your allies, you gain 2d12 temporary hit points.

*Each blow struck by your foe only heightens your resistance.*

## RUINOUS JUDGMENT

Rank 5 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d12 damage, and the target must succeed on a Strength saving throw or be knocked prone. Also on a failed save, for 1 minute, the target cannot stand up while you are within 5 feet of it. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*Your blow proves more costly than the enemy realized, and it collapses to the ground.*

## RUNE OF RUST

Rank 5 Prayer • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Dexterity saving throw or be affected by the Rune of Rust for 1 minute. While affected by the rune, the target suffers a -3 penalty to AC. The target must make a Constitution saving throw at the end of each of its turns. On a failed save, the penalty increases by 2. On a successful save, the penalty persists until the end of the target's next turn, then the prayer ends.

*As you strike your foe, dull red energy spreads across it in the pattern of the Rune of Rust, a mark of the decay of all things.*

## RUNE OF THE ASTRAL PHALANX

Rank 5 Prayer • Enchantment, Offensive, Rune, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Wisdom saving throw or each ally within 5 feet of the target can make a melee weapon attack against it (no action required) and you can apply the effects of your chosen rune:

- **Destruction:** Each ally gains a +1d10 bonus to the melee weapon attack's damage roll.
- **Protection:** Each ally can safely move up to 30 feet (no action required), instead of making the melee weapon attack.

*You invoke a rune that marked the battle standards of the divine armies in the earliest days of creation and that bound angel, god, and mortal together in a unified fighting force.*

## RUNE OF THE THRESHOLD

Rank 5 Prayer • Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Wisdom saving throw or be affected by the Rune of the Threshold for 1 minute. While affected by the rune, whenever the target succeeds on a saving throw against an effect that a save can end, the effect instead persists until the end of the target's next turn, then it ends.

*The fifth of the seven runes that represents the gates of death embodies the threshold a soul must pass on its way to its final reward. Only the most strong-willed of creatures can resist that gate's lure.*

## RUNE OF WARDING LIGHT

Rank 5 Prayer • Evocation, Offensive, Weapon (Long)

As an action, you create a zone of warding light that fills a 10-foot radius sphere centered on you for 10 minutes. You and your allies have half cover while within the zone. Until the zone ends, when an enemy enters the zone or starts its turn there, you can use your reaction to force the triggering enemy to succeed on a Wisdom saving throw or take 8d6 radiant damage and be pushed up to 15 feet.

*As you invoke the Rune of Warding Light, which produces a fortified area that your enemies have little change of breaching.*



## SANCTIFIED LIGHT

*Rank 5 Prayer • Evocation, Focus, Offensive (Short)*

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Dexterity saving throw or take 5d6 radiant damage. If a target is marked by you, it takes 10d6 radiant damage on a failed save instead of 5d6.

*A flash from your holy symbol sears your foes, particularly those bearing your mark.*

## SENTINEL STRIKE

*Rank 5 Prayer • Abjuration, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and choose one ally you can see within 25 feet of you. Until the end of your next turn, the damage of the target's attacks against that ally becomes 0.

*You imbue your weapon with divine power and then strike. Your foe is overcome by the power of your god, foiling its attacks against a chosen ally.*

## SEVER THE SOURCE

*Rank 5 Prayer • Offensive, Transmutation (Short)*

As an action, choose one creature you can see within 25 feet of you. Until the end of your next turn, the target suffers a 3d12 susceptibility to all damage and cannot regain hit points.

*A gleaming rune of anathema appears on your enemy, cutting it off from divine blessings.*

## SHACKLES OF THE GRAVE

*Rank 5 Prayer • Focus, Necromancy, Offensive (Long)*

As an action, you target each creature in a 25-foot cube originating from you. Each target must make a Constitution saving throw. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a success.

The cube creates a zone that lasts for 1 minute. The first time any enemy dies within the zone before the prayer ends, it rises at the start of its next turn as an undead creature allied with you and your allies. Until it does again, the creature is dominated by you. It has 1 hit point (the creature takes no damage from effects that deal half damage on a successful saving throw), no hit dice, cannot regain spell slots, and has a -3 penalty to AC and saving throws.

*A blast of black energy washes over nearby creatures, marking their souls as your divine property.*

## SHATTERING JUDGMENT

*Rank 5 Prayer • Offensive, Transmutation, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Constitution saving throw or lose all damage resistances until the end of your next turn.

*A well-placed strike punches through your opponent's defenses.*

## SOULFORGE HAMMERING

*Rank 5 Prayer • Evocation, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 fire damage, and until the end of your next turn, your weapon becomes wreathed in divine flame. While wreathed in divine flame, your melee attacks using this weapon deal an extra 1d6 fire damage and 1d6 radiant damage on a hit.

Until the end of your next turn, you can use a bonus action on each of your turns to make a melee attack using a weapon against the target. On a hit, your attack deals an extra 2d10 fire damage.

*Like Moradin working the Soulforge, you scorch your enemy with astral fire as you hammer at them relentlessly.*

## SOUND OF THE GOLDEN CLARION

*Rank 5 Prayer • Evocation, Focus, Offensive (Short)*

As an action, you target each creature in a 25-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 8d6 thunder damage, be pushed up to 5 feet, and be deafened until the end of its next turn.

*Heavenly trumpets sound, blasting your foes with a perfect note.*

## STARRY SNARE

*Rank 5 Prayer • Abjuration, Focus, Offensive (Short)*

As an action, choose one creature you can see within 50 feet of you. The target must succeed on a Constitution saving throw or take 8d6 radiant damage and until the end of your next turn, the target's speed is reduced to 0, it cannot teleport, and cannot move through solid objects or creatures for any reason.

*You weave a net of astral light, which imprisons your foe in glittering strands.*

## STRENGTH OF THE SUN

*Rank 5 Prayer • Evocation, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 radiant damage, and you and one ally you can see within 50 feet of you can spend up to five hit dice to regain hit points.

*Radiant light blazes from your weapon, searing your foe and healing you and a friend.*

## STROKE OF DOOM

*Rank 5 Prayer • Evocation, Offensive, Weapon (Long)*

As an action, choose one creature you can see within 25 feet of you. The target must make a Constitution saving throw. On a failed save, you pull the target to a space within 5 feet of you. On a successful save, you can safely move up to 25 feet to a space within 5 feet of the target. After the saving throw is resolved, you can make a melee attack using a weapon against the target if it's within 5 feet of you. On a hit, your attack deals an extra 8d10 damage.

*You brandish your weapon, seeking to drag your foe toward you with divine force. Failing that, you leap to the foe. Either way, your weapon is charged with lethal power.*

## SUMMON ANGEL OF LIGHT

Rank 5 Prayer • Conjuraton, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Medium angel of light in an unoccupied space within 50 feet of you.

The angel of light is friendly to you and your companions. Roll initiative for the angel, which has its own turns. It obeys any mental commands that you issue to it (no action required). The angel persists for 1 minute or until you dismiss it as a bonus action. If you don't issue any commands to it, it defends itself, and makes opportunity attacks against your enemies.

The creature's statistics are at the end of this supplement.

*A mote of light appears before you, and an angel clad in glowing armor steps forth from it. The angel wields a flail that ends in an orb of pure radiance.*

## SUPERNAL RADIANCE

Rank 5 Prayer • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures you can see within 25 feet of you. Each target must succeed on a Wisdom saving throw or take 8d6 radiant damage and be revealed for 1 minute. While revealed, the target takes 2d12 radiant damage at the start of each of its turns, cannot benefit from invisibility, being obscured, and cannot hide. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*You create a pulse of light that gleams with divine clarity. No foe can hide within its brilliance.*

## TEMPLE OF RESPITE

Rank 5 Prayer • Abjuration, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 radiant damage, and the target must make a Constitution saving throw. On a failed save, the target's speed is reduced by 10 feet for 1 minute, or until the end of your next turn on a success.

The prayer creates a zone of radiance in a 10-foot radius sphere centered on you for 1 minute. While you are within the zone, you gain a +3 bonus to AC and saving throws. The zone is difficult terrain to your enemies.

*Radiant power sears and slows your foe and forms a divine pattern that bolsters your defenses and hinders your enemies' movement.*

## TERRIFYING JUDGMENT

Rank 5 Prayer • Enchantment, Fear, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Wisdom saving throw or be frightened of you until the end of its next turn. *wrathful* *Striking mercilessly, you hound your foe with waves of divine dread.*

## THUNDEROUS SHOUT

Rank 5 Prayer • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 25-foot cone originating from you. Each target must make a Constitution saving throw. On a failed save, a target takes 8d6 thunder damage, you can push the target up to 25 feet and knock it prone, and the target is deafened for 1 minute. On a successful save, the target takes half as much damage, and you can push it up to 10 feet.

You take 1d12 thunder damage that cannot be reduced in any way.

*Intoning a word of creation, you split the air with a cacophonous blast. Your ears bleed as the word hurls your foes away.*

## THUNDEROUS WORD

Rank 5 Prayer • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures you can see in a 25-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 8d6 thunder damage and you can push the target up to 45 feet.

Each ally in the cone can safely move up to 5 feet (no action required).

*You shout a word of power that thrusts your enemies back while allowing your allies to reposition themselves.*

## TOMB OF MAGRYM

Rank 5 Prayer • Conjuraton, Focus, Offensive (Long)

As an action, you conjure a Huge tomb of white stone in a space you can see within 50 feet of you. The tomb fills its space and must be on a solid surface. The tomb is a solid obstacle, and it can be attacked as an object: AC 17 and 100 hit points. When the tomb is destroyed, it crumbles into difficult terrain.

As the tomb appears, each creature within its space must make a Dexterity saving throw. On a failed save, a target takes 8d6 magical bludgeoning damage, and the target disappears into the tomb. On a successful save, a target takes half as much damage, and you move the target to the nearest unoccupied space outside the tomb's space. While inside the tomb, the target is dazed and blinded, and has total cover against attacks and other effects outside the tomb. When the tomb is destroyed, the target reappears in the space it last occupied or in the nearest unoccupied space.

*You invoke the name of Magrym—an exarch of stone and darkness who helped build the prison Carceri—to entomb your foes.*

## UNCONQUERABLE SPIRIT

Rank 5 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and you and each ally you can see within 25 feet regain 8d6 hit points.

*Filled with the divine power of ancient heroes, you strike, and your attack fortifies you and your companions.*

## VENGEFUL PARRY

Rank 5 Prayer • Evocation, Offensive, Weapon (Short)

As a reaction, when an enemy you can see within 5 feet of you targets you with an attack, you cause the triggering enemy to suffer a -6 penalty to the attack roll. After the attack is resolved, make a melee attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 5d10 radiant damage, and you can safely move up to 5 feet. If you do so, you can move the target up to 10 feet to a space within 5 feet of you.

*You parry your enemy's attack and make a riposte infused with holy power.*

## VENGEFUL RECOVERY

Rank 5 Prayer • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must make a Constitution saving throw. On a failed save, the target is dazed for 1 minute, and you regain 8d10 hit points. On a successful save, the target is dazed until the end of your next turn, and you can spend up to five hit dice to regain hit points. While dazed by this prayer, the target can repeat the saving throw at the end of each of their turns, ending the effect on a success.

*You visit the pain of your wounds upon your foe as you draw strength and health from your god.*

## VIOLENCE BETRAYED

Rank 5 Prayer • Evocation, Offensive, Weapon (Short)

As an action, make a melee attack with a weapon against any number of creatures you can see within 10 feet of you, with a separate attack roll for each target. On a hit, the target suffers the attack's normal effects, and the target must succeed on a Constitution saving throw or become dazed until the end of your next turn.

If you made the attack with a simple weapon, your attack deals an extra 5d6 damage on a hit.

You and each ally you can see within 10 feet of you gains a +1d12 bonus to damage rolls against dazed targets until the end of your next turn.

*You twirl your weapon above your head, generating a wave of divine energy that smites your foes and marks them for death.*

## VISAGE OF SORROW

Rank 5 Prayer • Fear, Focus, Necromancy, Offensive (Short)

As an action, choose any number of creatures you can see within 10 feet of you. Each target must succeed on a Wisdom saving throw or take 8d6 psychic damage and until the end of your next turn, the target is subject to your divine sanction.

For 1 minute, weapon attack rolls made against you suffer a -3 penalty.

*You land a solid blow and are rewarded with renewed vitality.*

## WARDING BLADE

Rank 5 Prayer • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 thunder damage, and choose any number of creatures you can see within 10 feet of you, other than the target. Each secondary target must succeed on a Strength saving throw or be pushed up to 10 feet.

Until the end of your next turn, if any enemy other than the target enters a space within 5 feet of you or hits or misses you from a space within your reach, you can make melee attack using a weapon against that enemy with a +6 bonus to the attack roll (no action required).

*Your weapon cracks with thunder as it slams into your foe, knocking any nearby enemies away. If any other foes draw too close, your thunder-infused weapon is ready to punish them.*

## WHEEL OF FATE

Rank 5 Prayer • Evocation, Offensive, Weapon (Short)

As an action, make a melee attack with a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage. If you hit two or more targets, you regain 2d12 hit points.

For 1 minute, when you are bloodied at the start of your turn and have at least 1 hit point, you regain 1d12 hit points.

*You unleash a flurry of attacks against all nearby enemies, drawing greater strength from their pain.*

## WHISPER OF THE CUNNING STEP

Rank 5 Prayer • Offensive, Rune, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Constitution saving throw or have its speed reduced by 10 feet until the end of your next turn. Also on a failed save, you can apply the effects of your chosen rune:

- **Destruction:** One ally you can see within 25 feet of you can safely move up to half their speed (no action required). If that ally ends this movement within 5 feet of the target, the ally gains a +6 bonus to the next attack roll they make against the target before the end of your next turn.
- **Protection:** One ally you can see within 25 feet of you can teleport a number of feet equal to their speed + 30.

*You invoke a rune that marked the battle standards of the divine armies in the earliest days of creation and that bound angel, god, and mortal together in a unified fighting force.*

## WINDS OF FURY

Rank 5 Prayer • Evocation, Offensive, Weapon (Short)

As an action, choose any number of creatures you can see in a 15-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 8d6 thunder damage, be pushed up to 10 feet, and knocked prone.

You can move each ally you can see within 25 feet of you up to 15 feet.

*As you slam your weapon down, thunder roars over your enemies, and a howling gale scatters them, while carrying your allies to safety.*

## WORD OF HEALING ASSAULT

Rank 5 Prayer • Evocation, Rune, Offensive (Short)

As an action, choose up to two allies you can see within 25 feet of you. Each target can make a melee weapon attack (no action required). If a target's attack hits, they can also spend up to five hit dice to regain hit points plus an extra 8d6. Additionally, you can apply the effects of your chosen rune:

- **Destruction:** The melee weapon attack deals an extra 1d12 damage.
- **Protection:** Each target gains resistance to all damage until the end of your next turn.

*A single empowered word infuses your allies with might and returns their health.*

## WORD OF PAIN

Rank 5 Prayer • Enchantment, Focus, Offensive (Short)

As an action, you target each creature within 15 feet of you. Each target must succeed on a Wisdom saving throw or take 8d6 psychic damage and until the end of your next turn, the target deals only half as much damage as normal with weapon attacks using Strength.

You are dazed until the end of your next turn.

*At your word, agony lances through the minds of the creatures around you. You are momentarily distracted by their mental screams.*

## WRATH OF THE FALLEN GOD

Rank 5 Prayer • Focus, Necromancy, Offensive (Short)

As an action, you target each creature in a 15-foot radius sphere centered on a point within 50 feet of you. Each target must make a Constitution saving throw. On a failed save, a target takes 6d6 psychic damage, and takes 2d12 psychic damage at the start of each of its turns for 1 minute. On a successful save, a target takes half as much damage, and takes 1d12 psychic damage at the start of each of its turns for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The sphere creates a zone of agony for 1 minute. Any creature that starts its turn within the zone has its speed reduced by 10 feet and suffers a -6 penalty to attack rolls until the end of your next turn.

*The memory of a fallen god's anger and agony fills nearby creatures' minds.*

## WRATHFUL CHARGE

Rank 5 Prayer • Offensive, Transmutation, Weapon (Short)

As an action, you become insubstantial and gain a +6 bonus against opportunity attacks until the end of your turn. You then move up to your speed and make a melee attack using a weapon against one creature within reach. On a hit, your attack deals an extra 5d10 damage. You gain an additional +1d10 bonus to the damage roll for each opportunity attack made against you during the movement granted by this prayer.

While insubstantial you gain the following benefits:

- You ignore difficult terrain and can move through solid objects and creatures, but if you end your movement inside an object or creature, you take 1d10 force damage and are pushed into the nearest unoccupied space.
- Resistance to damage from acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons.
- Immunity to being grappled, paralyzed, petrified, and restrained.

*You dash across the battlefield, gaining momentum from each attack against you, until you slam into your enemy with your weapon.*

## WRATHFUL JUDGMENT

Rank 5 Prayer • Evocation, Offensive (Long)

As an action, choose one creature you can see within 5 feet. For 1 minute, whenever the target damages one of your allies, you can use your reaction to deal half that damage to the target. This damage ignores the target's immunities and resistances.

*You place a baleful mark of retribution upon your enemy, dooming it to feel the pain it inflicts on others.*

# NEW MONSTERS

## ANGELIC PROTECTOR

Medium celestial, lawful good

**Armor Class** 16 (chain mail)  
**Hit Points** 17 (3d8 + 3)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	8 (-1)	16 (+3)	14 (+2)

**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical weapons  
**Condition Immunities** charmed, exhaustion, frightened  
**Senses** darkvision 120 ft., passive perception 13  
**Languages** all, telepathy 120 ft.  
**Challenge** 1 (200 XP)

**Magic Resistance.** The protector has advantage on saving throws against spells and other magical effects.

### Actions

**Pennant Touch.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d12) radiant damage, and the target is marked by the protector until the end of the protector's next turn. This can be used as an opportunity attack.

### Reactions

**Halting Gaze.** When a target marked by the angelic protector attacks a creature and doesn't include the protector as a target, it must succeed on a Wisdom saving throw or have its speed reduced to 0 until the end of the protector's next turn.

**Angelic protectors** are grim angels in heavy armor, serving as special protectors to those important to the angel's cause. Their radiant touch can mark a foe as enemy, and allow the angel to see its target's dark deeds. The angel then forces the target to either confront it, or reflect on those deeds.

## ANGEL OF FIRE

Medium celestial, chaotic good

**Armor Class** 14 (breastplate)  
**Hit Points** 17 (3d8 + 3)  
**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+1)	12 (+1)	14 (+2)	17 (+3)

**Damage Resistances** fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks  
**Condition Immunities** charmed, exhaustion, frightened  
**Senses** darkvision 120 ft., passive Perception 12  
**Languages** all, telepathy 120 ft.  
**Challenge** 1 (200 XP)

**Fiery Weapons.** The angel's weapon attacks are magical. When the angel hits with any weapon, the weapon deals an extra 5 (1d10) fire damage (included in the attack).

**Flyby.** The angel doesn't provoke an opportunity attack when it flies out of an enemy's reach.

**Innate Spellcasting.** The angel's spellcasting ability is Charisma (spell save DC 13), +5 to hit with spell attacks. The angel can innately cast the following spells, requiring only verbal components:

At will: *firebolt*, *light*  
3/day: *burning hands*

**Magic Resistance.** The angel has advantage on saving throws against spells and other magical effects.

### Actions

**Longsword.** *Melee Weapon Attack:* +5 to hit, Reach 5 ft., one target. *Hit:* Damage 7 (1d8 + 3) slashing damage plus 5 (1d10) fire damage.

**Angels of fire** are holy shock troops of war who specialize in skirmish combat. They tend to focus on clusters of weaker enemies, letting their more powerful brethren handle the mightiest foes. They often serve under Firemane Angels.

Like many other Boros angels, angels of fire typically have red hair. In the heat of battle, the angel's hair can ignite, transforming into a mane of flames cascading over its shoulders and down its back.

**Boros Angels.** Angels of the Boros Legion view themselves as the embodiments of what their creator intended. They are fierce warriors devoted to justice and dedicated to protecting the weak against evil and oppression. They are commanders, advisors, strategists, and soldiers. Their presence in battle inspires the mortal soldiers of the legion with righteous zeal.

## CELESTIAL LION

Medium celestial, lawful neutral

**Armor Class** 14  
**Hit Points** 65 (10d8 + 20)  
**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	10 (+0)	17 (+3)	15 (+2)

**Saving Throws** Dex +5, Cha +4  
**Skills** Perception +5, Stealth +6  
**Senses** darkvision 120 ft., passive Perception 15  
**Languages** understands Celestial and Common but can't speak  
**Challenge** 2 (450 XP)

**Keen Smell.** The lion has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** The lion has advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Pounce.** If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

**Running Leap.** With a 10-foot running start, the lion can long jump up to 25 feet.

### Actions

**Multiattack.** The lion makes two attacks; one with its bite and one with its claws, or two with its claws.

**Bite.** *Melee Weapon Attack:* +6 to hit, Reach 5 ft., one target. *Hit:* Damage 8 (1d8 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, Reach 5 ft., one target. *Hit:* Damage 8 (1d8 + 4) slashing damage.

## ANGELIC MESSENGER

Small celestial, lawful good

**Armor Class** 16 (natural armor)  
**Hit Points** 41 (9d6 + 9)  
**Speed** 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	8 (-1)	16 (+3)	14 (+2)

**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 120 ft., passive perception 13  
**Languages** all, telepathy 120 ft.  
**Challenge** 4 (1,100 XP)

**Magic Resistance.** The protector has advantage on saving throws against spells and other magical effects.

**On Gossamer Wings.** As a bonus action, the angel can touch one friendly creature and fly them up to 40 feet. The creature must end this movement on a solid surface or they will fall.

### Actions

**Healing Touch.** The angel touches another creature. The target magically regains 20 (4d8 + 2) hit points.

**Angelic messengers** are small, cherubic angels who carry messages around a battle while also serving as medics and transport.

A **celestial lion** is smaller than its mortal counterpart, but what it lacks in size, it makes up for in cunning and ferocity.

## BLADE ANGEL

Medium celestial, chaotic good

**Armor Class** 18 (plate)  
**Hit Points** 33 (5d8 + 10)  
**Speed** 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+1)	12 (+1)	16 (+3)	14 (+2)

**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 120 ft., passive perception 13

**Languages** all, telepathy 120 ft.

**Challenge** 4 (1,100 XP)

**Angelic Weapons.** The angel's weapon attacks are magical. When the angel hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

**Magic Resistance.** The protector has advantage on saving throws against spells and other magical effects.

**Oath of Vengeance.** As a bonus action, the angel swears an oath of vengeance on one creature it can see within 30 feet. For 1 minute, the target is marked by the angel and the angel has advantage on attack rolls against the target.

### Actions

**Multiattack.** The angel makes two melee attacks.

**Longsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 9 (2d8) radiant damage, and the target must succeed on a DC 13 Constitution saving throw or have its speed reduced by 10 feet until the end of its next turn.

**Blade Angelss** are beings of pure vengeance. It's said that when a Paladin swears an Oath of Vengeance on a foe, it's the teachings of these angels they are following.

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## BLACK REAPER

Large celestial, lawful evil

**Armor Class** 14 (natural armor)  
**Hit Points** 75 (10d10 + 20)  
**Speed** 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	12 (+1)	16 (+3)	20 (+5)

**Saving Throws** Int +4, Wis +6

**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** necrotic

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 120 ft., passive perception 13

**Languages** understands all but cannot speak, telepathy 120 ft.

**Challenge** 5 (1,800 XP)

**Angelic Weapons.** The angel's weapon attacks are magical. When the angel hits with any weapon, the weapon deals an extra 4d8 necrotic damage (included in the attack). The reaper's weapon attacks ignore immunity and resistance to necrotic damage.

**Innate Spellcasting.** The reaper's spellcasting ability is Charisma (spell save DC 15), +8 to hit with spell attacks. The reaper can innately cast the following spells, requiring only somatic components: At will: *spare the dying* 3/day each: *inflict wounds* (as a 3rd-level spell)

**Magic Resistance.** The protector has advantage on saving throws against spells and other magical effects.

### Actions

**Multiattack.** The reaper makes two melee attacks.

**Death's Scythe.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 18 (4d8) necrotic damage, and the target is reduced to 0 hit points both the black reaper and one of its allies within 25 feet of the reaper regain 2d6 + 3 hit points.

The **black reapers** are a special sect of angels that hold power over life and death. They are servants of fate and help ensure that creatures do not pass before their time. They oppose the forces of Orcus over all others, seeing its undead as abominations that must be expunged from existence.

# ANGEL OF LIGHT

*Medium celestial, lawful good*

**Armor Class** 16 (half plate)

**Hit Points** 94 (11d8 + 44)

**Speed** 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	12 (+1)	16 (+3)	20 (+5)

**Saving Throws** Str +6, Con +7

**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 120 ft., passive perception 13

**Languages** understands all but cannot speak, telepathy 120 ft.

**Challenge** 6 (2,300 XP)

**Angelic Weapons.** The angel's weapon attacks are magical. When the angel hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

**Intimidating Presence.** Any enemy that starts its turn within 5 feet of the angel is marked by the angel until the end of the angel's next turn. While marked by the angel, a target provokes opportunity attacks from the angel even if it Disengages.

**Magic Resistance.** The protector has advantage on saving throws against spells and other magical effects.

## Actions

**Multiattack.** The angel makes two melee attacks.

**Flail of Light.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) radiant damage plus 9 (2d8) radiant damage, and until the end of the angel's next turn, the target cannot see creatures more than 25 feet away from it.

An **angel of light** is a radiant warrior clad in silver armor. Wielding a flail with a head made of pure radiance, it fears no shadow and demands that its foes face it in direct combat.



# CHANGE NOTES

## VERSION 1.0

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- First Draft

# POWER CONVERSION HOMEBREW

This is part of a larger collection of Power  
Conversions available on the DM's Guild:

- [Arcane Incantations](#)
- [Divine Prayers](#)
- [Martial Exploits](#)
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