

DIVINE SPELLS FOR

FEEDBACK, VOL. 1

The following spells are being considered for inclusion in *The Complete Devout Handbook*, an upcoming collaboration between the STERLING VERMIN ADVENTURING CO.'s Benjamin Huffman and OUTLANDISH ADVENTURE's Ross Leiser. These spells are presented in alphabetical order and include an entry on which class spell list they belong to. We welcome feedback, especially if it's based on actual play! Please note that this material may be included in a paid product in the future.

CORRODE METAL *2nd-level transmutation*

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a vial of stomach acid)
Duration: Concentration, up to 1 minute
Class: Druid, Wizard

Choose a manufactured metal object such as a metal stove, a metal weapon, or a suit of heavy or medium metal armor that you can see within range. You cause the object to begin to rust and corrode. For the duration, the object is vulnerable to bludgeoning, piercing, and slashing damage. The spell has additional effects of the target was a metal weapon, a metal set of armor, or a metal shield.

Armor or Shield. The armor or shield receives a -1 penalty to the AC it offers. Nonmagical armor reduced to an AC of 10 or a nonmagical shield that drops to a +0 bonus is destroyed.

Weapon. The weapon takes a -1 penalty to its attack and damage rolls.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, and the target is a metal weapon, a metal set of armor, or a metal shield, the penalty increases by -1 for each slot level above 2nd. If a nonmagical weapon's penalty drops to -3 or lower, the weapon is destroyed.

EMBRACE DESTINY *1st-level divination*

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Class: Bard, Wizard

You look into the future and see a murky vision of things to come. When you cast this spell roll a d20 and record the number rolled. Before the duration of this spell is over you can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with the foretold roll. You must choose to do this before the affected roll is made. Once the foretold roll is used it is lost. You lose any foretold roll you have when this spell ends.

At higher spell slots. When you cast this spell using a spell slot of 2nd level or higher, you roll and record an additional d20 for each slot level above 1st. When you replace a roll you can use any of the foretold rolls you have recorded and lose only the one you use.

FERTILITY RITES *1st-level abjuration (ritual)*

Casting Time: 1 hour
Range: Touch
Components: V, S, M (rags & a vessel filled with rose-scented water)
Duration: Varies
Class: Cleric, Druid

The specific effect and duration of this spell varies on the target or targets it is cast on.

- When cast on two willing creatures, the next time they attempt to conceive an offspring, and are capable of doing so, they succeed.
- When cast on a humanoid pregnant mother, her pregnancy cannot be terminated without her consent.
- When cast on a humanoid mother while she is giving birth, she will not die as a result of childbirth.
- When cast on an humanoid anytime during its first year of life, the child has advantage on saving throws against disease until the child is 1 year old.
- When cast on an adolescent or younger humanoid, the caster learns the identity of the creature's biological parents.

GIVE LIFE *Transmutation cantrip*

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
Class: Cleric, Druid, Magus (Sylvan Circle)

Placing your hand on another creature you can transfer your own life force to them. You spend and roll one of your hit dice, add your spellcasting modifier, and the creature regains that many hit points.

HOLY HYMNAL *2nd-level invocation*

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (any musical instrument)
Duration: Concentration, up to 1 minute
Class: Bard, Cleric

You play a soulful song of praise that enheartens your companions and rings like a cacophony in the ears of the unholy. When you cast this spell, you gain your spellcasting modifier in spell song points. Before the duration of the spell elapses, you can expend spell song points (no action required) when certain conditions are met to weave your melodic magic into the action.

- When a creature's turn starts, you can expend a bardic ballad point to heal the creature 1d6 hit points.
- When a creature deals damage to a fiend or undead, you can expend a bardic ballad point to make the attack deal an additional 1d6 radiant damage.
- Before a creature makes a saving throw, you can expend a bardic ballad point to roll 1d6 and add the result to the saving throw.

On any subsequent turn while the spell is still going you can use an action to gain up to your spellcasting modifier in spell song points. You lose all remaining points immediately when this spell ends.

INVESTITURE OF LIGHT
6th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
Classes: Cleric

Until the spell ends, your body becomes wreathed in a corona of shining light, shedding bright light in a 30-foot radius and dim light for an additional 30 feet, and you gain the following benefits:

- If the area of light shed by this spell overlaps an area of darkness created by a spell of 6th level or lower, the darkness is dispelled.
- When you or a friendly creature starts its turn within 30 feet of you, it regains 2d6 hit points.
- You can use your reaction to create a flash of brilliant light 15-foot cone extending from you in a direction you choose. Each creature of your choice in the area must make a Constitution saving throw. A creature takes 3d8 radiant damage and is blinded until the end of its next turn on a failed save, or half as much damage and isn't blinded on a successful one.

OATH-SEALING COVENANT
1st-level divination (ritual)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (two rings)
Duration: Indefinite
Class: Cleric, Paladin

When two creatures make a promise to one another you seal it with magic and a prayer. If either creature breaks the promise they made the other immediately knows the promise has been broken and this spell ends. If this spell ends as the result of another spell, both creatures become aware of that fact.

PROTECTION FROM SPELLS
2nd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a handheld mirror)
Duration: 1 minute
Class: Cleric, Sorcerer

One willing creature you touch gains 4d6 temporary hit points. While the creature has any temporary hit points granted by this spell, it has resistance to damage dealt by spells. The creature loses any temporary hit points it has remaining from this spell at the end of 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the temporary hit points gained increases by 1d6 for each slot level above 2nd.

PROTECTION FROM WEAPONS
2nd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a turtle shell)
Duration: 1 minute
Class: Cleric, Druid, Paladin

One willing creature you touch gains 4d6 temporary hit points. While the creature has any temporary hit points granted by this spell, it has resistance to damage dealt by weapons. The creature loses any temporary hit points it has remaining from this spell at the end of 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the temporary hit points gained increases by 1d6 for each slot level above 2nd.

REAPING SMITE
3rd-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute
Class: Avenger

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon digs deep into the enemy and a sense of impending doom washes over them. The attack deals an extra 3d12 necrotic damage to the target. Additionally, if this damage reduces the target to 0 hit points it cannot be restored to life or raised as undead by any spell other than *wish*.

SUNDERING SMITE
3rd-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute
Class: Paladin

The next time you hit with a melee weapon attack during the spell's duration, your weapon thrums with destructive power, and the attacks deals an extra 3d6 fire damage to the target. Objects and structures take double damage from the attack.

If the target was a creature, it must make a Dexterity saving throw. On a failure, you can destroy a nonmagical object of your choice that the creature is wearing or carrying.

VENGEFUL SMITE
2nd-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute
Class: Paladin

The next time you make a melee weapon attack against a creature during the spell's duration, you have advantage on the attack roll if you took damage from or failed a saving throw caused by that creature since the end of your last turn. If this attack hits, your weapon hums with necrotic energy, and the attack deals an additional 2d8 necrotic damage, or 2d12 necrotic damage if you took damage from or failed a saving throw caused by that creature since the end of your last turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd, or by 1d12 for each slot level above 2nd if you took damage from or failed a saving throw caused by that creature since the end of your last turn.