









Level-1 enchantment

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Bane 1 act.

30 ft





Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above

Level-I enchantment

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Bless 1 act.

30 ft





You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Level-I enchantment

Command 1 act. 60 ft





You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone and then ends its turn. Halt. The target doesn't move and takes no actions. A flying creature

Cleric DC 15 Mod +7

Cleric DC 15 Mod +7

Level-1 transmutation



Create or Destroy Water

1 act.







You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Level-1 evocation

Cure Wounds

Cleric DC 15 Mod +7

Touch







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A creature you touch regains a number of hit points equal to Id8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Level-1 divination

Detect Evil and Good

1 act. Self





For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by I foot of stone, I inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Cleric DC 15 Mod +7

Level-I divination



Detect Magic







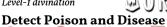


For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by I foot of stone, I inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Cleric DC 15 Mod +7



1 act.









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For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by I foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Cleric DC 15 Mod +7

Divination cantrip



Guidance







You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Cleric DC 15 Mod +7

Cleric DC 15 Mod +7

Cleric DC 15 Mod +7

Command (reverse) stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.	

Level-1 evocation

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Guiding Bolt

1 act. 120 ft

above 1st.



your choice within range. Make a ranged spell

takes 4d6 radiant damage, and the next attack

roll made against this target before the end of

mystical dim light glittering on the target until

your next turn has advantage, thanks to the

then. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level

attack against the target. On a hit, the target



Level-I evocation

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Healing Word

60 ft

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

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Inst

Level-I necromancy

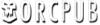
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Inflict Wounds 1 act. Touch



Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by Idio for each slot level above 1st.

Cleric DC 15 Mod +7



V.S.M 1 act. Touch Conc. 10 mins

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Cleric DC 15 Mod +7

逾ORCPUB Level-1 transmutation

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Inst

Purify Food and Drink 1 act. 10 ft

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Cleric DC 15 Mod +7

Evocation cantrip



Sacred Flame







Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Cleric DC 15 Mod +7

Level-1 abjuration



Sanctuary









You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

Cleric DC 15 Mod +7

Level-1 abjuration











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60 ft A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Cleric DC 15 Mod +7

Transmutation cantrip



Thaumaturgy







You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range: • Your voice booms up to three times as loud as normal for I minute. • You cause flames to flicker, brighten, dim, or change color for I minute. • You cause harmless tremors in the ground for 1 minute. • You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. • You instantaneously cause an unlocked door or window to fly open or slam shut. • You alter the appearance of your eyes for I minute. If you cast this spell multiple times, you can have up to three of its I-minute effects active at a time, and you can dismiss such an effect as an action.

Cleric DC 15 Mod +7

Cleric DC 15 Mod +7

Cleric DC 15 Mod +7

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