

LIGHT

|                                 |                           |
|---------------------------------|---------------------------|
| <b>CASTING TIME</b><br>1 action | <b>RANGE</b><br>Touch     |
| <b>COMPONENTS</b><br>V, M       | <b>DURATION</b><br>1 hour |

*a firefly or phosphorescent moss*

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light cant be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

SACRED FLAME

|                                 |                                  |
|---------------------------------|----------------------------------|
| <b>CASTING TIME</b><br>1 action | <b>RANGE</b><br>60 feet          |
| <b>COMPONENTS</b><br>V, S       | <b>DURATION</b><br>Instantaneous |

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).

THAUMATURGY

|                                 |                                   |
|---------------------------------|-----------------------------------|
| <b>CASTING TIME</b><br>1 action | <b>RANGE</b><br>30 feet           |
| <b>COMPONENTS</b><br>V          | <b>DURATION</b><br>Up to 1 minute |

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 1 minute. \* You cause flames to flicker, brighten, dim, or change color for 1 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 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Cleric

Evocation Cantrip

Cleric

Evocation Cantrip

Cleric

Transmutation Cantrip

BLESS

|                                 |  |
|---------------------------------|--|
| <b>CASTING TIME</b><br>1 action | <b>RANGE</b><br>30 feet                          |
| <b>COMPONENTS</b><br>V, S, M    | <b>DURATION</b><br>Concentration, up to 1 minute |

*a sprinkling of holy water*

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.

Cleric

1st level Enchantment

CURE WOUNDS

|                                 |                                  |
|---------------------------------|----------------------------------|
| <b>CASTING TIME</b><br>1 action | <b>RANGE</b><br>Touch            |
| <b>COMPONENTS</b><br>V, S       | <b>DURATION</b><br>Instantaneous |

A creature you touch regains a number of hit points equal to 1d8 + 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.

Cleric1st level Evocation

GUIDING BOLT

|                                 |                            |
|---------------------------------|----------------------------|
| <b>CASTING TIME</b><br>1 action | <b>RANGE</b><br>120 feet   |
| <b>COMPONENTS</b><br>V, S       | <b>DURATION</b><br>1 round |

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until 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 above 1st.

Cleric1st level Evocation

HEALING WORD

|                                       |                                  |
|---------------------------------------|----------------------------------|
| <b>CASTING TIME</b><br>1 bonus action | <b>RANGE</b><br>60 feet          |
| <b>COMPONENTS</b><br>V                | <b>DURATION</b><br>Instantaneous |

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.

Cleric1st level Evocation

INFLECT WOUNDS

|                                 |                                  |
|---------------------------------|----------------------------------|
| <b>CASTING TIME</b><br>1 action | <b>RANGE</b><br>Touch            |
| <b>COMPONENTS</b><br>V, S       | <b>DURATION</b><br>Instantaneous |

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 1d10 for each slot level above 1st.

Cleric1st level Necromancy

SHIELD OF FAITH

|                                       |  |
|---------------------------------------|--|
| <b>CASTING TIME</b><br>1 bonus action | <b>RANGE</b><br>60 feet                            |
| <b>COMPONENTS</b><br>V, S, M          | <b>DURATION</b><br>Concentration, up to 10 minutes |

*a small parchment with a bit of holy text written on it*

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

Cleric

1st level Abjuration