

LIGHT	
CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V, M	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.

Cleric

Evocation Cantrip

SACRED FLAME	
CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S	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).

Cleric

Evocation Cantrip

THAUMATURGY	
CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V	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

Transmutation Cantrip

COMMAND

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V	DURATION 1 round

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 DM 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 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.

Cleric 1st level Enchantment

INFLECT WOUNDS

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S	DURATION 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.

Cleric 1st level Necromancy