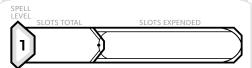


SPELLCASTING ABILITY SPELL SAVE DC

Thaumaturgy: You create a supernatural effect such as making your voice boom, flames flicker, or doors fly open. No damage.

Light: You touch an object, making it shine bright light for 20 feet and dim light for another 20 feet.

Resistance: Neznámé kouzlo.



OSpellss: SPELL NAME

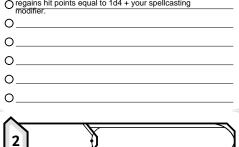
O Bless: You bless up to three creatures of your choice, granting them a 1d4 bonus to attack rolls and saving throws for up to 1 minute.

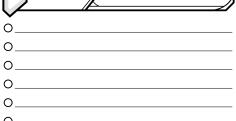
O Detect Magic: You sense the presence of magic within 30 feet O of you for 10 minutes.

O Protection from Evil and Good: You protect a creature from certain creatures and types of attacks, giving them advantage on certain saving throws.

Command: You speak a one-word command to a creature, which it must obey on its next turn.

Healing Word: A creature of your choice within 60 feet regains hit points equal to 1d4 + your spellcasting modifier.





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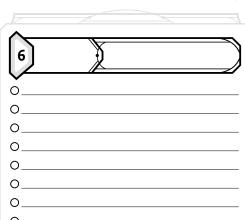
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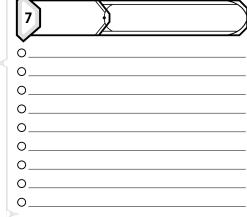
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