Spell List

**Cantrips**

* **Druidcraft**: Cantrip, 1-minute duration (concentration). Whispering to the spirits of nature, you create one of the following effects within 30 feet:
  + You create a tiny, fleeting sensory effect that predicts what the weather will be at your location for the next 24 hours.
  + You instantly make a plant bloom.
  + You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect fills a 5-foot cube.
  + You instantly light or snuff out a candle, a torch, or a small campfire.
* **Guidance**: Cantrip, 1-minute duration (concentration). You touch one willing creature. Once before the spell ends, the target can add 1d4 to any roll of its choice. It can add the d4 the die before or after making roll. The spell then ends.
* **Light**: Cantrip, 1-hour duration. You touch a Large or smaller creature or object. Until the spell ends, the target sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can 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.
* **Mending**: Cantrip. This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.
* **Sacred Flame**: Cantrip. Flame-like radiance descends on a creature that you can see within 60 feet. The target takes 1d8 radiant damage. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

**1st Level**

* **Cure Wounds**: 1st level. One creature you touch regains 1d8 hit points. If cast at 2nd level or above, the creature regains an additional 1d8 hit points for each level above 1st.
* **Detect Evil and Good**: 1st level, 10-minute duration (concentration). You can sense the location aberrations, celestials, elementals, fey, fiends, or undead within 30 feet of you. Similarly, you know if there is a place or object within 30 feet of you that has been consecrated or desecrated.
* **Grant Boon**: 1st level, 1-minute duration (concentration). One creature of your choice within 30 feet add a d4 to each of their rolls for the duration. If cast at 2nd level or above, you may choose one additional creature for each level above 1st.
* **Protection from Good and Evil**: 1st level, 10-minute duration (concentration). One willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. If cast at 2nd level or above, you may choose one additional creature for each level above 1st.
  + Creatures of the listed types have disadvantage on attack rolls against the target, and cannot *charm*, *frighten*, or possess them.

**2nd Level**

* **Cure Disease**:2nd level. One creature you touch immediately reduces their Exhaustion by one level, provided the Exhaustion is caused by a disease.
* **Cure Poison**: 2nd level. One creature you touch is cured of all poisons affecting them and the *poisoned* condition.

**3rd Level**

**4th Level**

**5th Level**

* **Bless**: 5th level. Removes any curse afflicting the target, including from the *curse*spell. It does not remove any levels of corruption caused by a curse.

**6th Level**

**7th Level**

**8th Level**

**9th Level**