

Thaumaturgy
Cantrip

LEVEL Cantrip	DURATION
CASTING TIME 1 Action	1 Minute
RANGE/AREA 30 ft	SCHOOL
COMPONENTS	Transmutation
V	ATTACK/SAVE
	None
	DAMAGE/EFFECT
	Control

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.

Spare the Dying
Cantrip

LEVEL	DURATION
Cantrip	Instantaneous
CASTING TIME	SCHOOL
1 Action	Necromancy
RANGE/AREA	ATTACK/SAVE
Touch	None
COMPONENTS	DAMAGE/EFFECT
V, S	Healing

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

Resistance
Cantrip

LEVEL	DURATION
Cantrip	Concentration 1 Minute
CASTING TIME	SCHOOL
1 Action	Abjuration
RANGE/AREA	ATTACK/SAVE
Touch	None
COMPONENTS	DAMAGE/EFFECT
V, S, M *	Buff

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

Toll the Dead
Cantrip

LEVEL	DURATION
Cantrip	Instantaneous
CASTING TIME	SCHOOL
1 Action	Necromancy
RANGE\AREA	
60 ft	
COMPONENTS	
V, S	

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.
The spell's damage increases by one die when you reach 5th level, 11th level, and 17th level.

Fog Cloud
1st

LEVEL	DURATION
1st	Concentration 1 Hour
CASTING TIME	SCHOOL
1 Action	Conjuration
RANGE/AREA	ATTACK/SAVE
120 ft (20 ft)	None
COMPONENTS	DAMAGE/EFFECT
V, S	Control (...)

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Thunderwave
1st

LEVEL	DURATION
1st	Instantaneous
CASTING TIME	SCHOOL
1 Action	Evocation
RANGE/AREA	ATTACK/SAVE
Self (15 ft)	CON Save
COMPONENTS	DAMAGE/EFFECT
V, S	Thunder

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10

<p>At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.</p>		<p>feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.</p> <p>In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.</p>	
Cure Wounds		Healing Word	
LEVEL 1st CASTING TIME 1 Action RANGE/AREA Touch COMPONENTS V, S	DURATION Instantaneous SCHOOL Evocation ATTACK/SAVE None DAMAGE/EFFECT Healing	LEVEL 1st CASTING TIME 1 Bonus Action RANGE/AREA 60 ft COMPONENTS V	DURATION Instantaneous SCHOOL Evocation ATTACK/SAVE None DAMAGE/EFFECT Healing
<p>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.</p> <p>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.</p>		<p>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.</p> <p>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.</p>	
Inflict Wounds		Sanctuary	
LEVEL 1st CASTING TIME 1 Action RANGE/AREA Touch COMPONENTS V, S	DURATION Instantaneous SCHOOL Necromancy ATTACK/SAVE Melee DAMAGE/EFFECT Necrotic	LEVEL 1st CASTING TIME 1 Bonus Action RANGE/AREA 30 ft COMPONENTS V, S, M *	DURATION 1 Minute SCHOOL Abjuration ATTACK/SAVE WIS Save DAMAGE/EFFECT Buff (...)
<p>Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.</p> <p>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.</p>		<p>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.</p> <p>If the warded creature makes an attack, casts a spell that affects an enemy, or deals damage to another creature, this spell ends.</p>	

Gust of Wind**2nd**

LEVEL	DURATION
2 nd	Concentration 1 Minute
CASTING TIME	SCHOOL
1 Action	Evocation
RANGE/AREA	ATTACK/SAVE
Self	STR Save
COMPONENTS	DAMAGE/EFFECT
V, S, M *	Control

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

Shatter**2nd**

LEVEL	DURATION
2 nd	Instantaneous
CASTING TIME	SCHOOL
1 Action	Evocation
RANGE/AREA	ATTACK/SAVE
60 ft (10 ft)	CON Save
COMPONENTS	DAMAGE/EFFECT
V, S, M *	Thunder

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Hold Person

LEVEL	DURATION
2 nd	Concentration 1 Minute
CASTING TIME	SCHOOL
1 Action	Enchantment
RANGE/AREA	ATTACK/SAVE
60 ft	WIS Save
COMPONENTS	DAMAGE/EFFECT
V, S, M *	Paralyzed

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Prayer of Healing

LEVEL	DURATION
2 nd	Instantaneous
CASTING TIME	SCHOOL
10 Minutes	Evocation
RANGE/AREA	ATTACK/SAVE
30 ft	None
COMPONENTS	DAMAGE/EFFECT
V	Healing

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + 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 3rd level or higher, the healing increases by 1d8 for each slot level above 2nd.

Spiritual Weapon <table> <tr> <td>LEVEL 2nd</td><td>DURATION 1 Minute</td></tr> <tr> <td>CASTING TIME 1 Bonus Action</td><td>SCHOOL Evocation</td></tr> <tr> <td>RANGE/AREA 60 ft</td><td>ATTACK/SAVE Melee</td></tr> <tr> <td>COMPONENTS V, S</td><td>DAMAGE/EFFECT Force</td></tr> </table>		LEVEL 2nd	DURATION 1 Minute	CASTING TIME 1 Bonus Action	SCHOOL Evocation	RANGE/AREA 60 ft	ATTACK/SAVE Melee	COMPONENTS V, S	DAMAGE/EFFECT Force
LEVEL 2nd	DURATION 1 Minute								
CASTING TIME 1 Bonus Action	SCHOOL Evocation								
RANGE/AREA 60 ft	ATTACK/SAVE Melee								
COMPONENTS V, S	DAMAGE/EFFECT Force								
<p>→</p>									
<p>You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.</p> <p>As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.</p> <p>The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above 2nd.</p>									
Call Lightning 3rd <table> <tr> <td>LEVEL 3rd</td><td>DURATION Concentration 10 Minutes</td></tr> <tr> <td>CASTING TIME 1 Action</td><td>SCHOOL Conjuration</td></tr> <tr> <td>RANGE/AREA 120 ft (60 ft *)</td><td>ATTACK/SAVE DEX Save</td></tr> <tr> <td>COMPONENTS V, S</td><td>DAMAGE/EFFECT Lightning (...)</td></tr> </table>		LEVEL 3rd	DURATION Concentration 10 Minutes	CASTING TIME 1 Action	SCHOOL Conjuration	RANGE/AREA 120 ft (60 ft *)	ATTACK/SAVE DEX Save	COMPONENTS V, S	DAMAGE/EFFECT Lightning (...)
LEVEL 3rd	DURATION Concentration 10 Minutes								
CASTING TIME 1 Action	SCHOOL Conjuration								
RANGE/AREA 120 ft (60 ft *)	ATTACK/SAVE DEX Save								
COMPONENTS V, S	DAMAGE/EFFECT Lightning (...)								
<p>A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see within range directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud).</p> <p>When you cast the spell, choose a point you can see under the cloud. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one.</p> <p>If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each slot level above 3rd.</p>									
Sleet Storm 3rd <table> <tr> <td>LEVEL 3rd</td><td>DURATION Concentration 1 Minute</td></tr> <tr> <td>CASTING TIME 1 Action</td><td>SCHOOL Conjuration</td></tr> <tr> <td>RANGE/AREA 150 ft (40 ft *)</td><td>ATTACK/SAVE DEX Save</td></tr> <tr> <td>COMPONENTS V, S, M *</td><td>DAMAGE/EFFECT Prone</td></tr> </table>		LEVEL 3rd	DURATION Concentration 1 Minute	CASTING TIME 1 Action	SCHOOL Conjuration	RANGE/AREA 150 ft (40 ft *)	ATTACK/SAVE DEX Save	COMPONENTS V, S, M *	DAMAGE/EFFECT Prone
LEVEL 3rd	DURATION Concentration 1 Minute								
CASTING TIME 1 Action	SCHOOL Conjuration								
RANGE/AREA 150 ft (40 ft *)	ATTACK/SAVE DEX Save								
COMPONENTS V, S, M *	DAMAGE/EFFECT Prone								
<p>Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.</p> <p>The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.</p> <p>If a creature starts its turn in the spell's area and is concentrating on a spell, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.</p>									

<p>Wrath of the Storm Domain Ability Also at 1st level, you can thunderously rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one.</p> <p>You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.</p>	<p>Destructive Wave Channel Divinity Starting at 2nd level, you can use your Channel Divinity to wield the power of the storm with unchecked ferocity.</p> <p>When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.</p>
<p>Turn Undead Channel Divinity As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.</p> <p>A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.</p>	<p>Destroy Undead Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold.</p>