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| **Thaumaturgy**  **Cantrip**   |  |  | | --- | --- | | LEVEL Cantrip  CASTING TIME 1 Action  RANGE/AREA 30 ft  COMPONENTS  V | DURATION  1 Minute  SCHOOL  Transmutation  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  Cantrip  CASTING TIME  1 Action  RANGE/AREA  Touch  COMPONENTS  V, S | DURATION  Instantaneous  SCHOOL  Necromancy  ATTACK/SAVE  None  DAMAGE/EFFECT  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  Cantrip  CASTING TIME  1 Action  RANGE/AREA  Touch  COMPONENTS  V, S, M \* | DURATION  Concentration 1 Minute  SCHOOL  Abjuration  ATTACK/SAVE  None  DAMAGE/EFFECT  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  Cantrip  CASTING TIME  1 Action  RANGE\AREA  60 ft  COMPONENTS  V, S | DURATION  Instantaneous  SCHOOL  Necromancy |   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 it 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  1st  CASTING TIME  1 Action  RANGE/AREA  120 ft (20 ft )  COMPONENTS  V, S | DURATION  Concentration 1 Hour  SCHOOL  Conjuration  ATTACK/SAVE  None  DAMAGE/EFFECT  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.  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. | **Thunderwave**  **1st**   |  |  | | --- | --- | | LEVEL  1st  CASTING TIME  1 Action  RANGE/AREA  Self (15 ft )  COMPONENTS  V, S | DURATION  Instantaneous  SCHOOL  Evocation  ATTACK/SAVE  CON Save  DAMAGE/EFFECT  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 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.  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.  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. |
| **Cure Wounds**   |  |  | | --- | --- | | LEVEL  1st  CASTING TIME  1 Action  RANGE/AREA  Touch  COMPONENTS  V, S | DURATION  Instantaneous  SCHOOL  Evocation  ATTACK/SAVE  None  DAMAGE/EFFECT  Healing |   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. | **Healing Word**   |  |  | | --- | --- | | LEVEL  1st  CASTING TIME  1 Bonus Action  RANGE/AREA  60 ft  COMPONENTS  V | DURATION  Instantaneous  SCHOOL  Evocation  ATTACK/SAVE  None  DAMAGE/EFFECT  Healing |   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. |
| **Inflict Wounds**   |  |  | | --- | --- | | LEVEL  1st  CASTING TIME  1 Action  RANGE/AREA  Touch  COMPONENTS  V, S | DURATION  Instantaneous  SCHOOL  Necromancy  ATTACK/SAVE  Melee  DAMAGE/EFFECT  Necrotic |   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. | **Sanctuary**   |  |  | | --- | --- | | 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 (...) |   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.  If the warded creature makes an attack, casts a spell that affects an enemy, or deals damage to another creature, this spell ends. |
| **Gust of Wind**  **2nd**   |  |  | | --- | --- | | LEVEL  2nd  CASTING TIME  1 Action  RANGE/AREA  Self  COMPONENTS  V, S, M \* | DURATION  Concentration 1 Minute  SCHOOL  Evocation  ATTACK/SAVE  STR Save  DAMAGE/EFFECT  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  2nd  CASTING TIME  1 Action  RANGE/AREA  60 ft (10 ft )  COMPONENTS  V, S, M \* | DURATION  Instantaneous  SCHOOL  Evocation  ATTACK/SAVE  CON Save  DAMAGE/EFFECT  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  2nd  CASTING TIME  1 Action  RANGE/AREA  60 ft  COMPONENTS  V, S, M \* | DURATION  Concentration 1 Minute  SCHOOL  Enchantment  ATTACK/SAVE  WIS Save  DAMAGE/EFFECT  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  2nd  CASTING TIME  10 Minutes  RANGE/AREA  30 ft  COMPONENTS  V | DURATION  Instantaneous  SCHOOL  Evocation  ATTACK/SAVE  None  DAMAGE/EFFECT  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**   |  |  | | --- | --- | | LEVEL  2nd  CASTING TIME  1 Bonus Action  RANGE/AREA  60 ft  COMPONENTS  V, S | DURATION  1 Minute  SCHOOL  Evocation  ATTACK/SAVE  Melee  DAMAGE/EFFECT  Force |   🡪 | 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.  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.  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.  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. |
| **Call Lightning**  **3rd**   |  |  | | --- | --- | | LEVEL  3rd  CASTING TIME  1 Action  RANGE/AREA  120 ft (60 ft \*)  COMPONENTS  V, S | DURATION  Concentration 10 Minutes  SCHOOL  Conjuration  ATTACK/SAVE  DEX Save  DAMAGE/EFFECT  Lightning (...) |   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).  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.  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.  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. | **Sleet Storm**  **3rd**   |  |  | | --- | --- | | LEVEL  3rd  CASTING TIME  1 Action  RANGE/AREA  150 ft (40 ft \*)  COMPONENTS  V, S, M \* | DURATION  Concentration 1 Minute  SCHOOL  Conjuration  ATTACK/SAVE  DEX Save  DAMAGE/EFFECT  Prone |   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.  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.  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. |
| **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.  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. | **Destructive Wave**  **Channel Divinity**  Starting at 2nd level, you can use your Channel Divinity to wield the power of the storm with unchecked ferocity.  When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling. |
| **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.  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. | **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. |