Bless

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| Level: 1  Enchantment | Range: 30ft | Duration: Concentration, up to 1 round (min) | Casting Time: 1 action | Save: None |
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| General | You bless at least two creatures of your choice within range. A target gets a bonus whenever they make an attack roll or a saving throw before the spell ends. |

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| Manifestation | Roll 1d4: (odd) the caster’s hands glow with golden light then a golden rune appears on each target’s forehead; (even) the caster closes their eyes and a golden halo appears above each target. |
| Corruption | Roll 1d4: (1-2) Minor Corruption; (3) Major Corruption; (4) Greater Corruption |
| Misfire | Roll 1d4: (odd) The caster has disadvantage on all attack rolls for 1 round (min) (even) The targets have disadvantage on all attack rolls for 1 round (min) |

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Charisma: (0 or less) Corruption & Misfire; (1-3) Corruption; (4+) Misfire. |
| 2-11 | Lost. Failure. |
| 12-17 | You bless up two creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. |
| 18-23 | You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. |
| 24-29 | You bless up to four creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. |
| 30+ | You bless up to five creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. |

Cure Wounds

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| Level: 1  Evocation | Range: Touch | Duration: Instantaneous | Casting Time: 1 action | Save: None |
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| General | A creature you touch regains hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. |

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| Manifestation | Roll 1d4: (odd) an aura of golden light surrounds the target; (even) the wounds on the target’s body visibly close. |
| Corruption | Roll 1d4: (1-2) Minor Corruption; (3) Major Corruption; (4) Greater Corruption |
| Misfire | Roll 1d4: (1) Reroll, the enemy closest to the target receives the healing instead (2) Reroll, in addition to healing the target the caster incurs half that in damage; (3-4) Reroll, the target takes half of the healing as damage instead. |

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Charisma: (0 or less) Corruption & Misfire; (1-3) Corruption; (4+) Misfire. |
| 2-11 | Lost. Failure. |
| 12-17 | A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. |
| 18-23 | A creature you touch regains a number of hit points equal to 2d8 + your spellcasting ability modifier. |
| 24-29 | A creature you touch regains a number of hit points equal to 3d8 + your spellcasting ability modifier. |
| 30+ | A creature you touch regains a number of hit points equal to 4d8 + your spellcasting ability modifier. |

Light

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| Level: 1  Evocation | Range: Touch | Duration: 1 hour | Casting Time: 1 action | Save: Dexterity |
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| General | An object that you touch begins emitting light. 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. |

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| Manifestation | Roll 1d4: the color of the light is (1) white; (2) red; (3) blue; (4) green. |
| Corruption | Roll 1d4: (1) Once per day (as determined by the DM) bright light emits from the caster’s eyes; (2) Lights in a room inhabited by the caster tend to go out; (3) the caster permanently glows with a aura matching the color of the light created; (4) Moth’s are drawn to the caster. |
| Misfire | Roll 1d4: (1) Reroll, the spell has it’s intended effect, but all of the caster’s allies are blinded (Constitution save ends) (2) Reroll, the spell has it’s intended effect, but the caster is blinded for the duration and can’t be dismissed (no save) (3-4) Reroll, caster touches his own forehead causing the light to emit from his head for the duration and can’t be dismissed (no save). |

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Charisma: (0 or less) Corruption & Misfire; (1-3) Corruption; (4+) Misfire. |
| 2-11 | Lost. Failure. |
| 12-17 | 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. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. |
| 18-23 | 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 40-foot radius and dim light for an additional 40 feet. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. |
| 24-29 | You touch up to 2 objects that are 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. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. |
| 30+ | You touch up to 3 objects that are 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. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. |

Sacred Flame

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| Level: 1  Evocation | Range: 60ft | Duration: Instantaneous | Casting Time: 1 action | Save: Dexterity |
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| General | Flame-like radiance inflicts damage on creature that you can see within range. |

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| Manifestation | Roll 1d4: (1-2) Flame-like radiance descends on the target; (3) Flame-like radiance bursts from the floor below the target; (4) a whirlwind of flame-like radiance engulfs the target. |
| Corruption | Roll 1d4: (1-2) skin on caster’s face appears charred; (3) the caster’s hair burns off and won’t grow back; (4) the caster constantly appears sweaty. |
| Misfire | Roll 1d4: (odd) Reroll, the spell inflicts half damage on the caster (even) Reroll, the spell inflicts half damage on a random ally. |

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Charisma: (0 or less) Corruption & Misfire; (1-3) Corruption; (4+) Misfire. |
| 2-11 | Lost. Failure. |
| 12-17 | 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. |
| 18-23 | Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 2d8 radiant damage. The target gains no benefit from cover for this saving throw. |
| 24-29 | Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 3d8 radiant damage. The target gains no benefit from cover for this saving throw. |
| 30+ | Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 4d8 radiant damage. The target gains no benefit from cover for this saving throw. |

Thaumaturgy

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| Level: 1  Transmutation | Range: 30ft | Duration: Up to 1 round (min) | Casting Time: 1 action | Save: None |
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| General | 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 round (min).  • You cause flames to flicker, brighten, dim, or change color for 1 round (min).  • You cause harmless tremors in the ground for 1 round (min).  • 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 round (min).  If you cast this spell multiple times, you can have up to three of its 1 round (min) effects active at a time, and you can dismiss such an effect as an action. |

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| Corruption | Roll 1d4: (1-2) Minor Corruption; (3) Major Corruption; (4) Greater Corruption |
| Misfire | DM’s discression |

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Charisma: (0 or less) Corruption & Misfire; (1-3) Corruption; (4+) Misfire. |
| 2-11 | Lost. Failure. |
| 12+ | Spell functions as described under General section above. |
| 14-18 | Spell functions as described under General section but effects last 2 rounds (mins). |
| 19-21 | Spell functions as described under General section but effects last 3 rounds (mins). |
| 22-24 | Spell functions as described under General section but effects last 3 rounds (mins) and you can choose up to 2 magical effects to create. |
| 25-29 | Spell functions as described under General section but effects last 3 rounds (mins) and you can choose up to 3 magical effects to create. |
| 30+ | Spell functions as described under General section but effects last 3 rounds (mins) and you can choose up to all of the magical effects to create. |