SPELLCASTING A BILITY: _____ SPELL SAVE DC: _____ SPELL ATTACK BONUS: ____ SPELL ATTACK BONUS: ____

Bane

Enchantment

Level: 1

Casting time: 1 Action

Range: 30 feet

Components: V, S, M (A drop of blood)
Duration: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

At higher level

When you cast this spell using a spelslot of 2nd level or higher, you can target one aditional creature for each slot level above 1st.

Ceremony (Ritual)

Abjuration

Level: 1

Casting time: 1 Hour

Range: Touch

spell consumes)Duration: **Instantaneous**

You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting.

Atonement. You touch one willing creature whose alignment has changed, and you make a DC 20 Wsdom (Insight) check. On a successful check, you restore the target to its original alignment. Bless Water. You touch one vial of water and cause it to become holy water.

Coming of Age. You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once.

Dedication. You touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once. Funeral Rite. You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell. Wedding. You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.

Bless

Enchantment

Level: 1

Casting time: 1 Action

Range: 30 feet

Components: V, S, M (a sprinkling of holy water)
Duration: Concentration, up to 1 minute

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.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st

Command

Enchantment

Level: 1 Casting time: 1 Action Range: 60 feet Components: V Duration: 1 round

You speak a one-word command to a creature you can see within

The target must succeed on a Wsdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. **Drop** The target drops whatever it is holding and then ends its turn. **Flee** The target spends its turn moving away from you by the fastest available means.

Grovel The target falls prone and then ends its turn. **Halt** The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them

Create or Destroy Water

Transmutation

Level: 1

Casting time: 1 Action Range: 30 feet

Components: V, S, M (a drop of water if creating water or a few

grains of sand if destroying it)
Duration: Instantaneous

You either create or destroy water.

Create Water

You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

Destroy Water

You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Cure Wounds

Evocation

Level: 1

Casting time: 1 Action Range: Touch Components: V, S Duration: Instantaneous

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 level

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.

Detect Evil and Good

Divination

Level: 1

Casting time: 1 Action Range: Self

Range: **Self** Components: **V, S**

Duration: Concentration, up to 10 minutes

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Magic (Ritual)

Divination

Level: 1

Casting time: 1 Action Range: Self

Components: **V, S**

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Poison and Disease

Divination

Level: 1

Casting time: 1 Action

Range: **Self**

Components: V, S, M (a yew leaf)

Duration: Concentration, up to 10 minutes

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Guiding Bolt

Evocation

Level: 1

Casting time: 1 Action Range: 120 feet Components: V, S Duration: 1 round

A flash of light streaks toward a creature of your choice within range

Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Healing Word

Evocation

Level: 1

Casting time: 1 Bonus Action

Range: **60 feet** Components: **V**

Duration: Instantaneous

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 level

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.

Protection from Evil and Good

Abjuration

Level: 1

Casting time: 1 Action

Range: Touch

Components: V, S, M (holy water or powdered silver and iron,

which the spell consumes)

Duration: Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Sanctuary

Abjuration

Level: 1

Casting time: 1 Bonus Action

Range: 30 feet

Components: V, S, M (a small silver mirror)

Duration: 1 minute

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 Wsdom 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 or casts a spell that affects an enemy creature, this spell ends.

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Inflict Wounds

Necromancy

Level: 1

Casting time: 1 Action Range: Touch Components: V, S Duration: Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

At higher level

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.

Purify Food and Drink (Ritual)

Transmutation

Level: 1

Casting time: 1 Action Range: 10 feet Components: V, S Duration: Instantaneous

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Shield of Faith

Abjuration

Level: 1

Casting time: 1 Bonus Action

Range: 60 feet

Components: V, S, M (a small parchment with a bit of holy text

written on it)

Duration: Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a ± 2 bonus to AC for the duration.