







Guidance

Cleric Cantrip Divination DC 12 Spell Mod +4



Touch



Conc, 1 min



Sacred Flame

Cleric Cantrip Evocation DC 12 Spell Mod +4







Toll the Dead XGE

Cleric Cantrip Necromancy DC 12 Spell Mod +4







Inst

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends. 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. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

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 IdI2 necrotic damage. The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Bane

Cleric Level I Enchantment DC 12 Spell Mod +4

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

Levels. 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

from the attack roll or saving throw. At Higher





Conc, 1 min

Bless

Cleric Level I Enchantment DC 12 Spell Mod +4







A sprinkling of holy water

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 Levels. 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.



Cleric Level 1 Abjuration DC 12 Spell Mod +4





Inst

25 gp worth of powdered silver, which the spell

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 Wisdom (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

Command

Cleric Level I Enchantment DC 12 Spell Mod +4



ıst.





You speak a one-word command to a creature

succeed on a Wisdom saving throw or follow

the command on its next turn. The spell has no

you can see within range. The target must

effect if the target is undead, if it doesn't

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 GM

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 pron

understand your language, or if your





Create or Destroy Water

Cleric Level 1 Transmutation DC 12 Spell Mod +4



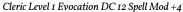




A drop of water if creating water or a few grains of sand if destroying it

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 Levels. 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











A creature you touch regains a number of hit points equal to Id8 + 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.







Page I (reverse)						
	Ceremony XGE (reverse) 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.					
			Command (reverse) 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 Levels. 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.			

Detect Evil and Good

Cleric Level 1 Divination DC 12 Spell Mod +4



Self



Conc, 10 mins

Detect Magic (ritual)

Cleric Level 1 Divination DC 12 Spell Mod +4





Conc, 10 mins

Detect Poison and Disease (ritual)

Self

Cleric Level 1 Divination DC 12 Spell Mod +4



Conc, 10 mins

1 Act. A vew leaf

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.

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 it is blocked by I foot of stone, I inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

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 it is blocked by I foot of stone, I inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Guiding Bolt

Cleric Level 1 Evocation DC 12 Spell Mod +4



120 ft



1 Rnd

Healing Word

Cleric Level 1 Evocation DC 12 Spell Mod +4







Inst

Identify (ritual)

Cleric Level 1 Divination DC 12 Spell Mod +4



V,S,M Inst A pearl worth at least 100 qp and an owl feather

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 Levels. 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.

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.

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Inflict Wounds

slot level above 1st.

Cleric Level 1 Necromancy DC 12 Spell Mod +4







Make a melee spell attack against a creature

you can reach. On a hit, the target takes 3d10

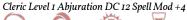
necrotic damage. At Higher Levels. When you

cast this spell using a spell slot of 2nd level or

higher, the damage increases by 1d10 for each



Protection from Evil and Good





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.

Purify Food and Drink (ritual)

Cleric Level 1 Transmutation DC 12 Spell Mod +4









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.





Page 2 (reverse)							

Sanctuary **Searing Smite** Shield of Faith Cleric Level 1 Abjuration DC 12 Spell Mod +4 Cleric Level 1 Evocation DC 12 Spell Mod +4 Cleric Level 1 Abjuration DC 12 Spell Mod +4 Self BA. 30 ft BA. B.A. 60 ft V,S,M Conc, 1 min Conc, 10 mins A small parchment with a bit of holy text written on A small silver mirror You ward a creature within range against The next time you hit a creature with a melee A shimmering field appears and surrounds a attack. Until the spell ends, any creature who weapon attack during the spell's duration, creature of your choice within range, granting targets the warded creature with an attack or a your weapon flares with white-hot intensity, it a +2 bonus to AC for the duration. harmful spell must first make a Wisdom and the attack deals an extra 1d6 fire damage saving throw. On a failed save, the creature to the target and causes the target to ignite in must choose a new target or lose the attack or flames. At the start of each of its turns until spell. This spell doesn't protect the warded the spell ends, the target must make a creature from area effects, such as the Constitution saving throw. On a failed save, it explosion of a fireball. If the warded creature takes 1d6 fire damage. On a successful save, makes an attack or casts a spell that affects an the spell ends. If the target or a creature within enemy creature, this spell ends. 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends. At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot above 1st.

Page 3 (reverse)						