

SPELLCASTING ABILITY: _____

SPELL SAVE DC: _____

SPELL ATTACK BONUS: _____

First

Second

Third

Forth

Fifth

Sixth

Seventh

Eight

Ninth

Tenth

Spell slots

Guidance

Divination

Level: **Cantrip**

Casting time: **1 Action**

Range: **Touch**

Components: **V, S**

Duration: **Concentration, up to 1 minute**

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.

Light

Evocation

Level: **Cantrip**

Casting time: **1 Action**

Range: **Touch**

Components: **V, M (a firefly or phosphorescent moss)**

Duration: **1 hour**

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. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

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.

Sacred Flame

Evocation

Level: **Cantrip**

Casting time: **1 Action**

Range: **60 feet**

Components: **V, S**

Duration: **Instantaneous**

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.

At higher level

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

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 spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

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.

Ceremony (Ritual)

Abjuration

Level: **1**

Casting time: **1 Hour**

Range: **Touch**

Components: **V, S, M (25 gp worth of powdered silver, which the 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.

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 range. The target must succeed on a Wisdom 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

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.

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.

Detect Evil and Good

Divination

Level: **1**
Casting time: **1 Action**
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.

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.

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.

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.

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.

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.

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

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.