


Spells & Spell Slots

LIGHT	
Evocation cantrip	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, M	DURATION 1 hour

Material: a firefly or phosphorescent moss.

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.


CLERIC 

SACRED FLAME	
Evocation 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 Levels

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

CLERIC 

SPARE THE DYING	
Necromancy cantrip	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S	DURATION Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

CLERIC 

Spell Slots, 1st Level: 4


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CURE WOUNDS	
1st-level evocation	
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 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.


CLERIC 

GUIDING BOLT	
1st-level evocation	
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 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.


CLERIC 

HEALING WORD	
1st-level evocation	
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 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.

CLERIC 


BURNING HANDS	
1st-level evocation	
CASTING TIME 1 action	RANGE Self (15-foot cone)
COMPONENTS V, S	DURATION Instantaneous


As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

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.

DOMAIN SPELL 

FAERIE FIRE	
1st-level evocation	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V	DURATION Up to 1 minute 

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

DOMAIN SPELL 

Spell Slots, 2nd Level: 2

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BLINDNESS/DEAFNESS
2nd-level necromancy

CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V	DURATION 1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

At Higher Levels

When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

CLERIC

HOLD PERSON
2nd-level enchantment

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION Up to 1 minute

Material: a small, straight piece of iron.

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.

CLERIC

PRAYER OF HEALING
2nd-level evocation

CASTING TIME 10 minutes	RANGE 30 feet
COMPONENTS V	DURATION Instantaneous

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.

CLERIC

FLAMING SPHERE
2nd-level conjuration

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION Up to 1 minute

Material: a bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. (see page 242)

At Higher Levels

When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

DOMAIN SPELL

SCORCHING RAY
2nd-level evocation

CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S	DURATION Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

At Higher Levels

When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

DOMAIN SPELL