

GUIDANCE

Divination cantrip

CASTING TIME

Action

RANGE

Touch

COMPONENTS

V, S

DURATION

up to 1 minute 

You touch a willing creature and choose a skill. Until the spell ends, the creature adds 1d4 to any ability check using the chosen skill.

SACRED FLAME

Evocation cantrip

CASTING TIME

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 Half Cover or Three-Quarters Cover for this save.

Cantrip Upgrade

The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

THAUMATURGY

Transmutation cantrip

CASTING TIME

Action

RANGE

30 feet

COMPONENTS

V

DURATION

Up to 1 minute

Create one of several effects within range for 1 minute: Altered Eyes (appearance change), Booming Voice (loud voice, advantage on Intimidation), Fire Play (change flames), Invisible Hand (move unlocked door/window), Phantom Sound (sound from chosen point), Tremors (harmless ground tremors). Up to 3 effects active simultaneously.

CLERIC, DRUID

CLERIC

CLERIC

TOLL THE DEAD

Necromancy cantrip

CASTING TIME

Action

RANGE

60 feet

COMPONENTS

V, S

DURATION

Instantaneous

You point at a creature within range; a bell chime sounds within 10 feet. The target must succeed on a Wisdom save or take 1d8 Necrotic damage, or 1d12 if missing HP. Damage increases at levels 5 (2d8/2d12), 11 (3d8/3d12), and 17 (4d8/4d12).

Cantrip Upgrade

The damage increases by one die when you reach levels 5 (2d8 or 2d12), 11 (3d8 or 3d12), and 17 (4d8 or 4d12).

CLERIC, WARLOCK, WIZARD

BLESS

1st-level enchantment

CASTING TIME

Action

RANGE

30 feet

COMPONENTS

V, S, M

DURATION

up to 1 minute 

Material: a Holy Symbol, worth 5+ GP

You bless up to three creatures within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target adds 1d4 to the attack roll or save.

At Higher Levels

You can target one additional creature for each spell slot level above 1.

CLERIC, PALADIN

CURE WOUNDS

1st-level abjuration

CASTING TIME

Action

RANGE

Touch

COMPONENTS

V, S

DURATION

Instantaneous

A creature you touch regains a number of Hit Points equal to 2d8 plus your spellcasting ability modifier.

At Higher Levels

The healing increases by 2d8 for each spell slot level above 1.

BARD, CLERIC, DRUID, PALADIN, RANGER

DETECT MAGIC

1st-level divination (Ritual)

CASTING TIME

Action

RANGE

Self

COMPONENTS

V, S

DURATION

up to 10 minutes 

For the duration, you sense the presence of magical effects within 30 feet of yourself. If you sense such effects, you can take the Magic action to see a faint aura around any visible creature or object in the area that bears the magic, and if an effect was created by a spell, you learn the spell's school of magic.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

BARD, CLERIC, DRUID, PALADIN, RANGER, SORCERER, WARLOCK, WIZARD

GUIDING BOLT

1st-level evocation

CASTING TIME

Action

RANGE

120 feet

COMPONENTS

V, S

DURATION

1 round

You hurl a bolt of light toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 4d6 Radiant damage, and the next attack roll made against it before the end of your next turn has Advantage.

At Higher Levels

The damage increases by 1d6 for each spell slot level above 1.

CLERIC

SANCTUARY

1st-level abjuration

CASTING TIME

Bonus action

RANGE

30 feet

COMPONENTS

V, S, M

DURATION

1 minute

Material: a shard of glass from a mirror

You ward a creature within range. Until the spell ends, any creature who targets the warded creature with an attack roll or a damaging spell must succeed on a Wisdom saving throw or either choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from areas of effect.

The spell ends if the warded creature makes an attack roll, casts a spell, or deals damage.

CLERIC

SHIELD OF FAITH

1st-level abjuration

CASTING TIME

Bonus action

RANGE

60 feet

COMPONENTS

V, S, M

DURATION

up to 10 minutes 

Material: a prayer scroll

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

CLERIC, PALADIN

AID

2nd-level abjuration

CASTING TIME

Action

RANGE

30 feet

COMPONENTS

V, S, M

DURATION

8 hours

Material: a strip of white cloth

Choose up to three creatures within range. Each target's Hit Point maximum and current Hit Points increase by 5 for the duration.

At Higher Levels

Each target's Hit Points increase by 5 for each spell slot level above 2.

BARD, CLERIC, DRUID, PALADIN, RANGER

ENHANCE ABILITY

2nd-level transmutation

CASTING TIME

Action

RANGE

Touch

COMPONENTS

V, S, M

DURATION

up to 1 hour 

Material: fur or a feather

You touch a creature and choose Strength, Dexterity, Intelligence, Wisdom, or Charisma. For the duration, the target has Advantage on ability checks using the chosen ability.

At Higher Levels

You can target one additional creature for each spell slot level above 2. You can choose a different ability for each target.

BARD, CLERIC, DRUID, RANGER, SORCERER, WIZARD

LESSER RESTORATION

2nd-level abjuration

CASTING TIME

Bonus action

RANGE

Touch

COMPONENTS

V, S

DURATION

Instantaneous

You touch a creature and end one condition on it: Blinded, Deafened, Paralyzed, or Poisoned.

BARD, CLERIC, DRUID, PALADIN, RANGER

SILENCE

2nd-level illusion (Ritual)

CASTING TIME

Action

RANGE

120 feet

COMPONENTS

V, S

DURATION

up to 10 minutes 

For the duration, no sound can be created within or pass through a 20-foot-radius Sphere centered on a point you choose within range. Any creature or object entirely inside the Sphere has Immunity to Thunder damage, and creatures have the Deafened condition while entirely inside it. Casting a spell that includes a Verbal component is impossible there.

BARD, CLERIC, RANGER

SPIRITUAL WEAPON

2nd-level evocation

CASTING TIME

Bonus action

RANGE

60 feet

COMPONENTS

V, S

DURATION

up to 1 minute 

Creates a floating spectral weapon for the duration. You can make one melee spell attack within 5 feet of the force, dealing 1d8 + spellcasting modifier force damage on a hit. As a bonus action, move the force up to 20 feet and repeat the attack within 5 feet.

At Higher Levels

The damage increases by 1d8 for every slot level above 2.

CLERIC

AURA OF VITALITY

3rd-level abjuration

CASTING TIME

Action

RANGE

Self

COMPONENTS

V

DURATION

up to 1 minute 

An aura radiates from you in a 30-foot Emanation for the duration. When you create the aura and at the start of each of your turns while it persists, you can restore 2d6 Hit Points to one creature in it.

CLERIC, DRUID, PALADIN

BESTOW CURSE

3rd-level necromancy

CASTING TIME

Action

RANGE

Touch

COMPONENTS

V, S

DURATION

up to 1 minute 

You touch a creature; on a failed Wisdom save, it becomes cursed with one effect: disadvantage on ability checks and saves for an ability, attack rolls against you, or must Dodge each turn unless it succeeds on a Wisdom save. Damage deals an extra 1d8 necrotic. Duration varies with spell slot used.

At Higher Levels

If you cast this spell using a level 4 spell slot, you can maintain Concentration on it for up to 10 minutes. If you use a level 5+ spell slot, the spell doesn't require Concentration, and the duration becomes 8 hours (level 5-6 slot) or 24 hours (level 7-8 slot). If you use a level 9 spell slot, the spell lasts until dispelled.

BARD, CLERIC, WIZARD

MASS HEALING WORD

3rd-level abjuration

CASTING TIME

Bonus action

RANGE

60 feet

COMPONENTS

V

DURATION

Instantaneous

Up to six creatures of your choice that you can see within range regain Hit Points equal to 2d4 plus your spellcasting ability modifier.

At Higher Levels

The healing increases by 1d4 for each spell slot level above 3.

BARD, CLERIC

REVIVIFY

3rd-level necromancy

CASTING TIME

Action

RANGE

Touch

COMPONENTS

V, S, M

DURATION

Instantaneous

Material: diamonds worth 300+ GP, which the spell consumes

You touch a creature that has died within the last minute. That creature revives with 1 Hit Point. This spell can't revive a creature that has died of old age, nor does it restore any missing body parts.

CLERIC, DRUID, PALADIN, RANGER