

CANTRIPS



POISON SPRAY

Lv 0

Range **10 ft**

Duration **Instant**

Casting Time **1 action**



The somatic component of this spell has been much refined

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

PHB 266



THAUMATURGY

Lv 0

Range **30 ft**

Duration **1 minute**

Casting Time **1 action**



Prestidigitation for Clerics

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

Your voice booms up to three times as loud as normal.

You cause flames to flicker, brighten, dim, or change color.

You cause harmless tremors in the ground for 1 minute.

You create an instantaneous sound that originates from a point of your choice within range.

You instantaneously cause an unlocked door or window to fly open or slam shut.

You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1 minute effects active at a time.

PHB 282*

LEVEL 1 SPELLS

3x per dag



THUNDEROUS SMITE

Lv 1

Range **Self**

Duration **1 minute**

Casting Time **Bonus**



Your weapon booms with power on every strike

The first time you hit with a melee weapon attack during this spell's duration, your weapon rings with thunder that is audible within 300 feet of you, and the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

PHB 282



RAY OF SICKNESS

Lv 1

Range **60 ft**

Duration **Instant**

Casting Time **1 action**



Usually follows a long night out

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

PHB 271



HEROISM

Lv 1

Range **Touch**

Duration **1 minute**

Casting Time **1 action**



Like alcohol without the dizziness

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

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.

PHB 250



BANE

Lv 1

Range **30 ft**

Duration **1 minute**

Casting Time **1 action**



"I am the bane of your existence"

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 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.

PHB 126



DIVINE SMITE

Lv 1

Range **Self**

Duration **Instant**

Casting Time **Bonus**



Divine power strikes your enemies.

The target takes an extra 2d8 radiant damage from the attack. The damage increases by 1d8 if the target is a Fiend or an Undead.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

PHB 257



SEARING SMITE

Lv 1

Range **Self**

Duration **1 minute**

Casting Time **Bonus**



Not for use with wood weapons

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spells ends. If the target or a creature within 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

PHB 274



BLESS

Lv 1

Range **30 ft**

Duration **1 minute**

Casting Time **1 action**



Your divine energy grants your allies a boon

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.

PHB 219



HUNTER'S MARK

Lv 1

Range **90 ft**

Duration **1 hour**

Casting Time **Bonus**



Used to cost 0 mana

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

PHB 251