

CANTRIPS



LIGHT

Lv 0

Range

Touch

Wizard

Bard

Duration

1 Hour

Cleric

Druid

Casting Time **1 action**

Sorcerer



Warlock

Ranger

Paladin

Let there be light!

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.

LEVEL 1 SPELLS 1x per dag



HEALING HANDS

Lv 0

Range

Touch.

Wizard

Bard

Duration

Instant

Cleric

Druid

Casting Time **1 Action**

Sorcerer



Warlock

Ranger

Paladin

Heal with your divine aasimar hands.

As an action, you can touch a creature and roll 2d4. The creature regains a number of hit points equal to the total rolled. Once you use this trait, you can't use it again until you finish a long rest.