

Level 1 - Enchantment

BLESS

Level 1 - Illusion

Cause Fear

Level 1 - Enchantment

Command

Level 1 - Transmutation

Create / Destroy Water

Level 1 - Evocation

Cure Wounds

Level 1

Detect Good & Evil

Level 1 - Divination (ritual)

Detect Magic

Level 1 - Divination (ritual)

Detect Poison & Disease

Level 1 - Evocation

Healing Word

Level 1 - Necromancy

Inflict Wounds

Cause Fear

Casting time: 1 Action
 Range: 10'
 Duration: 1 Minute

You create a phantasmal image of sheer terror in the minds of your enemies. Each creature of your choice within range must succeed on a WIS saving throw or be frightened for the duration. This spell has no effect upon undead or constructs. On its turn, a creature affected by this spell can use its action to make a WIS check against your spell save DC (____). If the creature succeeds on the check, it is no longer affected by the spell.

Create or Destroy Water

Casting time: 1 Action
 Range: 25'
 Duration: Instantaneous

You either create or destroy water.

Create Water. you create up to 2 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 25-foot cube within range, extinguishing exposed flames in the area. The spell produces enough clean, drinkable water to sustain 1 small or medium creature for 24 hours

Destroy Water. You destroy up to 2 gallons of water in an open container within range. Alternatively, you destroy fog in a 25' cube within range.

At higher levels. When you cast this spell using a slot of 2nd level or higher, you create or destroy 2 additional gallons of water for each level above 1st.

Detect Good and Evil

Casting time: 1 Action
 Range: Self
 Duration: Concentration, up to 10 minutes

For the duration, you detect the presence of any celestial, fiend, or undead creature within 25' of you, and such creatures cannot become hidden from you. Within the same radius, you detect the presence of any place or object that has been consecrated or desecrated by magic.

The spell can penetrate most barriers, but it is blocked by 1' of stone, 1 inch of common metal, a thin sheet of lead, or 3' of wood or dirt

Detect Poison and Disease

Casting time: 1 Action
 Range: Self
 Duration: Concentration, up to 10 minutes

For the duration, if there is poison, a poisonous creature, or a disease within 25' of you, you know it, where the poison or disease is, and what kind of poison, poisonous creature, or disease is present

The spell can penetrate most barriers, but it is blocked by 1' of stone, 1 inch of common metal, a thin sheet of lead, or 3' of wood or dirt.

Inflict Wounds

Casting time: 1 Action
 Range: 25'
 Duration: Instantaneous

Choose a creature within range that you can see. It must make a CON saving throw. It takes 3d8 necrotic damage on a failed save, and half as much on a successful one. This spell has no effect upon undead or constructs.

At Higher Levels: +1d8 per level above 1st.

Bless

Casting time: 1 Action
 Range: 25'
 Duration: Concentration, up to 10 Minutes

Choose any number of creatures within range that are not already affected by this spell. Whenever target makes an attack roll or saving throw before spell ends, your blessing allows it to add a d4 to the results

Command

Casting time: 1 Action
 Range: 50'
 Duration: 1 Round

You speak a 1-word command to a creature within range. It must succeed on a WIS saving throw or follow the command on its next turn, unless the creature doesn't understand it. This spell has no effect upon undead or constructs.

Approach , Drop, Flee, Grovel, Halt

Cure wounds

Casting time: 1 Action
 Range: Touch
 Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8+2 hit points.

This spell has no effect upon undead or constructs

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

Detect Magic

Casting time: 1 Action
 Range: Self
 Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 25' of you. If you sense magic, 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 it is blocked by 1' of stone, 1 inch of common metal, a thin sheet of lead, or 3' of wood or dirt.

Healing Word

Casting time: Swift
 Range: 50'
 Duration: Instantaneous

As you call out a brief prayer, a creature of your choice within range regains 1d8+2 hit points. This spell has no effect upon undead or constructs.