

Cleric Level 1 - Abjuration

**Protection
From Evil**

Cleric Level 1 - Transmutation (ritual)

**Purify
Food & Drink**

Cleric Level 1 - Abjuration

Sanctuary

Cleric Level 1 - Abjuration

**Shield of
Faith**

Cleric Level 2 - Abjuration

Aid

Cleric Level 2 - Divination (ritual)

Augury

Cleric Level 2 - Necromancy (ritual)

**Gentle
Rest**

Cleric Level 2 - Enchantment

**Hold
Person**

Cleric Level 2 - Abjuration

**Lesser
Restoration**

Cleric Level 2 - Evocation

**Prayer of
Healing**

Purify Food & Drink

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

Choose a point within range. All nonmagical food and drink within a 5'-radius cloud centered on that point is purified and rendered free of poison and disease.

Shield of Faith

Casting time: Swift
Range: 50'
Duration: Concentration, up to 10 minutes

Choose a creature within range. A shimmering field appears and surrounds that creature, granting it a +1 bonus to AC. The bonus lasts for the duration

Augury

Casting time: 1 Minute
Range: Self
Duration: Instantaneous

Describe a course of action that you plan to take within the next 30 minutes. By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an answer from an otherworldly entity about the result of that course of action.

Results:

Weal = good, woe = bad, weal and woe = mixed, nothing for not especially good or bad. Spell does not take into account any possible circumstances that might change the outcome, such as casting of additional spells or the loss or gain of a companion.

If you cast this spell two more times before completing a long rest there is a 25% chance that the additional results are false. DM rolls in secret.

Hold Person

Casting time: 1 Action
Range: 100'
Duration: Concentration, up to 1 minutes

Choose a living humanoid within range that you can see. The target must succeed on a WIS saving throw or be paralyzed for the duration. At the end of each of its turns, the affected target can make another saving throw. On a success, the spell ends.

Prayer of Healing

Casting time: 10 Minutes
Range: 25'
Duration: Instantaneous

Up to 6 creatures of your choice within range each regain 1d8+6 hit points. This Spell has no effect upon undead or constructs.

At Higher Levels: +1d8 per spell level above 2nd.

Protection From Evil

Casting time: 1 Action
Range: Touch
Duration: 10 Minutes

You touch a willing creature. Until the Spell ends, the target is protected against certain types of evil creatures: Elementals, fey, Fiends, and undead.

The protection grants several benefits: Evil Creatures get Disadvantages on attacks. The Target can't be charmed, frightened or possessed by them.

If the Tgt is already under one of those affects they get advantage on future saving throws against.

Sanctuary

Casting time: Swift
Range: 25'
Duration: 1 Minute

You ward a creature within range against enemy attacks. Until the spell ends, anyone who targets that creature with an attack or harmful spell must first make a WIS saving throw. On a Failed save, it must choose a new target or lose the attack or spell. *Sanctuary* doesn't protect the chosen creature from area effects, such as the explosion of a *Fireball*. If the chosen creature makes an attack or casts a spell that affects an enemy creature, *Sanctuary* ends.

Aid

Casting time: 1 Action
Range: 25'
Duration: 8 hours

Your prayer calls down a divine blessing of toughness and resolve. Choose up to three creatures within range that are not currently affected by this spell. Each target's hit point maximum and current hit points increase by 5 for the duration. This spell has no effect upon undead or constructs.

Gentle Repose

Casting time: 1 Action
Range: 5'
Duration: 7 days

Choose a corpse or other remains within range. For the duration, the target is protected from decay and cannot become an undead creature.

The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *Raise Dead*.

Lesser Restoration

Casting time: 1 action
Range: Touch
Duration: Instantaneous

You touch a creature and send positive energy coursing through it. Choose one of the following effects:

Remove Blindness or Deafness: If the creature is blinded or deafened, choose one of those conditions and end it.

Remove Disease: If the creature is suffering from any diseases, the most virulent one is cured.

Remove Paralysis: If the creature is subjected to any paralyzing effects, choose one of them and end it.