

Cleric Level 4 - Conjunction

Guardian of Faith

Cleric Cantrip - Evocation

Light

Cleric Cantrip - Evocation

Sacred Flame

Cleric Cantrip - Transmutation

Thaumaturgy

Druid Cantrip - Conjunction

Fire Seeds

Cleric Cantrip - Divination

Guidance

Cleric Cantrip - Abjuration

Resistance

Cleric Cantrip - Necromancy

Spare the Dying

Druid Cantrip - Transmutation

Druidcraft

Druid Cantrip - Divination

Guidance

Guidance

Casting time: 1 action
Range: Touch
Duration: 1 minute

You touch one willing creature not affected by this spell, calling upon the gods for aid. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It may choose to roll the die before or after rolling the ability check. The spell then ends. The spell ends early if you cast it again before the duration has passed.

Resistance

Casting time: 1 action
Range: Touch
Duration: 1 minute

You touch one willing creature. Once before the spell ends, that creature can roll a d4 and add the number rolled to one saving throw of its choice. It may choose to roll the die before or after rolling the d20. The spell then ends. The spell ends early if you cast it again before the duration has passed.

Spare the Dying

Casting time: Swift
Range: Touch
Duration: Instantaneous

Touch a living creature that has 0 HP. The creature regains 1 HP.

This spell has no effect upon undead or constructs.

Death Ward

Casting time: 1 Action
Range: Touch
Duration: 8 hours

You touch a creature. Until the Spell ends, the first time the target is subjected to an effect that would kill it outright without dealing damage, that effect is instead negated against the target, and the spell ends. Or the first time the target drops to 0 HP because of damage, the target instead drops to 1 HP, and the spell ends. This spell has no effect upon undead or constructs.

Guidance

Casting time: 1 action
Range: Touch
Duration: 1 minute

You touch one willing creature not affected by this spell, calling upon the gods for aid. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It may choose to roll the die before or after rolling the ability check. The spell then ends. The spell ends early if you cast it again before the duration has passed.

Guardian of Faith

Casting time: 1 Action
Range: 25 '
Duration: 4 hours

Choose a point within range. A Large spectral guardian appears and hovers there for the duration. The ghostly guardian is indistinct except for the radiant sword and gleaming shield emblazoned with the symbol of your deity. Creatures you designate when you cast the spell are not affected by the guardian. Any other creature that enters the area within 10' of the guardian must succeed on a DEX saving throw or take 15 radiant dmg (half on save). Guardian vanishes when it has dealt a total of 60 damage

Light

Casting time: 1 action
Range: Touch
Duration: 1 hour

You touch an object. Until the spell ends, the object emits bright light in a 20'-radius and dim light for an additional 20'. The spell ends early if you dismiss it (no action required) or cast it again. The light can be colored as you like and can be covered by an opaque object.

Sacred Flame

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

Tongues of divine radiance, like flame, engulf a creature within range that you can see. Gaining no benefit from cover, the target must succeed on a DEX saving throw or take 1d8 radiant damage.

At Higher Levels: the Spell's damage increases by 1d8 when you reach caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8)

Thaumaturgy

Casting time: 1 Action
Range: 25'
Duration: up to 1 minute

You manifest a minor wonder, a sign of divine power. Choose one of the following effects within range. You can end any of those effects early (no action required). If you cast this spell multiple times, you can have up to 3 of it's 1 minute effects active at a time.

*Magnify voice, *Flames flicker, sputter or brighten, *Feint benign tremors, *Damage thin glass object or smoke/singe paper, *Create sound, *unlocked door or window to fly open or slam shut, *turn your eyes solid white or solid black or other minor physical alteration.

Fire Seeds

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

You create 2 fiery acorns, pinecones, or holly berries and throw them at one or two creatures within range. Make a ranged attack roll for each seed. You have a bonus to the attack roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target takes 2 fire damage as the seed erupts in orange-red flames.

At Higher Levels: the spell's damage increases when you reach a caster level of 5th (4 fire), 10th (6 fire), 15th (9 fire), and 20th (11 fire)