

Cleric Spells

Divine DC 17 (Attack +7)

Cantrips

Name	Duration	Range	Save	Area/Targets
↔ Detect Magic	-	—	—	30-foot em...
↔ Shield	until the sta...	—	—	—
↔ Stabilize	-	30 feet	—	1 dying cre...
↔ Guidance	until the sta...	30 feet	—	1 creature
↔ Divine Lance	-	30 feet	—	1 creature

Spell Level 1

Name	Duration	Range	Save	Area/Targets
↔ Bless	1 minute	—	—	5-foot ema...
↔ Magic Weapon	1 minute	touch	—	1 weapon t...

Cantrips

Detect Magic ❖❖

Cantrip 1

Cantrip Detection Divination

Area 30-foot emanation

You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically are detected normally.

Heightened (3rd) You learn the school of magic for the highest-level effect within range that the spell detects. If multiple effects are equally strong, the GM determines which you learn.

Heightened (4th) As 3rd level, but you also pinpoint the source of the highest-level magic. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).

Divine Lance ❖❖

Cantrip 1

Attack Cantrip Evocation

Range 30 feet; **Targets** 1 creature

You unleash a beam of divine energy. Choose an alignment your deity has (chaotic, evil, good, or lawful). You can't cast this spell if you don't have a deity or if your deity is true neutral. Make a ranged spell attack roll against the target's AC.

On a hit, the target takes damage of the chosen alignment type equal to 1d4 plus your spellcasting ability modifier (double damage on a critical hit). The spell gains the trait of the alignment you chose.

Heightened (+1) The damage increases by 1d4.

Guidance ❖

Cantrip 1

Cantrip Divination

Range 30 feet; **Targets** 1 creature

Duration until the start of your next turn

You ask for divine guidance, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

Shield ❖

Cantrip 1

Abjuration Cantrip Force

Duration until the start of your next turn

You raise a magical shield of force. This counts as using the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction with your magic shield. The shield has Hardness 5.

After you use Shield Block, the spell ends and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the *magic missile* spell.

Heightening the spell increases the shield's Hardness.

Heightened (3rd) The shield has Hardness 10.

Heightened (5th) The shield has Hardness 15.

Heightened (7th) The shield has Hardness 20.

Heightened (9th) The shield has Hardness 25.

Stabilize 

Cantrip 1

Cantrip	Healing	Necromancy	Positive
---------	---------	------------	----------

Range 30 feet; **Targets** 1 dying creature

Positive energy shuts death's door. The target loses the dying condition, though it remains unconscious at 0 Hit Points.

Level 1 Spells

Bless ❖❖

Spell 1

Enchantment

Mental

Area 5-foot emanation; **Targets** you and allies in the area

Duration 1 minute

Blessings from beyond help your companions strike true. You and your allies in the area gain a +1 status bonus to attack rolls. Once per turn, starting the turn after you cast *ble*ss, you can use a single action, which has the concentrate trait, to increase the emanation's radius by 5 feet. *Bless* can counteract *bane*.

Magic Weapon ❖❖

Spell 1

Transmutation

Range touch; **Targets** 1 weapon that is unattended or wielded by you or a willing ally

Duration 1 minute

The weapon glimmers with magic and energy. The target becomes a *+1 striking weapon*, gaining a +1 item bonus to attack rolls and increasing the number of weapon damage dice to two.