

SPELL SLOTS								
1st	2nd	3rd	4th	5th	6th	7th	8th	9th
●	○	○	○	○	○	○	○	○
●	○	○	○	○	○	○		
○	○	○	○	○				
○	SPELLCASTING FOCUS Holy Amulet							

[illegible]

Guidance			LEVEL 0
RANGE	CASTING TIME	SAVE	
Touch	1 action	-	
DURATION	COMPONENTS		
Up to 1 minute (C)	V, S		
SPELL EFFECT			
<div>PREPARED</div> <p>I can always help out a friend! The next time my friend makes a skill check, they can add 1d4!</p>			

Sacred Flame			LEVEL 0
RANGE	CASTING TIME	SAVE	
60 feet	1 action	Dexterity	
DURATION	COMPONENTS		
Instant	V, S		
SPELL EFFECT			
<div><div>PREPARED</div><p>I can make holy fire attack a bad guy! They have to make a saving throw. If they fail, I do 1d8 holy damage. Even if they're hiding behind something, I can still get them as long as I can see them.</p></div>			

LEVEL

0

Light

RANGE

Touch

CASTING TIME

1 action

SAVE

-

DURATION

1 hour

COMPONENTS

V, M (a firefly)

SPELL EFFECT

PREPARED

I can make things I touch glow like a torch!

Bless (Domain)			LEVEL 1
RANGE	CASTING TIME	SAVE	
30 feet	1 action	-	
DURATION	COMPONENTS		
Up to 1 minute (C)	V, S, M (holy water)		
SPELL EFFECT			
<div><div>PREPARED</div><p>My god watches over people I like. I pick 3 friends or myself. When they attack or make a saving throw, they add 1d4 to their roll.</p></div>			