



# BLESS

Lv 1

Range **30 ft**

Duration  **1 minute**

Casting Time **1 action**



Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin

*Your divine energy grants your allies a boon*

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

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# CURE WOUNDS

Lv 1

Range

**Touch**

Duration

**Instant**

Casting Time

**1 action**

Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin



*A staple for any healer*

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

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