

Bless

1st-level enchantment

 1 action

 Concentration, up to 1 minute

 30 feet

 V, S, M (a sprinkling of holy water)

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 level: 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.

Command

1st-level enchantment

 1 action

 1 round

 60 feet

 V

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends.

Command

1st-level enchantment

Approach: The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop: The target drops whatever it is holding and then ends its turn.

Flee: The target spends its turn moving away from you by the fastest available means.

Grovel: The target falls prone and then ends its turn.

Halt: The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

Command

1st-level enchantment

At higher level: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Compelled Duel

1st-level enchantment

 1 bonus action

 Concentration, up to 1 minute

 30 feet

 V

You attempt to compel a creature into a duel. One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move into a space that is more than 30 feet away from you; if it succeeds on this saving throw, the spell doesn't restrict the target's movement for that turn.

Compelled Duel

1st-level enchantment

The spell ends if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you end your turn more than 30 feet away from the target.

Cure Wounds

1st-level evocation

 1 action

 Instantaneous

 Touch

 V, S

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 level: 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.

Detect Evil and Good

1st-level divination

 1 action

 Concentration, up to 10 minutes

 Self

 V, S

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Magic

1st-level divination (Ritual)

 1 action

 Concentration, up to 10 minutes

 Self

 V, S

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Poison and Disease

1st-level divination (Ritual)

 1 action

 Concentration, up to 10 minutes

 Self

 V, S, M (a yew leaf)

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Divine Favor

1st-level evocation

 1 bonus action

 Concentration, up to 1 minute

 Self

 V, S

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

Heroism

1st-level enchantment

 1 action

 Concentration, up to 1 minute

 Touch

 V, S

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

At higher level: 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.

Protection from Evil and Good

1st-level abjuration

 1 action

 Concentration, up to 10 minutes

 Touch

 V, S, M (holy water or powdered silver and iron, which the spell consumes)

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Purify Food and Drink

1st-level transmutation

 1 action

 Instantaneous

 10 feet

 V, S

All nonmagical food and drink within a 5-foot radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Shield of Faith

1st-level abjuration

 1 bonus action

 Concentration, up to 10 minutes

 60 feet

 V, S, M (a small parchment with a bit of holy text written on it)

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Searing Smite

1st-level evocation

 1 bonus action

 Concentration, up to 1 minute

 Self

 V

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spell ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends.

Searing Smite

1st-level evocation

At higher level: When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot level above 1st.

Thunderous Smite

1st-level evocation

 1 bonus action

 Concentration, up to 1 minute

 Self

 V

The first time you hit with a melee weapon attack during this spell's duration, your weapon rings with thunder that is audible within 300 feet of you, and the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

Wrathful Smite

1st-level evocation

 1 bonus action

 Concentration, up to 1 minute

 Self

 V

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d6 psychic damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.