

# Spellbook

## Bless

### **1st level Enchantment**

**Action:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a sprinkling of holy water)

**Duration:** Concentration, up to 1 minute

**Of Class:** Cleric, Paladin

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.

## Command

### **1st level Enchantment**

**Action:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** 1 round

**Of Class:** Cleric, Paladin, Warlock (Fiend)

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 DM determines how the target behaves. If the target can't follow your command, the spell ends.

**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.

**At Higher Levels.** 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***

**Action:** 1 bonus action

**Range:** 30 feet

**Components:** V

**Duration:** Concentration, up to 1 minute

**Of Class:** Paladin

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 to a space that is more than 30 feet away from you; if it succeeds on this saving throw, this spell doesn't restrict the target's movement for that turn.

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***

**Action:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Of Class:** Bard, Cleric, Druid, Paladin, Ranger

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.

## Detect Evil and Good

### ***1st level Divination***

**Action:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

**Of Class:** Cleric, Paladin

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 (Ritual)

### ***1st level Divination***

**Action:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

**Of Class:** Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Wizard

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 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***

**Action:** 1 action

**Range:** Self

**Components:** V, S, M (a yew leaf)

**Duration:** Concentration, up to 10 minutes

**Of Class:** Cleric, Druid, Paladin, Ranger

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 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***

**Action:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Of Class:** Paladin

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***

**Action:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Of Class:** Bard, Paladin

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 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.

# Protection from Evil and Good

## ***1st level Abjuration***

**Action:** 1 action

**Range:** Touch

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

**Duration:** Concentration, up to 10 minutes

**Of Class:** Cleric, Paladin, Warlock, Wizard

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 (Ritual)

## ***1st level Transmutation***

**Action:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** Instantaneous

**Of Class:** Cleric, Druid, Paladin

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.

# Searing Smite

## ***1st level Evocation***

**Action:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

**Of Class:** Paladin

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.

**At Higher Levels.** 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.

## Shield of Faith

**1st level Abjuration**

**Action:** 1 bonus action

**Range:** 60 feet

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

**Duration:** Concentration, up to 10 minutes

**Of Class:** Cleric, Paladin

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

## Thunderous Smite

**1st level Evocation**

**Action:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

**Of Class:** Paladin

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**

**Action:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

**Of Class:** Paladin

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.

## Aid

**2nd level Abjuration**

**Action:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a tiny strip of white cloth)

**Duration:** 8 hours

**Of Class:** Cleric, Paladin

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

## Branding Smite

**2nd level Evocation**

**Action:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

**Of Class:** Paladin

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it is invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

## Find Steed

**2nd level Conjuration**

**Action:** 10 minutes

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Of Class:** Paladin

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose, such as a warhorse, a pony, a camel, an elk, or a mastiff. (Your DM might allow other animals to be summoned as steeds.) The steed has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum.

While your steed is within 1 mile of you, you can communicate with it telepathically.

You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

## Lesser Restoration

**2nd level Abjuration**

**Action:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Of Class:** Bard, Cleric, Druid, Paladin, Ranger

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

## Magic Weapon

**2nd level Transmutation**

**Action:** 1 bonus action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 hour

**Of Class:** Paladin, Wizard

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

## Misty Step

### **2nd level Conjuration**

**Action:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

**Of Class:** Druid (Coast), Paladin (Ancient, Vengeance), Sorcerer, Warlock, Wizard

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

## Moonbeam

### **2nd level Evocation**

**Action:** 1 action

**Range:** 120 feet

**Components:** V, S, M (several seeds of any moonseed plant and a piece of opalescent feldspar)

**Duration:** Concentration, up to 1 minute

**Of Class:** Paladin (Ancients), Druid

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must

make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it

leaves the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

## Protection from Poison

### **2nd level Abjuration**

**Action:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

**Of Class:** Cleric, Druid, Paladin, Ranger

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random.



For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

## Zone of Truth

### ***2nd level Enchantment***

**Action:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 10 minutes

**Of Class:** Bard, Cleric, Paladin

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such creatures can be evasive in its answers as long as it remains within the boundaries of the truth.

## Aura of Vitality

### ***3rd level Evocation***

**Action:** 1 action

**Range:** Self (30-foot radius)

**Components:** V

**Duration:** Concentration, up to 1 minute

**Of Class:** Paladin

Healing energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. You can use a bonus action to cause one creature in the aura (including you) to regain 2d6 hit points.

## Blinding Smite

### ***3rd level Evocation***

**Action:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

**Of Class:** Paladin

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon flares with a bright light, and the attack deals an extra 3d8 radiant damage to the target. Additionally, the target must succeed on a Constitution saving throw or be blinded until the spell ends.

A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

## Create Food and Water

### ***3rd level Conjunction***

**Action:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Of Class:** Cleric, Paladin

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

## Crusader's Mantle

### ***3rd level Evocation***

**Action:** 1 action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

**Of Class:** Paladin

Holy power radiates from you in an aura with a 30-foot radius, awakening boldness in friendly creatures. Until the spell ends, the aura moves with you, centered on you. While in the aura, each nonhostile creature in the aura (including you) deals an extra 1d4 radiant damage when it hits with a weapon attack.

## Daylight

### ***3rd level Evocation***

**Action:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 hour

**Of Class:** Cleric, Druid, Paladin, Ranger, Sorcerer

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object with and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helmet, blocks the light.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

# Dispel Magic

## **3rd level Abjuration**

**Action:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

**Of Class:** Bard, Cleric, Druid, Paladin, Sorcerer, Warlock, Wizard

Choose any creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

# Elemental Weapon

## **3rd level Transmutation**

**Action:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 hour

**Of Class:** Paladin

A nonmagical weapon you touch becomes a magic weapon. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits.

**At Higher Levels.** When you cast this spell using a spell slot of 5th or 6th level, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4. When you use a spell slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.

# Magic Circle

## **3rd level Abjuration**

**Action:** 1 minute

**Range:** 10 feet

**Components:** V, S, M (holy water or powdered silver and iron worth at least 100 gp, which the spell consumes)

**Duration:** 1 hour

**Of Class:** Cleric, Paladin, Warlock, Wizard

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface.

Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways:

\* The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or

interplanar travel to do so, it must first succeed on a Charisma saving throw.

- \* The creature has disadvantage on attack rolls against targets within the cylinder.

- \* Targets within the cylinder can't be charmed, frightened, or possessed by the creature.

When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 hour for each slot level above 3rd.

## Revivify

### **3rd level Conjuration**

**Action:** 1 action

**Range:** Touch

**Components:** V, S, M (diamonds worth 300 gp, which the spell consumes)

**Duration:** Instantaneous

**Of Class:** Cleric, Paladin

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

## Aura of Life

### **4th level Abjuration**

**Action:** 1 action

**Range:** Self (30-foot radius)

**Components:** V

**Duration:** Concentration, up to 10 minutes

**Of Class:** Paladin

Life-preserving energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) has resistance to necrotic damage, and its hit point maximum can't be reduced. In addition, a nonhostile, living creature regains 1 hit point when it starts its turn in the aura with 0 hit points.

## Aura of Purity

### **4th level Abjuration**

**Action:** 1 action

**Range:** Self (30-foot radius)

**Components:** V

**Duration:** Concentration, up to 10 minutes

**Of Class:** Paladin

Purifying energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) can't become diseased, has resistance to poison damage, and has advantage on saving throws against effects that cause any of the

following conditions: blinded, charmed, deafened, frightened, paralyzed, poisoned, and stunned.

## Banishment

### **4th level Abjuration**

**Action:** 1 action

**Range:** 60 feet

**Components:** V, S, M (an item distasteful to the target)

**Duration:** Concentration, up to 1 minute

**Of Class:** Cleric, Paladin, Sorcerer, Warlock, Wizard

You attempt to send one creature that you can see within range to another place of existence. The target must succeed on a Charisma saving throw or be banished.

If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

## Death Ward

### **4th level Abjuration**

**Action:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

**Of Class:** Cleric, Paladin

You touch a creature and grant it a measure of protection from death.

The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends.

If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.

## Ice Storm

### **4th level Evocation**

**Action:** 1 action

**Range:** 300 feet

**Components:** V, S, M (a pinch of dust and a few drops of water)

**Duration:** Instantaneous

**Of Class:** Cleric (Tempest), Druid, Paladin (Ancients), Sorcerer, Wizard

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must

make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.

## Locate Creature

**4th level Divination**

**Action:** 1 action

**Range:** Self

**Components:** V, S, M (a bit of fur from a bloodhound)

**Duration:** Concentration, up to 1 hour

**Of Class:** Cleric, Druid, Paladin, Ranger, Wizard

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement.

The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close - within 30 feet - at least once. If the creature you described or named is in a different form, such as being under the effects of a *polymorph* spell, this spell doesn't locate the creature.

This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

## Staggering Smite

**4th level Evocation**

**Action:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

**Of Class:** Paladin

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon pierces both body and mind, and the attack deals an extra 4d6 psychic damage to the target. The target must make a Wisdom saving throw. On a failed save, it has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn.

# Banishing Smite

**5th level Abjuration****Action:** 1 bonus action**Range:** Self**Components:** V**Duration:** Concentration, up to 1 minute**Of Class:** Paladin

The next time you hit a creature with a weapon attack before this spell ends, your weapon crackles with force, and the attack deals an extra 5d10 force damage to the target. Additionally, if this attack reduces the target to 50 hit points or fewer, you banish it. If the target is native to a different plane of existence than the one you're on, the target disappears, returning to its home plane. If the target is native to the plane you're on, the creature vanishes into a harmless demiplane. While there, the target is incapacitated. It remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

# Circle of Power

**5th level Abjuration****Action:** 1 action**Range:** Self (30-foot radius)**Components:** V**Duration:** Concentration, up to 10 minutes**Of Class:** Paladin

Divine energy radiates from you, distorting and diffusing magical energy within 30 feet of you. Until the spell ends, the sphere moves with you, centered on you. For the duration, each friendly creature in the area (including you) has advantage on saving throws against spells and other magical effects. Additionally, when an affected creature succeeds on a saving throw made against a spell or magical effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw.

# Commune (Ritual)

**5th level Divination****Action:** 1 minute**Range:** Self**Components:** V, S, M (incense and a vial of holy or unholy water)**Duration:** 1 minute**Of Class:** Cleric, Paladin (Devotion)

You contact your deity or a divine proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question.

Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading

or contrary to the deity's interests, the DM might offer a short phrase as an answer instead.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The DM makes this roll in secret.

## Commune with Nature (Ritual)

### **5th level Divination**

**Action:** 1 minute

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Of Class:** Druid, Paladin, Ranger

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- terrain and bodies of water
- prevalent plants, minerals, animals, or peoples
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- buildings

For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

## Destructive Wave

### **5th level Evocation**

**Action:** 1 action

**Range:** Self (30-foot radius)

**Components:** V

**Duration:** Instantaneous

**Of Class:** Paladin

You strike the ground, creating a burst of divine energy that ripples outward from you. Each creature you choose within 30 feet of you must succeed on a Constitution saving throw or take 5d6 thunder damage, as well as 5d6 radiant or necrotic damage (your choice), and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

## Dispel Evil and Good

### **5th level Abjuration**

**Action:** 1 action



**Range:** Self

**Components:** V, S, M (holy water or powdered silver and iron)

**Duration:** Concentration, up to 1 minute

**Of Class:** Cleric, Paladin

Shimmering energy surrounds and protects you from fey, undead, and creatures originating from beyond the Material Plane. For the duration, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against you.

You can end the spell early by using either of the following special functions.

**Break Enchantment.** As your action, you touch a creature you can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures.

**Dismissal.** As your action, make a melee spell attack against a celestial, an elemental, a fey, a fiend, or an undead you can reach. On a hit, you attempt to drive the creature back to its home plane. The creature must succeed on a Charisma saving throw or be sent back to its home plane (if it isn't there already). If they aren't on their home plane, undead are sent to the Shadowfell, and fey are sent to the Feywild.

## Geas

**5th level Enchantment**

**Action:** 1 minute

**Range:** 60 feet

**Components:** V

**Duration:** 30 days

**Of Class:** Bard, Cleric, Druid, Paladin, Wizard

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends.

You can end the spell early by using an action to dismiss it. A *remove curse*, *greater restoration*, or *wish* spell also ends it.

**At Higher Levels.** When you cast this spell using a spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of 9th level the spell lasts until it is ended by one of the spells mentioned above.

## Raise Dead

**5th level Necromancy**

**Action:** 1 hour

**Range:** Touch

**Components:** V, S, M (a diamond worth at least 500 gp, which the spell consumes)

**Duration:** Instantaneous

**Of Class:** Bard, Cleric, Paladin

You return a dead creature you touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point. This spell also neutralizes any poison and cures nonmagical diseases that affected the creature at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature returns to life. The spell can't return an undead creature to life.

This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival - its head, for instance - the spell automatically fails.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

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