Spell List

**Cantrips**

**1st Level**

* **Cure Wounds**: 1st level. One creature you touch regains 1d8 hit points. If cast at 2nd level or above, the creature regains an additional 1d8 hit points for each level above 1st.
* **Detect Evil and Good**: 1st level, 10-minute duration (concentration). You can sense the location aberrations, celestials, elementals, fey, fiends, or undead within 30 feet of you. Similarly, you know if there is a place or object within 30 feet of you that has been consecrated or desecrated.
* **Grant Boon**: 1st level, 1-minute duration (concentration). One creature of your choice within 30 feet add a d4 to each of their rolls for the duration. If cast at 2nd level or above, you may choose one additional creature for each level above 1st.
* **Protection from Good and Evil**: 1st level, 10-minute duration (concentration). One willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. If cast at 2nd level or above, you may choose one additional creature for each level above 1st.
  + Creatures of the listed types have disadvantage on attack rolls against the target, and cannot *charm*, *frighten*, or possess them.

**2nd Level**

* **Cure Disease**:2nd level. One creature you touch immediately reduces their Exhaustion by one level, provided the Exhaustion is caused by a disease.
* **Cure Poison**: 2nd level. One creature you touch is cured of all poisons affecting them and the *poisoned* condition.

**3rd Level**

* **Curse**: 3rd level, 1-minute duration. The target must succeed a WIS saving throw or suffer disadvantage on all rolls for the duration.
  + When cast, both the target and caster suffer 1 level of corruption.
    - If cast as 5th level or higher, the duration is 8 hours and the corruption increases to 2 levels.
    - If cast as 7th level or higher, the duration is 24 hours and the corruption increases to 3 levels.
    - If cast as 9th level or higher, the curse is permanent until dispelled and the corruption becomes permanent.
* **Counterspell**: 3rd level spell, can be cast out of turn. You attempt to interrupt a creature you can see casting a spell within 60 feet. If the spell is the same level or lower than what you cast Counterspell as, the target suffers a miscast. If it is casting a spell of higher level, nothing happens.
* **Sleep**: 3rd level, 1-minute duration. One target of your choice within 90 ft makes a WIS saving throw or falls *unconscious* for 1-minute. The target wakes up if they take damage or another creature uses its action to wake it up. If cast at 4th level or above, you may choose one additional creature for each level above 3rd.
  + Constructs, undead, creatures that do not need sleep, and creatures immune to being *charmed* aren’t affected by this spell.

**4th Level**

**5th Level**

* **Bless**: 5th level. Removes any curse afflicting the target, including from the *curse*spell. It does not remove any levels of corruption caused by a curse.

**6th Level**

**7th Level**

**8th Level**

**9th Level**