

Spell	Description	Save	Act	Scope	Comp	Dur
Bane ^(OV)	3+1/SL creatures save or have to subtract 1d4 on every attack or save for duration	CHA	Act	30 ft.	[v,s,m]	1 min ^C
O Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw for duration	—	Act	30 ft.	[v,s,m]	1 min ^C
O Command	One-word command to target that's alive, understands my language, & command isn't harmful	WIS	Act	60 ft.	[v]	1 round
O Compelled Duel	Save or DisAdv on attacks vs allies & WIS to move >30' from me. Ends if I attack another ally hurts it	WIS	BA	30 ft.	[v]	1 min ^C
O Cure Wounds	1 creature is healed for 1d8 + 1d8/SL + spell attack modifier hit points	—	Act	Touch	[v, s]	Instant
O Detect Good/Evil	Know if aberration, celestial, elemental, fey, fiend, undead, and des-/consecrated area w/i 30 ft	—	Act	Self	[v, s]	10min ^C
O Detect Magic ®	Know presence of magic w/i 30 ft; 1 a to see auras and determine school	—	Act	Self	[v, s]	10min ^C
O Detect Poison/Disease ®	Know presence, location, and type of poisons, poisonous creatures, & diseases w/i 30 ft	—	Act	Self	[v,s,m]	10min ^C
O Divine Favor	Your weapon attacks deal an extra 1d4 Radiant damage for duration	—	BA	Self	[v, s]	1 min ^C
O Heroism	Ally is immune to being Frightened & gains spellcasting modifier temp HP at start of each turn	—	Act	Touch	[v, s]	1 min ^C
Hunter's Mark ^(OV)	1 target; weapon hit adds 1d6 damage. Adv to Perception & Survival checks to find it. Re-target w/BA	—	BA	90 ft.	[v]	60min ^C
O Protect. from Good/Evil	Grant immunity to fear/charm/possession from GOOD/EVIL & DisAdv vs. attacks, to 1 creature	—	Act	Touch	[v,s,m ^s]	10min ^C
O Purify Food or Drink ®	5-ft radius of non-magical food & drink is rendered free of all poison & disease	—	Act	10 ft.	[v, s]	Instant
O Searing Smite	Next melee weapon hit adds 1d6 Fire damage, ignites target; each turn save or 1d6 Fire damage	CON	BA	Self	[v]	1 min ^C
O Shield of Faith	1 creature gains +2 AC for duration	—	BA	60 ft.	[v,s,m]	10min ^C
O Thunderous Smite	Next melee weapon hit adds 2d6 Thunder damage, audible for 300'; save or pushed 10' away & Prone	STR	BA	Self	[v]	1 min ^C
O Wrathful Smite	Next melee weapon hit adds 1d6 Psychic damage; save or be Frightened until spell ends	WIS	BA	Self	[v]	1 min ^C

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O Aid	Up to 3 allies have max & current hit points increase by 5 for duration	—	Act	30 ft.	[v,s,m]	8 hours
O Branding Smite	Next weapon hit deals extra 2d6 Radiant damage; target becomes visible & sheds dim light	—	BA	Self	[v]	1 min ^C
O Find Steed	Summon spirit in form of intelligent steed bonded to me. Telepathic w/i 1mi. At 0 HP, it disappears	—	10m	30 ft.	[v, s]	Instant
Hold Person ^(ov)	1+1/SL Humanoid saves or is paralyzed for duration. Reattempts save at end of each turn	WIS	Act	60 ft.	[v,s,m]	1 min ^C
O Lesser Restoration	End 1 disease or condition (blinded, deafened, paralyzed, poisoned) of 1 ally	—	Act	Touch	[v, s]	Instant
O Locate Object	Sense direction to object if w/i 1,000 ft. Blocked by any thickness of lead	—	Act	Self	[v,s,m]	10min ^C
O Magic Weapon	Non-magical weapon becomes magic w/+1 bonus to attack & damage rolls for duration	—	BA	Touch	[v, s]	60min ^C
Misty Step ^(ov)	Briefly surrounded by silvery mist, teleport up to 30 feet to a visible & unoccupied space	—	BA	Self	[v]	Instant
O Protection from Poison	1 ally; Adv on poisoning saves, Resistant to Poison damage, & healed of 1 poisoning (known random)	—	Act	Touch	[v, s]	1 hour
O Zone of Truth	15-ft O, each creature starts/enters zone saves cannot speak deliberate lie. All aware of the spell	CHA	Act	60 ft.	[v, s]	10 min

0.2	1.29	5.14	0.35	0.27	0.35	0.35	0.35
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