

Spell	Description	Save	Act	Scope	Comp	Dur
Bane <sup>(OV)</sup>	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 <sup>C</sup>
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 <sup>C</sup>
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 <sup>C</sup>
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 <sup>C</sup>
O Detect Magic ®	Know presence of magic w/i 30 ft; 1 a to see auras and determine school	—	Act	Self	[v, s]	10min <sup>C</sup>
O Detect Poison/Disease ®	Know presence, location, and type of poisons, poisonous creatures, & diseases w/i 30 ft	—	Act	Self	[v,s,m]	10min <sup>C</sup>
O Divine Favor	Your weapon attacks deal an extra 1d4 Radiant damage for duration	—	BA	Self	[v, s]	1 min <sup>C</sup>
O Heroism	Ally is immune to being Frightened & gains spellcasting modifier temp HP at start of each turn	—	Act	Touch	[v, s]	1 min <sup>C</sup>
Hunter's Mark <sup>(OV)</sup>	1 target; weapon hit adds 1d6 damage. Adv to Perception & Survival checks to find it. Re-target w/BA	—	BA	90 ft.	[v]	60min <sup>C</sup>
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 <sup>s</sup> ]	10min <sup>C</sup>
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 <sup>C</sup>
O Shield of Faith	1 creature gains +2 AC for duration	—	BA	60 ft.	[v,s,m]	10min <sup>C</sup>
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 <sup>C</sup>
O Wrathful Smite	Next melee weapon hit adds 1d6 Psychic damage; save or be Frightened until spell ends	WIS	BA	Self	[v]	1 min <sup>C</sup>

S p e l l		Description	Save	Act	Scope	Comp	Dur
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 <sup>C</sup>
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 <sup>(ov)</sup>	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 <sup>C</sup>
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 <sup>C</sup>
O	Magic Weapon	Non-magical weapon becomes magic w/+1 bonus to attack & damage rolls for duration	—	BA	Touch	[v, s]	60min <sup>C</sup>
	Misty Step <sup>(ov)</sup>	Briefly surrounded by silvery mist, teleport up to 30 feet to a visible & unoccupied space	—	BA	Self	[v]	Instant
O	Prayer of Healing <sup>O</sup>	Up to 6 allies w/i 30' regain 2d8+CHA mod HP. +1d8 for each spell slot above 2	—	10m	Touch	[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	Warding Bond <sup>O</sup>	While ally w/i 60' it gains +1 AC & resistance to ALL damage. But I take same amt of damage each hit	—	Act	Touch	[v,s,m]	60min
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
S p e l l		Description	Save	Act	Scope	Comp	Dur
	Haste <sup>(ov)</sup>	2x speed, +2 AC, Adv on Dex saves, +1 addt'l action to attack, dash, disengage, hide, or interact. Target cannot move/act for 1 turn after spell ends.	—	Act	30 ft.	[v,s,m]	1 min <sup>C</sup>
	Protection from Energy <sup>(ov)</sup>	An ally you touch has resistance to one of [acid, cold, fire, lightning, thunder] damage	—	Act	Touch	[v, s]	60min <sup>C</sup>

○ <i>Aura of Vitality</i>	Use BA to grant 1 ally (can include self) w/i 30' 2d6 HP	—	Act	Self	[v]	1 min	C
○ <i>Blinding Smite</i>	Next melee weapon hit adds 3d8 radiant damage, save or be blinded (re-save each turn)	CON	BA	Self	[v]	1 min	C
○ <i>Create Food &amp; Water</i>	Create 45# food + 30gal water, good for 24 hours but spoils thereafter	—	Act	30 ft.	[v, s]	Instant	
○ <i>Crusader's Mantle</i>	Each ally w/i 30' deals extra 1d4 radiant damage from weapon attacks	—	Act	Self	[v]	1 min	C
○ <i>Daylight</i>	60ft radius sphere of bright light + 60ft dim light; overcomes magical darkness at 3 <sup>rd</sup> lvl or below	—	Act	60 ft.	[v, s]	60min	
○ <i>Dispel Magic</i>	Any spell 3 <sup>rd</sup> level or below ends. Spell ability check on higher spells to dispel. DC = 10 + spell lvl	—	Act	120 ft.	[v, s]	Instant	
○ <i>Elemental Weapon</i>	Turn weapon magical; gets +1 to attack & 1d4 damage of choice [acid, cold, fire lightning, thunder]	—	Act	Touch	[v, s]	1 min	C
○ <i>Magic Circle</i>	10ft radius 20ft tall, w/i range: affects [celestial, elemental, fey, fiend, undead] by - can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel, it is forced to enter the cylinder. - disadvantage on attack rolls against targets within the cylinder - targets within the cylinder can't be charmed, frightened, or possessed by the creature.	—	1 min	10 ft.	[v,s,m]	60min	
○ <i>Remove Curse</i>	When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature from being cursed.	—	Act	Touch	[v, s]	Instant	
○ <i>Revivify</i>	All curses end unless a cursed magic item. Then curse remains but attunement breaks	—	Act	Touch	[v,s,m]	Instant	
○ <i>Spirit Shroud</i>	Newly (<1min) dead creature returns to life w/1 HP. Requires >= 300GP worth of diamonds	—	Act	Touch	[v,s,m]	Instant	
○ <i>Spirit Shroud</i>	Extra 1d8 [necrotic, cold, radiant] if foe w/i 10'; foe cannot heal until my next turn. Reduce speed 10 of 1 foe	—	BA	Self	[v, s]	1 min	C

0.2	1.29	5.14	0.35	0.27	0.35	0.35	0.35
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