

## Bane

1st-level enchantment



1 action



Concentration, up to 1 minute



30 feet



V, S, M (a drop of blood)

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

## Bane

1st-level enchantment

**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.

## 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.

## Charm Person

1st-level enchantment



1 action



1 hour



30 feet



V, S

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

## Charm Person

1st-level enchantment

**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. The creatures must be within 30 feet of each other when you target them.

## 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.

## Command

1st-level enchantment

If you do so, the GM 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.

## Command

1st-level enchantment

**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 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.

## Create or Destroy Water

1st-level transmutation



1 action



Instantaneous



30 feet



V, S, M (a drop of water if creating water, or a few grains of sand if destroying it)

You either create or destroy water.

**Create Water:** You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

## Create or Destroy Water


*1st-level transmutation*


**Destroy Water:** You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

**At higher level:** When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

## 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.

## Disguise Self

*1st-level illusion*

 1 action

 1 hour

 Self

 V, S

You make yourself - including your clothing, armor, weapons, and other belongings on your person - look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

## Disguise Self


*1st-level illusion*


The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.


To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

## Guiding Bolt

*1st-level evocation*

 1 action

 1 round

 120 feet

 V, S

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

## Guiding Bolt

*1st-level evocation*

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



## Healing Word

*1st-level evocation*



1 bonus action



Instantaneous



60 feet



V

A creature of your choice that you can see within range regains hit points equal to 1d4 + 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 1d4 for each slot level above 1st.

## Inflict Wounds

*1st-level necromancy*



1 action



Instantaneous



Touch



V, S

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

**At higher level:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 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.

## Protection from Evil and Good

*1st-level abjuration*

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.

## Sanctuary

*1st-level abjuration*



1 bonus action



1 minute



30 feet



V, S, M (a small silver mirror)

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

## Sanctuary

*1st-level abjuration*

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

## 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.