





### Aura Of Vitality





3rd-level evocation

-  1 action
-  Concentration, up to 1 minute
-  Self (30-foot radius)
-  V

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

-  1 bonus action
-  Concentration, up to 1 minute
-  Self
-  V

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon flares with 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.



### Blinding Smite

3rd-level evocation

On a successful save, it is no longer blinded.

### Create Food and Water





3rd-level conjuration

-  1 action
-  Instantaneous
-  30 feet
-  V, S

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

-  1 action
-  Concentration, up to 1 minute
-  Self
-  V

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.

### Dispel Magic

3rd-level abjuration

-  1 action
-  Instantaneous
-  120 feet
-  V, S

Choose one 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.





### Dispel Magic

3rd-level abjuration

**At higher level:** 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

-  1 action
-  Concentration, up to 1 hour
-  Touch
-  V, S

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.


### Elemental Weapon

3rd-level transmutation

**At higher level:** 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

 1 minute

 1 hour

 10 feet

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

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.

\* 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.

## Magic Circle

3rd-level abjuration

\* 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 level:** 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.

## Remove Curse

3rd-level abjuration

 1 action

 Instantaneous


 Touch


 V, S

At your touch, all curses affecting one creature or object end. If the object is a cursed magical item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.


## Revivify

3rd-level conjuration

 1 action

 Instantaneous

 Touch

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

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.