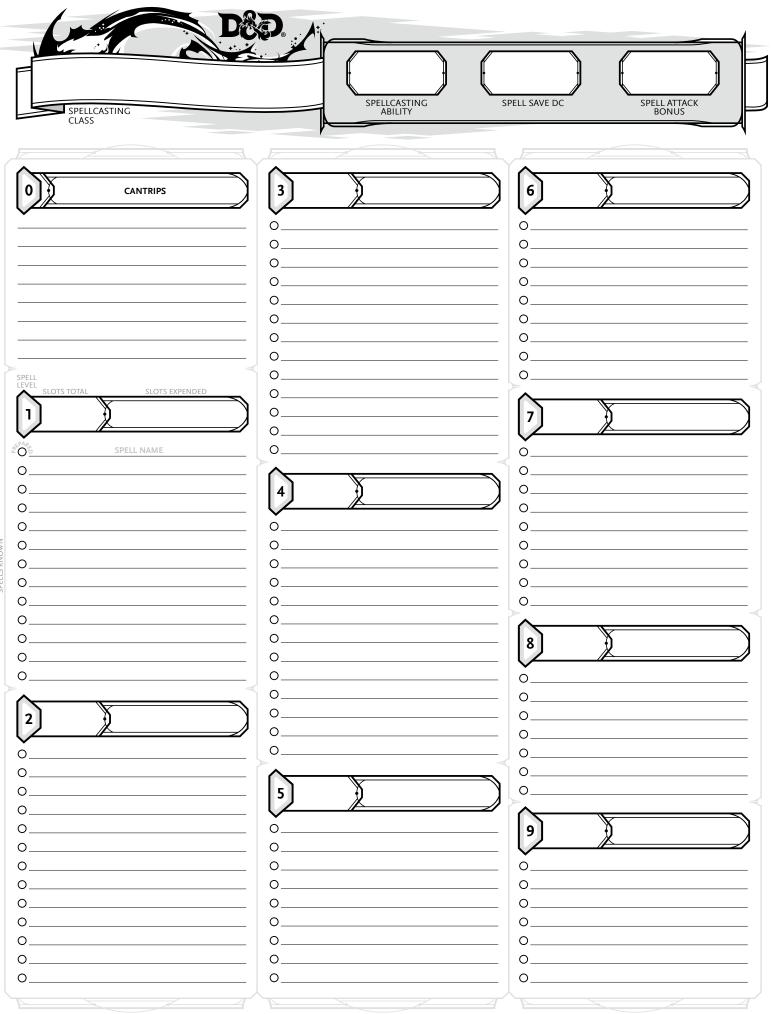
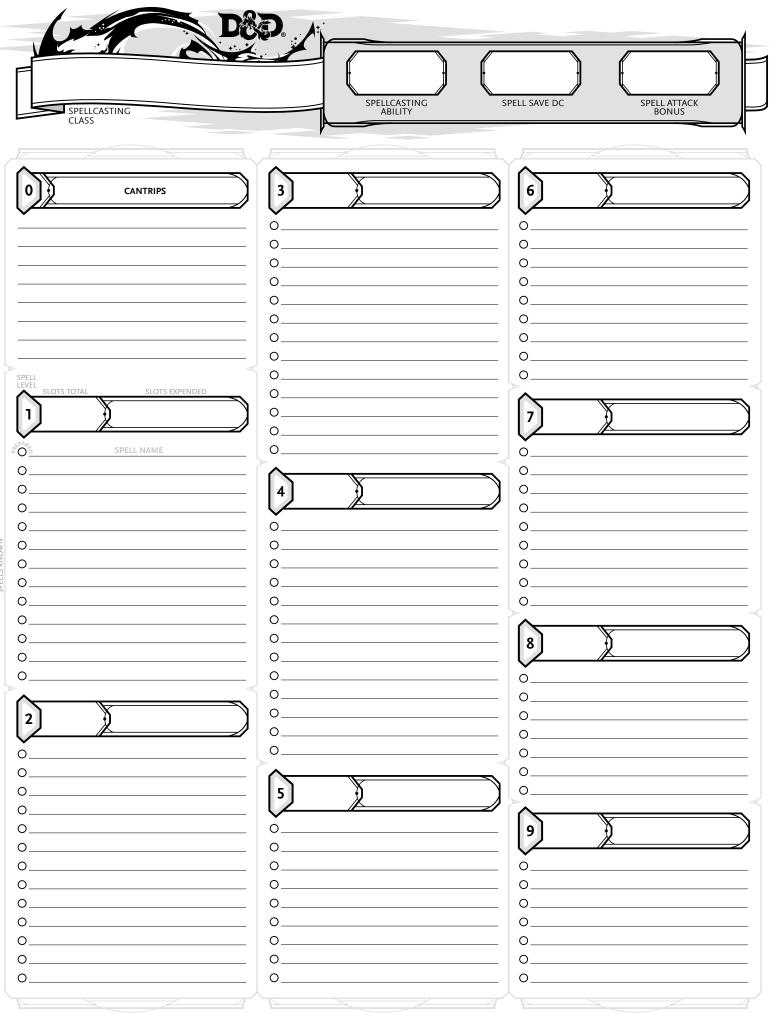


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1 b.a.

Level-1 transmutation **Bladethirst** Self

Paladin DC 11 Mod +3

60 ft

V)

You speak a one-word command to a creature

succeed on a Wisdom saving throw or follow

the command on its next turn. The spell has no

you can see within range. The target must

effect if the target is undead, if it doesn't

command is directly harmful to it. Some

typical commands and their effects follow.

determines how the target behaves. If the target can't follow your command, the spell

You might issue a command other than one

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

turn moving away from you by the fastest

then ends its turn. Flee. The target spends its

available means. Grovel. The target falls prone and then ends its turn. Halt. The target doesn't move and takes no actions. A flying creature

understand your language, or if your

described here. If you do so, the GM

Level-1 enchantment

Command

1 act.



Your sword or other slashing weapon bursts into unearthly steel-blue flame. Until the end of your turn, you have advantage on all rolls to hit with this weapon and inflict an additional 1d6 cold damage. The weapon sheds bright light in 10-foot radius and dim light for a further 10 feet. At Higher Levels. When you cast this spell with a spell slot of 2nd level or higher, the amount of cold damage you inflict increases by 1d6 for each slot level above 1st.

Level-1 enchantment



逾ORCPUB

V,S,M Conc, 1 min 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 Levels. 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.

Paladin DC11 Mod+3





V) 1 b.a. 30 ft You attempt to compel a creature into a duel. One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you; if it succeeds on this saving throw, this spell doesn't restrict the target's movement for that turn. The spell ends if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you end your turn more than 30 feet away from the target.

Paladin DC 11 Mod +3

Level-1 divination

1 act.

Paladin DC 11 Mod +3

Self

WORCPUB Detect Evil and Good V,S

Conc, 10 mins

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1 md

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.

Level-1 divination



逾ORCPUB 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 I foot of stone, I inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Level-1 abjuration Ceremony



逾ORCPUB

1 hr Touch Inst You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting. Atonement: You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment. Bless Water: You touch one vial of water and cause it to become holy water. Coming of Age: You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once. Dedication: You touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can

Paladin DC 11 Mod +3

Touch

Level-1 evocation **Cure Wounds**

1 act.



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 Levels. 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.

V.S

Paladin DC 11 Mod +3

Level-1 divination



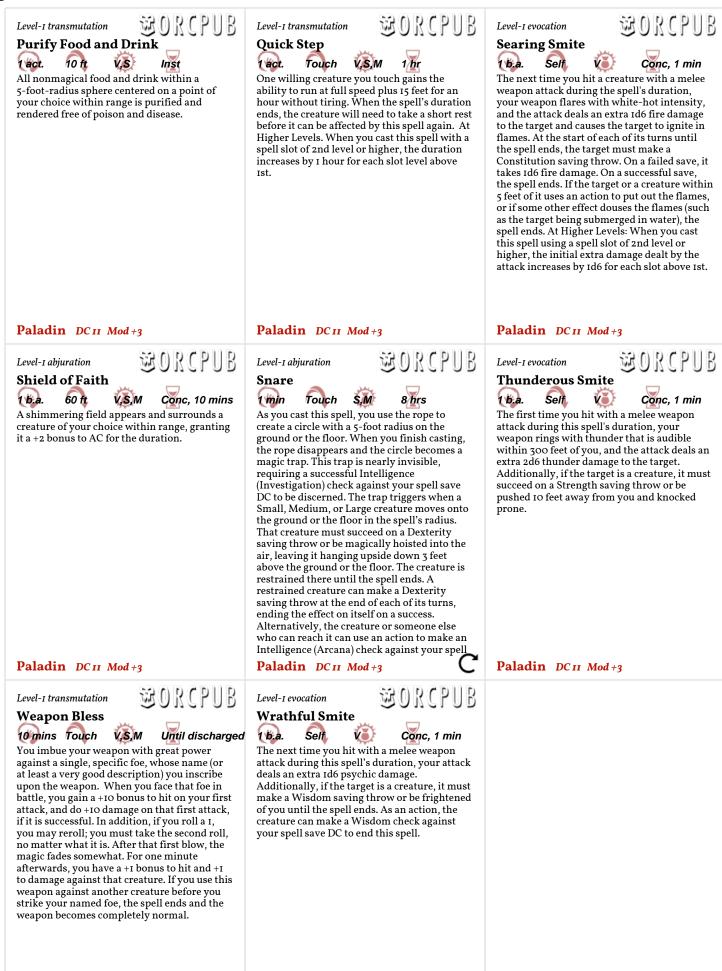
1 act. Self V,S,M Conc, 10 mins For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by I foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Ceremony (reverse) benefit from this rite only once. Funeral Rite: You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell. Wedding: You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.	
	Command (reverse) 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 Levels. 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.



e 2 (reverse)				
	Exorcism (reverse) first saving throw, you must make a Constitution saving throw (DC equal to 10 + the entity's proficiency bonus + its Charisma attribute modifier). If you fail, you take 1d10 psychic damage and the entity's host takes 1d6 force damage. One casting of this spell will generally only weaken the spirit; it usually requires multiple castings to fully drive it away. If you reduce its hit point total to 1, or if two of Charisma, Constitution, or Wisdom attributes are reduced to 3 or lower, it will be too weak to remain inside its vessel and will immediately attempt to flee. It cannot attempt to repossess that host for 1 year. Note that this spell does not prevent the creature from using any of its own abilities while you are casting it, unless the creature is also within the boundaries of a magic circle. At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, you inflict an additional 1d10 psychic damage for each slot level above 1st. The amount of damage you or the host takes doesn't change.			





Paladin DC 11 Mod +3

3 (reverse)		
	Snare (<i>reverse</i>) save DC. On a success, the restrained effect ends. After the trap is triggered, the spell ends when no creature is restrained by it.	
	when no creature is restrained by it.	