

Command

LEVEL
1

RANGE

60 feet

CASTING TIME

1 action

SAVE

Wisdom

DURATION

1 round

COMPONENTS

V

SPELL EFFECT

●PREPARED

I mean what I say! I pick one bad guy and tell it to do something as long as it is one word. This doesn't work on skeletons and zombies or if they can't understand me. Some things I can tell them are:

C'mon!
Fall!
Run!
Stop!

Cure Wounds (Domain)

LEVEL
1

RANGE

Touch

CASTING TIME

1 action

SAVE

-

DURATION

Instant

COMPONENTS

V, S

SPELL EFFECT

●PREPARED

I can heal a friend! They regain 1d8 + 5 hit points. I am really good at healing people!

Guiding Bolt

LEVEL
1

RANGE

120 feet

CASTING TIME

1 action

SAVE

-

DURATION

Instant

COMPONENTS

V, S

SPELL EFFECT

●PREPARED

Zap! I launch a bolt of holy light at a bad guy. I have to make a spell attack (1d20 + 4). If I hit, I deal 4d6 holy damage.

Also, the next friend that attacks the bad guy has advantage!

Shield of Faith

LEVEL
1

RANGE

60 feet

CASTING TIME

1 bonus action

SAVE

-

DURATION

Up to 10 minutes (C)

COMPONENTS

V, S, M (parchment with holy text)

SPELL EFFECT

●PREPARED

I can give a friend or myself magic armour! They add +2 to their Armour score.

LEVEL
1

RANGE

CASTING TIME

SAVE

DURATION

COMPONENTS

SPELL EFFECT

●PREPARED

LEVEL
1

RANGE

CASTING TIME

SAVE

DURATION

COMPONENTS

SPELL EFFECT

●PREPARED