LIGHT

Evocation cantrip

CASTING TIME	RANGE
Action	Touch
COMPONENTS	**DURATION**
V, M	1 hour

Material: a firefly or phosphorescent moss

You touch one Large or smaller object that isn't being worn or carried by someone else. Until the spell ends, the object sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. The light can be colored as you like.

Covering the object with something opaque blocks the light. The spell ends if you cast it again.

BARD, CLERIC, SORCERER, WIZARD

DIVINE SMITE

1st-level evocation

CASTING TIME	RANGE
Bonus action	Self
COMPONENTS	**DURATION**
V	Instantaneous

The target takes an extra 2d8 Radiant damage from the attack. The damage increases by 1d8 if the target is a Fiend or an Undead.

At Higher Levels

The damage increases by 1d8 for each spell slot level above 1.

PALADIN

PROTECTION FROM EVIL AND GOOD

1st-level abjuration

CASTING TIME	RANGE
Action	Touch
COMPONENTS	**DURATION**
V, S, M	up to 10 minutes C

Material: a flask of Holy Water worth 25+ GP, which the spell consumes

A willing creature you touch gains protection against Aberrations, Celestials, Elementals, Fey, Fiends, and Undead. They have Disadvantage on attack rolls against it, can't be possessed or affected by Charmed or Frightened conditions from these creatures, and have Advantage on saving throws if already affected. Duration is until the spell ends.

CLERIC, DRUID, PALADIN, WARLOCK, WIZARD

SEARING SMITE

1st-level evocation

CASTING TIME	RANGE
Bonus action	Self
COMPONENTS	**DURATION**
V	1 minute

As you hit the target, it takes an extra 1d6 Fire damage from the attack. At the start of each of its turns until the spell ends, the target takes 1d6 Fire damage and then makes a Constitution saving throw. On a failed save, the spell continues. On a successful save, the spell ends.

At Higher Levels

All the damage increases by 1d6 for each spell slot level above 1.

PALADIN

SHIELD OF FAITH

1st-level abjuration

CASTING TIME	RANGE
Bonus action	60 feet
COMPONENTS	**DURATION**
V, S, M	up to 10 minutes C

Material: a prayer scroll

A shimmering field surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

CLERIC, PALADIN

THUNDEROUS SMITE

1st-level evocation

CASTING TIME	RANGE
Bonus action	Self
COMPONENTS	**DURATION**
V	Instantaneous

Your strike rings with thunder that is audible within 300 feet of you, and the target takes an extra 2d6 Thunder damage from the attack. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and have the Prone condition.

At Higher Levels

The damage increases by 1d6 for each spell slot level above 1.

PALADIN

WRATHFUL SMITE

1st-level necromancy

CASTING TIME	RANGE
Bonus action	Self
COMPONENTS	**DURATION**
V	1 minute

The target takes an extra 1d6 Necrotic damage from the attack, and it must succeed on a Wisdom saving throw or have the Frightened condition until the spell ends. At the end of each of its turns, the Frightened target repeats the save, ending the spell on itself on a success.

At Higher Levels

The damage increases by 1d6 for each spell slot level above 1.

PALADIN

AID

2nd-level abjuration

CASTING TIME	RANGE
Action	30 feet
COMPONENTS	**DURATION**
V, S, M	8 hours

Material: a strip of white cloth

Choose up to three creatures within range. Each target's Hit Point maximum and current Hit Points increase by 5 for the duration.

At Higher Levels

Each target's Hit Points increase by 5 for each spell slot level above 2.

BARD, CLERIC, DRUID, PALADIN, RANGER

FIND STEED

2nd-level conjuration

CASTING TIME	RANGE
Action	30 feet
COMPONENTS	**DURATION**
V, S	Instantaneous

Summons a Large, loyal steed (Celestial, Fey, or Fiend) using the Otherworldly Steed stat block. It appears in an unoccupied space within range, replaces existing steed if any, and acts as a controlled mount in combat. Disappears at 0 HP or if you die. Can summon same or new steed on cast.

At Higher Levels

Use the spell slot's level for the spell's level in the stat block.

PALADIN