

LEVEL 1

## Command

RANGE	CASTING TIME	SAVE
60 feet	1 action	Wisdom
DURATION	COMPONENTS	
1 round	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!

LEVEL 1

## Cure Wounds (Domain)

RANGE	CASTING TIME	SAVE
Touch	1 action	-
DURATION	COMPONENTS	
Instant	V, S	
SPELL EFFECT		

PREPARED

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

LEVEL 1

## Guiding Bolt

RANGE	CASTING TIME	SAVE
120 feet	1 action	-
DURATION	COMPONENTS	
Instant	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!

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## Shield of Faith

RANGE	CASTING TIME	SAVE
60 feet	1 bonus action	-
DURATION	COMPONENTS	
Up to 10 minutes (C)	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.

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DURATION	COMPONENTS	
SPELL EFFECT		

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PREPARED