

Spell Slots

1st Level: 3


**BLESS**  
1st-level enchantment

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 30 feet
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> Up to 1 minute

Material: a sprinkling of holy water.

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

D&D

**CURE WOUNDS**  
1st-level evocation

<b>CASTING TIME</b> 1 action	<b>RANGE</b> Touch
<b>COMPONENTS</b> V, S	<b>DURATION</b> Instantaneous

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.

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**DETECT MAGIC**  
1st-level divination (ritual)

<b>CASTING TIME</b> 1 action	<b>RANGE</b> Self
<b>COMPONENTS</b> V, S	<b>DURATION</b> Up to 10 minutes

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 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

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.

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**PROTECTION FROM EVIL AND GOOD**  
1st-level abjuration

<b>CASTING TIME</b> 1 action	<b>RANGE</b> Touch
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> Up to 10 minutes

Material: holy water or powdered silver and iron, which the spell consumes.

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

At Higher Levels

When you cast this spell using a spell slot of 2nd level or higher, the protection extends to an additional creature of your choice for each slot level above 1st.

PALADIN

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**BANE**  
1st-level enchantment

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 30 feet
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> Up to 1 minute

Material: a drop of blood.

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from 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.

OATH SPELL

D&D

**HUNTER'S MARK**  
1st-level divination

<b>CASTING TIME</b> 1 bonus action	<b>RANGE</b> 90 feet
<b>COMPONENTS</b> V	<b>DURATION</b> Up to 1 hour

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

At Higher Levels

When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

OATH SPELL

D&D