







Level-1 necromancy

Self

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False Life

1 act.

V,S,M



Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above **Evocation** cantrip

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Fire Bolt 1 act. 120 ft





You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes Id10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Level-I evocation

1 act.

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Magic Missile

120 ft





You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + I force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Wizard DC14 Mod+6

Transmutation cantrip



Message







You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, I foot of stone, I inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

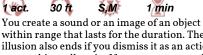
Illusion cantrip







Wizard DC14 Mod+6



within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save

Wizard DC14 Mod+6

Wizard DC14 Mod+6



Shield







An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Wizard DC14 Mod+6

Wizard DC14 Mod+6

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		Minor Illusion (reverse) DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.	