Spell slots

First	Second	Third	Forth	Fifth	Sixth	Seventh	Eight	Ninth	Tenth
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

Fire Bolt

Evocation

Level: **Cantrip**
Casting time: **1 Action**
Range: **120 feet**
Components: **V, S**
Duration: **Instantaneous**

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 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

At higher level

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Mending

Transmutation

Level: **Cantrip**
Casting time: **1 Minute**
Range: **Touch**
Components: **V, S, M (two lodestones)**
Duration: **Instantaneous**

This spell repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn cloack, or a leaking wineskin.
As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Message

Transmutation

Level: **Cantrip**
Casting time: **1 Action**
Range: **120 feet**
Components: **V, S, M (a short piece of copper wire)**
Duration: **1 round**

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, 1 foot of stone, 1 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.

Minor Illusion

Illusion

Level: **Cantrip**
Casting time: **1 Action**
Range: **30 feet**
Components: **S, M (a bit of fleece)**
Duration: **1 minute**

You create a sound or an image of an object 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 DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Alarm (Ritual)

Abjuration

Level: **1**
Casting time: **1 Minute**
Range: **30 feet**
Components: **V, S, M (a tiny bell and a piece of fine silver wire)**
Duration: **8 hours**

You set an alarm against unwanted intrusion.
Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.
An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

Burning Hands

Evocation

Level: **1**
Casting time: **1 Action**
Range: **Self (15-foot cone)**
Components: **V, S**
Duration: **Instantaneous**

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Chromatic Orb

Evocation

Level: **1**
Casting time: **1 Action**
Range: **90 feet**
Components: **V, S, M (a diamond worth at least 50 gp)**
Duration: **Instantaneous**

You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you chose.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Comprehend Languages (Ritual)

Divination

Level: **1**
Casting time: **1 Action**
Range: **Self**
Components: **V, S, M (a pinch of soot and salt)**
Duration: **1 hour**

For the duration, you understand the literal meaning of any spoken language that you hear.
You also understand any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface of which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or glyph, such as an arcane sigil, that isn't part of a written language.

Detect Magic (Ritual)

Divination

Level: **1**
Casting time: **1 Action**
Range: **Self**
Components: **V, S**
Duration: **Concentration, 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 is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Identify (Ritual)

Divination

Level: **1**
Casting time: **1 Minute**
Range: **Touch**
Components: **V, S, M (a pearl worth at least 100 gp and an owl feather)**
Duration: **Instantaneous**

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Mage Armor

Abjuration

Level: **1**
Casting time: **1 Action**
Range: **Touch**
Components: **V, S, M (a piece of cured leather)**
Duration: **8 hours**

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends it if the target dons armor or if you dismiss the spell as an action.

Enlarge/Reduce

Transmutation

Level: **2**
Casting time: **1 Action**
Range: **30 feet**
Components: **V, S, M (a pinch of powdered iron)**
Duration: **Concentration, up to 1 minute**

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.

If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

Enlarge
The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category – from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attack with them deal 1d4 extra damage.

Reduce
The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category – from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

Shatter

Evocation

Level: **2**
Casting time: **1 Action**
Range: **60 feet**
Components: **V, S, M (a chip of mica)**
Duration: **Instantaneous**

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At higher level

When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.