

FIRE BOLT

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

Wizard

Evocation Cantrip

LIGHT

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, M	DURATION 1 hour

a firefly or phosphorescent moss

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light cant be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Wizard

Evocation Cantrip

MAGE HAND

CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V, S	DURATION 1 minute

A spectral, floatin hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked foor or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magical items, or carry more than 10 pounds.

Wizard

Conjuration Cantrip

MAGIC MISSILE

CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S	DURATION Instantaneous

You create three glowing dars of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 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 above 1st.

Wizard

1st level Evocation

SHIELD

CASTING TIME 1 reaction	RANGE Self
COMPONENTS V, S	DURATION 1 round

Reaction trigger: You are hit by an attack or targeted by the magic missile spell 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.

Wizard1st level Abjuration