

FIRE BOLT

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 120 feet
<b>COMPONENTS</b> V, S	<b>DURATION</b> 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).

WizardEvocation Cantrip

LIGHT

<b>CASTING TIME</b> 1 action	<b>RANGE</b> Touch
<b>COMPONENTS</b> V, M	<b>DURATION</b> 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.

WizardEvocation Cantrip

MAGE HAND

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 30 feet
<b>COMPONENTS</b> V, S	<b>DURATION</b> 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.

WizardConjuration Cantrip

MAGIC MISSILE

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 120 feet
<b>COMPONENTS</b> V, S	<b>DURATION</b> Instantaneous

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 + 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

<b>CASTING TIME</b> 1 reaction	<b>RANGE</b> Self
<b>COMPONENTS</b> V, S	<b>DURATION</b> 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

DRUIDCRAFT

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 30 feet
<b>COMPONENTS</b> V, S	<b>DURATION</b> Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range: ? You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round. ? You instantly make a flower blossom, a seed pod open, or a leaf bud bloom. ? You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube. ? You instantly light or snuff out a candle, a torch, or a small campfire.

Druid Transmutation Cantrip

SHILLELAGH

<b>CASTING TIME</b> 1 bonus action	<b>RANGE</b> Touch
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> 1 minute

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon

Druid Transmutation Cantrip

ENTANGLE

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 90 feet
<b>COMPONENTS</b> V, S	<b>DURATION</b> Concentration, up to 1 minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.

Druid1st level Conjuraton

THUNDERWAVE	
<b>CASTING TIME</b> 1 action	<b>RANGE</b> Self (15-foot cube)
<b>COMPONENTS</b> V, S	<b>DURATION</b> Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. At Higher Levels. 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.

Druid

1st level Evocation

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

*a firefly or phosphorescent moss*

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Cleric

Evocation Cantrip

SACRED FLAME	
CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S	Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Cleric

Evocation Cantrip

THAUMATURGY	
CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V	Up to 1 minute

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range: \* Your voice booms up to three times as loud as normal for 1 minute. \* You cause flames to flicker, brighten, dim, or change color for 1 minute. \* You cause harmless tremors in the ground for 1 minute. \* You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. \* You instantaneously cause an unlocked door or window to fly open or slam shut. \* You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Cleric

Transmutation Cantrip

COMMAND

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 60 feet
<b>COMPONENTS</b> V	<b>DURATION</b> 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.

**Approach.** The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

**Drop.** The target drops whatever it is holding and then ends its turn.

**Flee.** The target spends its turn moving away from you by the fastest available means.

**Grovel.** The target falls prone and then ends its turn.

**Halt.** The target doesn't move and takes no actions.

A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Cleric1st level Enchantment

INFLECT WOUNDS

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

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Cleric1st level Necromancy