

MAGE HAND

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| 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 Conjuraton Cantrip

| PRESTIDIGITATION | |
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| CASTING TIME 1 action | RANGE 10 feet |
| COMPONENTS V, S | DURATION Up to 1 hour |

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Wizard

Transmutation Cantrip

| RAY OF FROST | |
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| CASTING TIME 1 action | RANGE 60 feet |
| COMPONENTS V, S | DURATION Instantaneous |

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Wizard

Evocation Cantrip

| SHOCKING GRASP | |
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| CASTING TIME 1 action | RANGE Touch |
| COMPONENTS V, S | DURATION Instantaneous |

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Wizard

Evocation Cantrip

| BURNING HANDS | |
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| 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 Levels. 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.

Wizard

1st level Evocation

DETECT MAGIC (RITUAL)

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| 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.

Wizard1st level Divination

MAGE ARMOR

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| CASTING TIME 1 action | RANGE Touch |
| COMPONENTS V, S, M | DURATION 8 hours |

a piece of cured leather

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 if the target dons armor or if you dismiss the spell as an action.

Wizard1st level Abjuration

MAGIC MISSILE

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| 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.

Wizard1st level Evocation

SHIELD

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

SLEEP

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| CASTING TIME | RANGE |
| 1 action | 90 feet |
| COMPONENTS | DURATION |
| V, S, M | 1 minute |

a pinch of fine sand, rose petals, or a cricket

This spell sends creatures into a magical slumber. Roll 5d8, the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Wizard1st level Enchantment