

LIGHT

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

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.

BardEvocationCantrip

VICIOUS MOCKERY

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V	Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (thought it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4) and 17th level (4d4)

CURE WOUNDS

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

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

DETECT MAGIC (RITUAL)

CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V, S	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.

Bard

Enchantment Cantrip

Bard

1st level Evocation

Bard

1st level Divination

HEALING WORD	
<b>CASTING TIME</b> 1 bonus action	<b>RANGE</b> 60 feet
<b>COMPONENTS</b> V	<b>DURATION</b> Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

Bard1st level Evocation

SLEEP

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 90 feet
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> 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.

Bard1st level Enchantment

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.

SACRED FLAME

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 60 feet
<b>COMPONENTS</b> V, S	<b>DURATION</b> 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).

THAUMATURGY

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

ClericEvocation CantripClericEvocation CantripClericTransmutation Cantrip

BLESS

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 30 feet
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> Concentration, up to 1 minute

*a sprinkling of holy water*

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Cleric1st level Enchantment

CURE WOUNDS

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

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Cleric1st level Evocation

GUIDING BOLT

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

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then. 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.

Cleric1st level Evocation

HEALING WORD

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

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

Cleric1st level Evocation

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

SHIELD OF FAITH

<b>CASTING TIME</b> 1 bonus action	<b>RANGE</b> 60 feet
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> Concentration, up to 10 minutes

*a small parchment with a bit of holy text written on it*

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Cleric

1st level Abjuration

POISON SPRAY

CASTING TIME 1 action	RANGE 10 feet
COMPONENTS V, S	DURATION Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage. This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Druid

Conjuration Cantrip

PRODUCE FLAME

CASTING TIME 1 action	RANGE Self
COMPONENTS V, S	DURATION 10 minutes

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again. You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Druid

Conjuration Cantrip



CURE WOUNDS

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

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Druid1st level Evocation

DETECT MAGIC (RITUAL)

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

Druid1st level Divination

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 Conjunction

FAERIE FIRE

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 60 feet
<b>COMPONENTS</b> V	<b>DURATION</b> Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Druid1st level Evocation

HEALING WORD	
CASTING TIME 1 bonus action	RANGE 60 feet
COMPONENTS V	DURATION Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

Druid1st level Evocation

THUNDERWAVE	
CASTING TIME 1 action	RANGE Self (15-foot cube)
COMPONENTS V, S	DURATION 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.

Druid1st level Evocation

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

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. you can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

WarlockEvocation Cantrip

MINOR ILLUSION	
CASTING TIME 1 action	RANGE 30 feet
COMPONENTS S, M	DURATION 1 minute

*a bit of fleece*

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.

WarlockIllusion Cantrip

UNSEEN SERVANT (RITUAL)	
<b>CASTING TIME</b> 1 action	<b>RANGE</b> 60 feet
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> 1 hour

*a piece of string and a bit of wood*

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

Warlock1st level Conjurat

WITCH BOLT	
<b>CASTING TIME</b> 1 action	<b>RANGE</b> 30 feet
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> Concentration, up to 1 minute

*a twig from a tree that has been struck by lightning*

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

Warlock1st level Evocat

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.

Wizard                      Conjuraton Cantrip

PRESTIDIGITATION	
<b>CASTING TIME</b> 1 action	<b>RANGE</b> 10 feet
<b>COMPONENTS</b> V, S	<b>DURATION</b> 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	
<b>CASTING TIME</b> 1 action	<b>RANGE</b> 60 feet
<b>COMPONENTS</b> V, S	<b>DURATION</b> 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	
<b>CASTING TIME</b> 1 action	<b>RANGE</b> Touch
<b>COMPONENTS</b> V, S	<b>DURATION</b> 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	
<b>CASTING TIME</b> 1 action	<b>RANGE</b> Self (15-foot cone)
<b>COMPONENTS</b> V, S	<b>DURATION</b> 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)

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

Wizard

1st level Divination

MAGE ARMOR

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

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

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

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