

# Blade Ward

Gain resistance to bludgeoning/piercing/slashing DMG from weapons.

**Cast time:** 1 action  
**Duration:** 1 round  
**Target:** Self  
**Range:** Self  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VS)  
**ID:** 1 (page 218)

# Dancing Lights

Create 4 glowing, hovering objects that shed light out 10 ft. Can move 60 ft.

**Cast time:** 1 action  
**Duration:** 1 minute  
**Target:**  
**Range:** 120 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VSM phosphorous or glowworm)  
**ID:** 2 (page 230)

# Friends

Advantage on CHA checks to target, who knows magic used once spell ends.

**Cast time:** 1 action  
**Duration:** 1 minute  
**Target:** 1 non-hostile creature  
**Range:** Self  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (SM makeup applied to face)  
**ID:** 3 (page 244)

# Light

Object sheds light in 20 ft. radius. Hostile targets get DEX save.

**Cast time:** 1 action  
**Duration:** 1 hour  
**Target:** 1 object j= 10 ft. cube  
**Range:** Touch  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:** DEX (Fail)  
**Components:** (VM firefly or phosphorescent moss)  
**ID:** 4 (page 255)

# Mage Hand

Create spectral hand that manipulates objects. Can pick up j= 10 lbs.

**Cast time:** 1 action  
**Duration:** 1 minute  
**Target:**  
**Range:** 30 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VS)  
**ID:** 5 (page 256)

# Mending

Mends one break or tear no larger than 1ft. in a mundane object.

**Cast time:** 1 minute  
**Duration:** Instantaneous  
**Target:** 1 object  
**Range:** Touch  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VSM two lodestones)  
**ID:** 6 (page 259)

# Message

Point at target and whisper a message. They can whisper a response.

**Cast time:** 1 action  
**Duration:** 1 round  
**Target:** 1 creature in range  
**Range:** 120 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VSM piece of copper wire)  
**ID:** 7 (page 259)

# Minor Illusion

Create illusory sound or image. Investigation check against spell DC to detect.

**Cast time:** 1 action  
**Duration:** 1 minute  
**Target:** 5 ft. cube  
**Range:** 30 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (SM bit of fleece)  
**ID:** 8 (page 260)

# Prestidigitation

Create minor magical effect. See Sourcebook.

**Cast time:** 1 action  
**Duration:** 1 hour  
**Target:**  
**Range:** 10 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VS)  
**ID:** 9 (page 267)

## True Strike

*Next turn you gain advantage on first attack against the target.*

**Cast time:** 1 action  
**Duration:** 1 round  
**Target:** 1 creature  
**Range:** 30 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (S)  
**ID:** 10 (page 284)

## Vicious Mockery

*Disadvantage to attack.DAM in-crease.5th level:2d4,11th level:3d4,17th level:4d4*

**Cast time:** 1 action  
**Duration:** Instantaneous  
**Target:** 1 creature  
**Range:** 60 ft.  
**Roll:** DAM: 1d4 *Psychic*  
**Per Higher Lv:**  
**Saving Throw:** WIS (Fail)  
**Components:** (V)  
**ID:** 11 (page 285)

## Animal Friendship

*Charm beasts with INT j= 3; spell fails if you hurt beast*

**Cast time:** 1 action  
**Duration:** 24 hours  
**Target:** 1 beast  
**Range:** 30 ft.  
**Roll:**  
**Per Higher Lv:** One more beast  
**Saving Throw:** WIS (Fail)  
**Components:** (VSM morsel of food)  
**ID:** 12 (page 212)

## Bane

*Targets' attack rolls and saving throws are deducted 1d4.*

**Cast time:** 1 action  
**Duration:** 1 minute  
**Target:** j= 3 creatures  
**Range:** 30 ft.  
**Roll:**  
**Per Higher Lv:** One more creature  
**Saving Throw:** CHA (Fail)  
**Components:** (VSM drop of blood)  
**ID:** 13 (page 216)

## Charm Person

*Charm target so it treats you as friendly. Gets advantage to save if fighting you.*

**Cast time:** 1 action  
**Duration:** 1 hour  
**Target:** 1 humanoid  
**Range:** 30 ft.  
**Roll:**  
**Per Higher Lv:** One more target j= 30ft.  
**Saving Throw:** Wisdom (Fail)  
**Components:** (VS)  
**ID:** 14 (page 221)

## Comprehend Lan- guages

*Know literal meaning of any speech. Understand written words while touch-  
ing.*

**Cast time:** 1 action  
**Duration:** 1 hour  
**Target:**  
**Range:** Self  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VSM pinch of soot and salt)  
**ID:** 15 (page 224)

## Cure Wounds

*HEAL: 1d8 + spellcasting ability mod-  
ifier. No effect on undead or con-  
structs.*

**Cast time:** 1 action  
**Duration:** Instantaneous  
**Target:** 1 creature  
**Range:** Touch  
**Roll:** See Details  
**Per Higher Lv:** Extra 1d8 HEAL.  
**Saving Throw:**  
**Components:** (VS)  
**ID:** 16 (page 230)

## Detect Magic

*Sense presence of magic. Use action  
to see auras around creatures/objects.*

**Cast time:** 1 action  
**Duration:** 10 minutes  
**Target:** 30 ft. radius  
**Range:** Self  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VS)  
**ID:** 17 (page 231)

## Disguise Self

*Create illusion to appear as someone  
else. Foiled by Investigation vs. spell  
DC.*

**Cast time:** 1 action  
**Duration:** 1 hour  
**Target:** Self  
**Range:** Self  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VS)  
**ID:** 18 (page 233)

## Dissonant Whispers

*Target immediately uses reaction to move as far away as possible.*

**Cast time:** 1 action  
**Duration:** Instantaneous  
**Target:** 1 creature  
**Range:** 60 ft.  
**Roll:** DAM: 3d6 *Psychic*  
**Per Higher Lv:** Extra 1d6 DAM.  
**Saving Throw:** WIS (Fail)  
**Components:** (V)  
**ID:** 19 (page 234)

## Faerie Fire

*Objects/creatures in cube are outlined in light and are attacked with advantage.*

**Cast time:** 1 action  
**Duration:** 1 minute  
**Target:** 20 ft. cube  
**Range:** 60 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:** DEX (No Light)  
**Components:** (V)  
**ID:** 20 (page 239)