PHB_{P211} ACID SPLASH

Level School **Casting Time** Range Cantrip Conjuration 1 action 60 feet Components Duration V, S Instantaneous

You hurl a bubble of acid. Choose one creature you can see within range, or choose two creatures you can see within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Classes: Artificer, Sorcerer, Wizard

MAGE	PHB _{P25}		
Level	School	Casting Time	Range
Cantrip	Conjuration	1 action	30 feet
Componer	Duration		
V, S			1 minute
•			

A spectral, floating 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 door 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 magic items, or carry more than 10 pounds.

Classes: Artificer, Bard, Sorcerer, Warlock, Wizard

PHB P259 MENDING

	Level	School	Casting Time	Range
	Cantrip	Transmutation	1 minute	Touch
Components			Duration	
	V. S. M (tv	Instantaneou		

This spell repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Classes: Artificer, Bard, Cleric, Druid, Sorcerer, Wizard

MIND SLIVER

TCE P108 Level School **Casting Time** Range Cantrip Enchantment 1 action 60 feet Components Duration ٧ 1 round

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn.

This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

MINOR ILLUSION

PHB P260

Level	School	Casting Time	Range
Cantrip	Illusion	1 action	30 feet
Component	Duration		
S, M (a bit o	1 minute		

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.

Classes: Bard, Sorcerer, Warlock, Wizard

Magic Missile

PHB **257**

Level	School	Casting Time	Range
1st	Evocation	1 action	120 feet
Compo	onents	Duration	
V, S		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 level above 1st.

Classes: Sorcerer, Wizard

SHIELD PHB P275

Level School Casting Time Range

1 reaction, which you take when you are

1st Abjuration hit by an attack or targeted by the magic Self missile spell

ComponentsDurationV, S1 round

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.

Classes: Sorcerer, Wizard

DARKNESS

PHB P230

LevelSchoolCasting TimeRange2ndEvocation1 action60 feetComponentsDuration

V, M (bat fur and a drop of pitch or piece Concentration, up to 10 of coal) minutes

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Classes: Sorcerer, Warlock, Wizard

HOLD PERSON

PHB_{P251}

Level SchoolCasting TimeRange2nd Enchantment1 action60 feetComponentsDuration

V, S, M (a small, straight piece of Concentration, up to 1

iron) minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

MIRROR IMAGE

PHB P260

LevelSchoolCasting TimeRange2ndIllusion1 actionSelfComponentsDurationV, S1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Classes: Sorcerer, Warlock, Wizard

TASHA'S MIND WHIP

TCE P115

LevelSchoolCasting TimeRange2ndEnchantment1 action90 feetComponentsDurationV1 round

You psychically lash out at one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 3d6 psychic damage, and it can't take a reaction until the end of its next turn. Moreover, on its next turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. On a successful save, the target takes half as much damage and suffers none of the spell's other effects.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

VORTEX WARP SCC P38

LevelSchoolCasting TimeRange2ndConjuration1 action90 feetComponentsDurationV, SInstantaneous

You magically twist space around another creature you can see within range. The target must succeed on a Constitution saving throw (the target can choose to fail), or the target is teleported to an unoccupied space of your choice that you can see within range. The chosen space must be on a surface or in a liquid that can support the target without the target having to squeeze.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the range of the spell increases by 30 feet for each slot level above 2nd.

Classes: Artificer, Sorcerer, Wizard

COUNTERSPELL

PHB P228

Level School Casting Time

Range

1 reaction, which you take when

3rd Abjuration you see a creature within 60 feet of 60 feet you casting a spell

ComponentsDurationSInstantaneous

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

Classes: Sorcerer, Warlock, Wizard

SCC P38 LIGHTNING BOLT

PHB P255

Instantaneous

V, S, M (a bit of fur and a rod of amber, crystal, or

glass)

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites 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 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Classes: Sorcerer, Wizard

RAULOTHIM'S PSYCHIC LANCE FTD P21

LevelSchoolCasting TimeRange4thEnchantment1 action120 feetComponentsDurationVInstantaneous

You unleash a shimmering lance of psychic power from your forehead at a creature that you can see within range. Alternatively, you can utter a creature's name. If the named target is within range, it becomes the spell's target even if you can't see it. If the named target isn't within range, the lance dissipates without effect.

The target must make an Intelligence saving throw. On a failed save, the target takes 7d6 psychic damage and is incapacitated until the start of your next turn. On a successful save, the creature takes half as much damage and isn't incapacitated.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Classes: Bard, Sorcerer, Warlock, Wizard