

ACID SPLASH

PHB_{p211}

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 HAND

PHB_{p256}

Level	School	Casting Time	Range
Cantrip	Conjuration	1 action	30 feet
Components			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

MENDING

PHB_{p259}

Level	School	Casting Time	Range
Cantrip	Transmutation	1 minute	Touch
Components			Duration
V, S, M (two lodestones)			Instantaneous

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
V			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
Components			Duration
S, M (a bit of fleece)			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_{p257}

Level	School	Casting Time	Range
1st	Evocation	1 action	120 feet
Components			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

PHB_{P275}

Classes: Sorcerer, Wizard

PHB_{p230}

Classes: Sorcerer, Warlock, Wizard

PHB_{p251}

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

PHB_{p260}

one of your duplicates.

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.

Classes: Sorcerer, Warlock, Wizard

TCE_{p115}

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

Level	School	Casting Time	Range
2nd	Conjuration	1 action	90 feet
Components			Duration
V, S			Instantaneous

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 you casting a spell	60 feet
Components			Duration
S			Instantaneous

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

LIGHTNING BOLT

PHB

p255

Level	School	Casting Time	Range
3rd	Evocation	1 action	Self (100-foot line)
Components			Duration
V, S, M (a bit of fur and a rod of amber, crystal, or glass)			Instantaneous

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

Level	School	Casting Time	Range
4th	Enchantment	1 action	120 feet
Components			Duration
V			Instantaneous

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