**Cantrips**

### Fire Bolt

*Evocation cantrip*

**Casting Time:** 1 action  
**Range:** 120 feet  
**Components:** V, S  
**Duration:** Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

### Green-Flame Blade

*Evocation cantrip*

**Casting Time:** 1 action  
**Range:** 5 feet  
**Components:** V, M  
**Duration:** Instantaneous

As part of the action used the cast this spell, you must make a melee attack with a weapon against one create within the spell's range otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and green fire leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature take fire damage equal to your spellcasting modifier.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target, and the fire damage to the second creature increases to 18d + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

### Mending

*Transmutation cantrip*

**Casting Time:** 1 minute  
**Range:** Touch  
**Components:** V, S, M  
**Duration:** Instantaneous

This spell repairs a single break or tear in an object you touch, such as a 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.

**1st Level**

**Burning Hands**

*1st-level evocation*

**Casting Time:** 1 action  
**Range:** Self  
**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.

**Comprehend Languages**

*1st-level divination*

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S, M  
**Duration:** 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

**Detect Magic**

*1st-level divination*

**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 it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

**Find Familiar**

*1st-level conjuration*

**Casting Time:** 1 hour  
**Range:** 10 feet  
**Components:** V, S, M (10gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier.)  
**Duration:** Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

**Grease**

*1st-level conjuration*

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S, M  
**Duration:** 1 minute

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

**Identify**

*1st-level divination*

**Casting Time:** 1 minute  
**Range:** Touch  
**Components:** V, S, M (a pearl worth at least 100gp and an owl feather)  
**Duration:** Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

**Mage Armor**

*1st-level abjuration*

**Casting Time:** 1 action  
**Range:** Touch  
**Components:** V, S, M  
**Duration:** 8 hours

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.

**Shield**

*1st-level abjuration*

**Casting Time:** 1 reaction  
**Range:** Self  
**Components:** V, S  
**Duration:** 1 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.

2nd Level

### Flaming Sphere

*2nd-level conjuration*

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S, M  
**Duration:** Concentration, up to 1 minute

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

**At higher levels:**

When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

### Mirror Image

*2nd-level illusion*

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S  
**Duration:** 1 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.