Spell List

**Cantrips**

* **Acid Splash**: Cantrip. One, or two creatures within 5 feet of each other, within 60 feet take 1d6 acid damage. This spell’s damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).
* **Blade Ward**: Cantrip. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.
* **Booming Sheath**: Cantrip. You target one object or creature within 60 feet. The first time within 1 minute that a creature or object touches the target, that creature or object takes 1d8 thunder damage. This spell’s damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).
* **Chill Touch**: Cantrip. You create a ghostly, skeletal hand in the space of a creature within 120 feet. The target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).
* **Control Flames**: Cantrip. You choose a Medium or smaller nonmagical flame within 60 feet. You affect it in one of the following ways:
  + The flame expands 5 feet in one direction, provided that wood or other fuel is present in the new location.
  + The flames extinguish.
  + You double or halve the area of light cast by the flame, change its color, or both. The change lasts for 1 hour.
  + You cause simple shapes – such as creatures or objects – to appear within the flames and animate as you like. The shapes last for 1 hour.
  + If you cast this spell multiple times, you can have up to three effects active at a time, and you can dismiss one or more effects as an action.
* **Create Bonfire**: Cantrip, 1-minute duration (concentration). You create a bonfire on ground that you can see within 60 feet, igniting flammable objects in its area. Until the spell ends, the magic bonfire fills a 5-foot cube. Any creature in the bonfire’s space or that enters it later takes 1d8 fire damage. The spell’s damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).
* **Dancing Lights**: Cantrip, 1-minute duration (concentration). You create up to four torch-sized lights within 120 feet that hover in the air for the duration that each shed dim light in a 10-foot radius. You can also combine the four lights into one glowing vaguely humanoid form of Medium size which sheds dim light in a 40-foot radius.
  + As a free action you can some or all lights to a new point within range.
* **Eldritch Blast**: Cantrip. A beam of crackling energy streaks toward a creature within 120 feet, dealing 1d10 force damage to them. 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.
* **Druidcraft**: Cantrip, 1-minute duration (concentration). Whispering to the spirits of nature, you create one of the following effects within 30 feet:
  + You create a tiny, fleeting sensory effect that predicts what the weather will be at your location for the next 24 hours.
  + You instantly make a plant bloom.
  + You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect fills a 5-foot cube.
  + You instantly light or snuff out a candle, a torch, or a small campfire.
* **Fire Bolt**: Cantrip. You hurl a blast of fire at a creature or object within 120 feet. The target takes 1d10 fire damage, igniting it if it is a flammable object. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).
* **Friends**: Cantrip, 1-minute duration (concentration). For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn’t hostile toward you. When the spell ends, the creature feels foggy and lightheaded for a few moments.
* **Frostbite**: Cantrip. You cause numbing frost to form on one creature that you can see within 60 feet. The target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn. The spell’s damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).
* **Guidance**: Cantrip, 1-minute duration (concentration). You touch one willing creature. Once before the spell ends, the target can add 1d4 to any roll of its choice. It can add the d4 the die before or after making roll. The spell then ends.
* **Gust**: Cantrip. You seize the air and compel it to create one of the following effects at a point you can see within 30 feet:
  + You move a Medium or smaller creature 5 feet.
  + You move unsecured object 10 feet.
  + You create a harmless effect, such as rustling leaves, slamming shutters shut, or rippling your clothing with a breeze.
* **Infestation**: Cantrip. You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within 30 feet. The target takes 1d6 poison damage and moves 5 feet in a random direction if it can move. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. If the direction rolled is blocked, the target doesn’t move. The spell’s damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).
* **Light**: Cantrip, 1-hour duration. You touch a Large or smaller creature or object. Until the spell ends, the target sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can 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.
* **Lightning Lure**: Cantrip. You create a lash of lightning energy that strikes at one creature of your choice that you can see within 15 feet of you. The target takes 1d8 lightning damage and must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you. This spell’s damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).
* **Mage Hand**: Cantrip, 1-minute duration. A spectral, floating hand appears at a point you choose within 30 feet; vanishing if it exceeds this distance. The hand lasts for the duration, until you dismiss it, or you cast the spell again. You can use your action to control the hand to perform any act a normal hand could.
  + The hand can't activate magic items or carry more than 10 pounds.
* **Magic Stones**: Cantrip, 8-hour duration. You touch one to three pebbles and imbue them with magic, causing them to orbit you. As an action you can hurl one of the stones at a target within 60 feet, dealing 1d6 bludgeoning damage and ending the magic on that stone. This spell’s damage increases by 1d6 when you reach 11th level (2d6), and 17th level (3d6).
* **Message**: Cantrip. You point your finger toward a creature within 120 feet and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through nonmagical objects and barriers if you are familiar with the target and know it is beyond the barrier.
* **Mind Sliver**: Cantrip. You drive a disorienting spike of psychic energy into the mind of one creature you can see within 60 feet. The target takes 1d6 psychic damage and subtracts 1d4 from the next roll 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**: Cantrip, 1-minute duration. 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.
  + A sound can range from a whisper to a scream and can be a voice.
  + An object can’t be larger than a 5-foot cube.
  + A creature trying to guess if the illusion is real must succeed an INT roll, the DC for which is 10 + the level you cast the spell at.
* **Mold Earth**: Cantrip. You choose a 5-foot cube of dirt or stone that you can see within 30 feet. You manipulate it in one of the following ways:
  + If you target an area of loose earth, you excavate it, move it along the ground, and deposit it up to 5 feet away.
  + You cause shapes and/or colors to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.
  + If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour.
* **Poison Spray**: Cantrip. You extend your hand toward a creature you can see within 10 feet and project a puff of noxious gas from your palm. The creature takes 1d12 poison damage. This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).
* **Prestidigitation**: Cantrip, 1-hour duration. his spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within 10 feet:
  + You create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
  + You light or snuff out a candle, a torch, or a small campfire.
  + You clean or soil an object no larger than 1 cubic foot.
  + You chill, warm, or flavor up to 1 cubic foot of nonliving material.
  + You make a color, a small mark, or a symbol appear on an object or a surface.
  + 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 effects, and you can dismiss one or more effects as an action.
* **Primal Savagery**: Cantrip. You channel primal magic to cause your teeth or fingernails to sharpen, ready to deliver a corrosive attack against a creature in 5 feet; the target takes 1d10 acid damage. After you make the attack, your teeth or fingernails return to normal. The spell’s damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).
* **Produce Flame**: Cantrip, 10-minute duration. A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment, though you can choose to light a flammable object with it. 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.
* **Ray of Frost**: Cantrip. A frigid beam of blue-white light streaks toward a creature within 60 feet. The target 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).
* **Resistance**: Cantrip, 1-minute (concentration). You touch one willing creature. Once before the spell ends, the target can add 1d4 to its DEF. The spell then ends.
* **Sapping Sting**: You sap the vitality of one creature you can see within 30 feet. The target takes 1d4 necrotic damage and falls *prone*. This spell’s damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).
* **Shape Water**: Cantrip. You choose a 5-foot cube of water that you can see within 30 feet and manipulate it in one of the following ways:
  + You move or otherwise change the flow of the water in any direction you wish, up to 5 feet.
  + You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
  + You change the water’s color or opacity. This change lasts for 1 hour.
  + You freeze the water, provided there are no creatures in it. The water unfreezes in 1 hour.
  + If you cast this spell multiple times, you can have no more than two of its effects active at a time, and you can dismiss one or both effects as an action.
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**1st Level**

**2nd Level**

**3rd Level**

* **Curse**: 3rd level, 1-minute duration. The target must succeed a WIS saving throw or suffer disadvantage on all rolls for the duration.
  + When cast, both the target and caster suffer 1 level of corruption.
    - If cast as 5th level or higher, the duration is 8 hours and the corruption increases to 2 levels.
    - If cast as 7th level or higher, the duration is 24 hours and the corruption increases to 3 levels.
    - If cast as 9th level or higher, the curse is permanent until dispelled and the corruption becomes permanent.
* **Counterspell**: 3rd level spell, can be cast out of turn. You attempt to interrupt a creature you can see casting a spell within 60 feet. If the spell is the same level or lower than what you cast Counterspell as, the target suffers a miscast. If it is casting a spell of higher level, nothing happens.
* **Green-Flame Blade**: 3rd level, 1-minute duration (concentration). A melee weapon in your hand ignites with green fire. For the duration the weapon deals 1d8 + INT fire damage instead of its normal damage. The spell’s damage increases by 1d8 when you reach 5th level (2d8 + INT), 11th level (3d8 + INT), and 17th level (4d8 + INT).
* **Sleep**: 3rd level, 1-minute duration. One target of your choice within 90 ft makes a WIS saving throw or falls *unconscious* for 1-minute. The target wakes up if they take damage or another creature uses its action to wake it up. If cast at 4th level or above, you may choose one additional creature for each level above 3rd.
  + Constructs, undead, creatures that do not need sleep, and creatures immune to being *charmed* aren’t affected by this spell.

**4th Level**

**5th Level**

**6th Level**

**7th Level**

**8th Level**

**9th Level**