***Light***

*EvocationCantrip*

**CAST**

At Will

**Customize**

**Casting Time:**

1 action

**Range/Area:**

Touch/20ft.

**Components:**

V, M(a firefly or phosphorescent moss)

**Duration:**

1 hour

**Attack/Save:**

DEX 13

**Source:**

PHB, pg. 255

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object 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.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

***Minor Illusion***

*IllusionCantrip*

**CAST**

At Will

**Customize**

**Casting Time:**

1 action

**Range/Area:**

30ft./5ft.

**Components:**

S, M(a bit of fleece)

**Duration:**

1 minute

**Source:**

PHB, pg. 260

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.

***Prestidigitation***

*TransmutationCantrip*

**CAST**

At Will

**Customize**

**Casting Time:**

1 action

**Range/Area:**

10ft.

**Components:**

V, S

**Duration:**

1 hour

**Source:**

PHB, pg. 267

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

* You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
* You instantaneously light or snuff out a candle, a torch, or a small campfire.
* You instantaneously clean or soil an object no larger than 1 cubic foot.
* You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
* You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
* 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 non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

***Charm Person***

*1st LevelEnchantment*

**CAST**

SPELL SLOT**4**

**LEVEL**1st

**Customize**

**Casting Time:**

1 action

**Range/Area:**

30ft.

**Components:**

V, S

**Duration:**

1 hour

**Attack/Save:**

WIS 13

**Source:**

PHB, pg. 221

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

***Cure Wounds***

*1st LevelEvocation*

**CAST**

SPELL SLOT**4**

**LEVEL**1st

Regain 1d8+3 Hit Points

**Customize**

**Casting Time:**

1 action

**Range/Area:**

Touch

**Components:**

V, S

**Duration:**

Instantaneous

**Source:**

PHB, pg. 230

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

***Disguise Self***

*1st LevelIllusion*

**CAST**

SPELL SLOT**4**

**LEVEL**1st

**Customize**

**Casting Time:**

1 action

**Range/Area:**

Self

**Components:**

V, S

**Duration:**

1 hour

**Source:**

PHB, pg. 233

You make yourself--including your clothing, armor, weapons, and other belongings on your person--look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

***Faerie Fire***

*1st LevelEvocation*

**CAST**

SPELL SLOT**4**

**LEVEL**1st

**Customize**

**Casting Time:**

1 action

**Range/Area:**

60ft./20ft.

**Components:**

V

**Duration:**

Concentration, up to 1 minute

**Attack/Save:**

DEX 13

**Source:**

PHB, pg. 239

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

***Sleep***

*1st LevelEnchantment*

**CAST**

SPELL SLOT**4**

**LEVEL**1st

**Customize**

**Casting Time:**

1 action

**Range/Area:**

90ft./20ft.

**Components:**

V, S, M(a pinch of fine sand, rose petals, or a cricket)

**Duration:**

1 minute

**Source:**

PHB, pg. 276

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

***Blindness/Deafness***

*2nd LevelNecromancy*

**CAST**

SPELL SLOT**3**

**LEVEL**2nd

**Customize**

**Casting Time:**

1 action

**Range/Area:**

30ft.

**Components:**

V

**Duration:**

1 minute

**Attack/Save:**

CON 13

**Source:**

PHB, pg. 219

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

**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.

***Pyrotechnics***

*2nd LevelTransmutation*

**CAST**

SPELL SLOT**3**

**LEVEL**2nd

**Customize**

**Casting Time:**

1 action

**Range/Area:**

60ft./5ft.

**Components:**

V, S

**Duration:**

Instantaneous

**Attack/Save:**

CON 13

**Source:**

EE, pg. 163

Choose an area of nonmagical flame that you can see and that fits within a 5-foot cube within range. You can extinguish the fire in that area, and you create either fireworks or smoke when you do so.

**Fireworks*.*** The target explodes with a dazzling display of colors. Each creature within 10 feet of the target must succeed on a Constitution saving throw or become blinded until the end of your next turn.

**Smoke.** Thick black smoke spreads out from the target in a 20-foot radius, moving around corners. The area of the smoke is heavily obscured. The smoke persists for 1 minute or until a strong wind disperses it.