

CLERIC 1ST LEVELPHB, 219

BLESS

ENCHANTMENT - BUFF

CASTING TIME	COMPONENTS	RANGE
1 MIN	S, V, M	30FT
DURATION	PREPARED	
1 MIN	[]	

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

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.

WARLOCK CANTRIPPHB, 221

CHILL TOUCH

NECROMANCY - NECROTIC

CASTING TIME	COMPONENTS	RANGE
1 ROUND	S, V	120FT
DURATION	PREPARED	
1 ROUND	[]	

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, 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.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

DRUID 1ST LEVELPHB, 230

CURE WOUNDS

EVOCATION - HEALING

CASTING TIME	COMPONENTS	RANGE
1 MIN	S, V	ROUCH
DURATION	PREPARED	
INSTANT	[]	

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.

DRUID 1ST LEVELPHB, 231

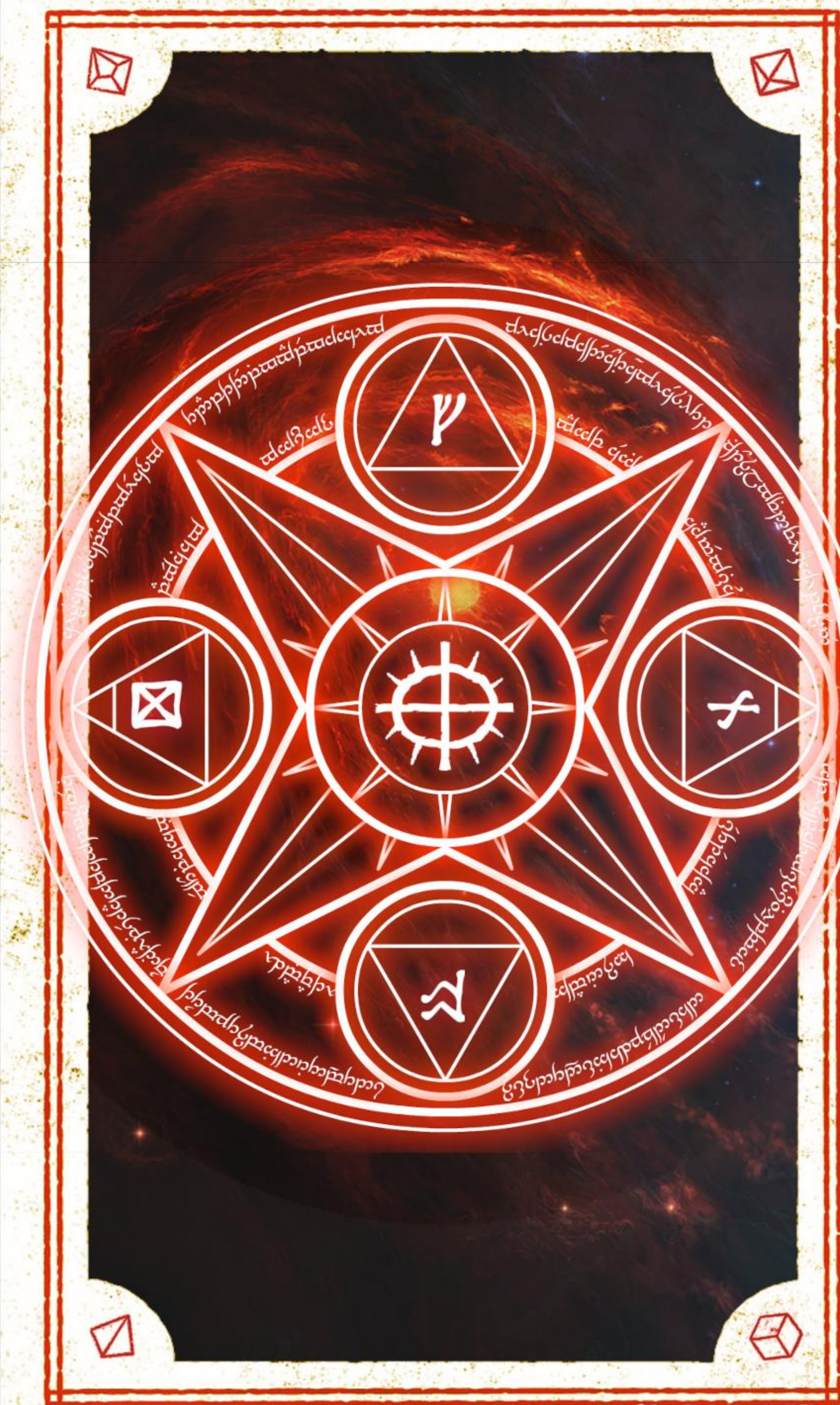
DETECT MAGIC

DIVINATION - DETECTION

CASTING TIME	COMPONENTS	RANGE
10 MIN	S, V	30FT
CONCENTRATION	PREPARED	
10 MIN	[]	

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.



BARD 1ST LEVELPHB, 233

DISGUISE SELF

ILLUSION - SHAPECHANGING

CASTING TIME	COMPONENTS	RANGE
	S, V	SELF
DURATION		PREPARED
1 HOUR		[]


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.

DRUID 2ND LEVELEE, 154

DUST DEVIL

CONJURATION - DAMAGE, CONTROL

CASTING TIME	COMPONENTS	RANGE/AREA
	V, S, M	60FT / 5FT
CONCENTRATION	SAVE	PREPARED
1MIN	STR []	[]

Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force that resembles a dust devil appears in the cube and lasts for the spell’s duration. Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn’t pushed.


As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

DRUID 1ST LEVELPHB, 246

GOODBERRY

TRANSMUTATION - HEALING

CASTING TIME	COMPONENTS	RANGE
	S, V, M	TOUCH
DURATION		PREPARED
INSTANTANEOUS		[]


Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

PALADIN 1ST LEVELPHB, 272

SANCTUARY

ABJURATION - BUFF, WARDING

CASTING TIME	COMPONENTS	RANGE
	S, V, M	30FT
SAVE	DURATION	PREPARED
WIS []	1MIN	[]

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn’t protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack, casts a spell that affects an enemy, or deals damage to another creature, this spell ends.

