

0211 - PHB

ACID SPLASH  
CANTRIP

CASTING TIME  
1 ACTION

RANGE  
60 FT

COMPONENTS  
V, S

DURATION  
INSTANT

SPELL TYPE - CONJURATION

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).

CHARACTER CLASS: WIZARD

0255 - PHB

LIGHT  
CANTRIP

CASTING TIME  
1 ACTION

RANGE  
TOUCH

COMPONENTS  
V, M

DURATION  
1 HOUR

SPELL TYPE - EVOCATION

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.

CHARACTER CLASS: WIZARD

0256 - PHB

MAGE HAND  
CANTRIP

CASTING TIME  
1 ACTION

RANGE  
30 FT

COMPONENTS  
V, S

DURATION  
1 MIN

SPELL TYPE - CONJURATION

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.

CHARACTER CLASS: WIZARD

0275 - PHB

SHOCKING GRASP  
CANTRIP

CASTING TIME  
1 ACTION

RANGE  
TOUCH

COMPONENTS  
V, S

DURATION  
INSTANT

SPELL TYPE - EVOCATION

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

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

CHARACTER CLASS: WIZARD

01 - SR

SPELL NAME  
CANTRIP

CASTING TIME  
1 ACTION

RANGE  
SELF

COMPONENTS  
V

DURATION  
1 MIN

SPELL TYPE - EVOCATION

Spell information...

At higher levels...

CHARACTER CLASS

01 - SR

SPELL NAME  
CANTRIP

CASTING TIME  
1 ACTION

RANGE  
SELF

COMPONENTS  
V

DURATION  
1 MIN

SPELL TYPE - EVOCATION

Spell information...

At higher levels...

CHARACTER CLASS

01 - SR

SPELL NAME  
CANTRIP

CASTING TIME  
1 ACTION

RANGE  
SELF

COMPONENTS  
V

DURATION  
1 MIN

SPELL TYPE - EVOCATION

Spell information...

At higher levels...

CHARACTER CLASS

01 - SR

SPELL NAME  
CANTRIP

CASTING TIME  
1 ACTION

RANGE  
SELF

COMPONENTS  
V

DURATION  
1 MIN

SPELL TYPE - EVOCATION

Spell information...

At higher levels...

CHARACTER CLASS