DETECT MAGIC



around any visible creature or object in you. If you sense magic in this way, you can use your action to see a faint aura presence of magic within 30 feet of the area that bears magic, and you or the duration, you sense the learn its school of magic, if any.

inch of common metal, a thin sheet of The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 lead, or 3 feet of wood or dirt.

SHIELD



you. Until the start of your next triggering attack, and you take no damage from magic missile. An invisible barrier of magical turn, you have a +5 bonus to force appears and protects AC, including against the

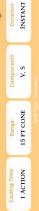
SPELL NAME



Spell information...



BURNING HANDS



shoots forth from your outstretched fingertips. As you hold your hands with thumbs touching 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 and fingers spread, a thin sheet of flames damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

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.

FALSE LIFE



you gain 1d4 + 4 temporary hit necromantic facsimile of life, Bolstering yourself with a points for the duration. When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

FOG CLOUD



greater speed (at least 10 miles per You create a 20-foot-radius sphere range. The sphere spreads around obscured. It lasts for the duration of fog centered on a point within corners, and its area is heavily or until a wind of moderate or hour) disperses it.

When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

SPELL NAME



Spell information...

THUNDERWAVE



Each creature in a 15-foot cube originating from you pushed 10 feet away from you. On a successful save, must make a Constitution saving throw. On a failed A wave of thunderous force sweeps out from you. save, a creature takes 2d8 thunder damage and is the creature takes half as much damage and isn't

within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spel In addition, unsecured objects that are completely emits a thunderous boom audible out to 300 feet.

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