SPELLCA STING A BILITY:		SPELL SAVE DC:			SPELL ATTACK BONUS:					
	First	Second	Third	Forth	Fifth	Sixth	Seventh	Eight	Ninth	Tenth
Spell										

# Based on Cheery

## Fire Bolt

slots

Evocation

Level: Cantrip Casting time: 1 Action Range: 120 feet Components: V, S Duration: Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

At higher level

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

## Mage Hand

Conjuration

Level: Cantrip Casting time: 1 Action Range: 30 feet Components: V, S Duration: 1 minute

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 magical items, or carry more than 10 pounds.

# Minor Illusion

Illusion

Level: Cantrip Casting time: 1 Action Range: 30 feet

Components: S, M (a bit of fleece)

Duration: 1 minute

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 objectsuch as a chair, muddy footprints, or a small chestit 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

Transmutation

Level: Cantrip
Casting time: 1 Action
Range: 10 feet
Components: V, S
Duration: Up to 1 hour

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  ${\bf 1}$  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.

# Color Spray

Illusion

Level: 1

Casting time: 1 Action Range: Self (15-foot cone) Components: V, S, M Duration: 1 round

A dazzling array of flashing, colored light springs from your hand. Roll 6d10, the total is how many hit points of creatures this spell can effect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the spell ends. 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 the creature to be affected.

#### At higher level

When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

## Sleep

#### Enchantment

Level: 1

Casting time: **1 Action** Range: **90 feet** 

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

Duration: 1 minute

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 level

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

- Generated and printed at Dnd-Spells.com

## Magic Missile

#### Evocation

Level: 1

Casting time: 1 Action Range: 120 feet Components: V, S Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4+1 force damage to its target. The darts all strike simultaneously and you can direct them to hit one creature or several.

#### At higher level

When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.