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

# Based on Othys Wizard

## Blade Ward

Abjuration

slots

Level: Cantrip
Casting time: 1 Action

Range: **Self**Components: **V, S**Duration: **1 round** 

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

#### Fire Bolt

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).

## Message

Transmutation

Level: Cantrip Casting time: 1 Action Range: 120 feet

Components: V, S, M (a short piece of copper wire)

Duration: 1 round

You point your finger toward a creature within range and whisper a

The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

# 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

-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.

## Alarm (Ritual)

#### Abjuration

Level: 1

Casting time: 1 Minute

Range: 30 feet

Components: V, S, M (a tiny bell and a piece of fine silver wire)

Duration: 8 hours

You set an alarm against unwanted intrusion.

Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for  $10\ \text{seconds}$  within  $60\ \text{feet}.$ 

## **Expeditious Retreat**

Transmutation

Level: 1

Casting time: 1 Bonus Action

Range: **Self**Components: **V, S** 

Duration: Concentration, up to 10 minutes

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until

the spell ends, you can take the Dash action.

#### Chromatic Orb

#### Evocation

Level: 1

Casting time: 1 Action

Range: 90 feet

Components: V, S, M (a diamond worth at least 50 gp)

Duration: Instantaneous

You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you chose.

#### At higher level

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.

#### Feather Fall

#### **Transmutation**

Level: 1

Casting time: **Special** Range: **60 feet** 

Components: V, M (a small feather or piece of down)

Duration: 1 minute

Reaction: When you or a creature within 60 feet of you falls

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

## Find Familiar (Ritual)

Conjuration

Level: 1

Casting time: 1 Hour Range: 10 feet

Components: V, S, M (10 gp worth of charcoal, incense, and herbs

that must be consumed by fire in a brass brazier)

Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk. lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey or fiend (your choice) instead of a beast.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits you summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

#### Grease

Conjuration

Level: 1

Casting time: 1 Action

Range: 60 feet

Components: V, S, M (a bit of pork rind or butter)

Duration: 1 minute

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

# Identify (Ritual)

Divination

Level: 1

Casting time: 1 Minute

Range: **Touch** 

Components:  $\mathbf{V}$ ,  $\mathbf{S}$ ,  $\mathbf{M}$  (a pearl worth at least 100 gp and an owl

feather)

Duration: Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

# Longstrider

**Transmutation** 

Level: 1

Casting time: 1 Action

Range: Touch

Components: V, S, M (a pinch of dirt)

Duration: 1 hour

You touch a creature. The target's speed increases by 10 feet until the spell ends.

At higher level

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.

## 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.

### 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.

#### Shield

Abjuration

Level: 1

Casting time: Special

Range: **Self**Components: **V, S**Duration: **1 round** 

Reaction trigger: You are hit by an attack or targeted by the magic

missile spell

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

#### Thunderwave

Evocation

Level: 1

Casting time: 1 Action Range: Self (15-foot cube) Components: V, S Duration: Instantaneous

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

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

At higher level

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.

#### Witch Bolt

Evocation

Level: 1

Casting time: 1 Action Range: 30 feet

Components: V, S, M (a twig from a tree that has been struck by

lightning)

Duration: Concentration, up to 1 minute

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and

the target

Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

## Invisibility

Illusion

Level: 2

Casting time: 1 Action

Range: Touch

Components: V, S, M (an eyelash encased in gum arabic)

Duration: Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At higher level

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.

## Knock

Transmutation

Level: 2

Casting time: **1 Action**Range: **60 feet**Components: **V** 

Duration: Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

# Misty Step

Conjuration

Level: 2

Casting time: 1 Bonus Action

Range: **Self** Components: **V** 

Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

## See invisibility

Divination

Level: 2

Casting time: 1 Action

Range: Self

Components: V, S, M (a pinch of talc and a small sprinkling of

powdered silver)
Duration: 1 hour

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

#### Blink

#### Transmutation

Level: 3

Casting time: 1 Action

Range: **Self**Components: **V, S**Duration: **1 minute** 

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Etheral Plane (the spell fails and the casting is wasted if you were already on that plane).

At the start of you next turn, and when the spell ends if you are on the Etheral Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that rang, you personable that one space is equally near). You can dismiss this spell as an action.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything more than 60 feet away. You can only affect and be affected by other reatures on the Ethereal Plane. Creature that aren't there can't perceive you or interact with you, unless they have the ability to do so.

## Counterspell

#### Abjuration

Level: 3

Casting time: **Special** Range: **60 feet** Components: **S** 

Duration: Instantaneous

1 reaction, which you take when you see a creature within 60 feet of you casting a spell  $\,$ 

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10+ the spell's level. On a success, the creature's spell fails and has no effect.

#### At higher level

When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

## Fireball

#### Evocation

Level: 3

Casting time: 1 Action

Range: 150 feet

Components: V, S, M (a tiny ball of bat guano and sulfur)

Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range then blossoms with a low roar into an explasion of flame.

explosion of flame.

Each creature in a 20-foot radius must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

## At higher level

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

# Nondetection

Abjuration

Level: 3

Casting time: 1 Action

Range: **Touch** 

Components: V, S, M (a pinch of diamond dust worth 25 gp sprinkled over the target, which the spell consumes)

Duration: 8 hours

For the duration, you hide a target that you touch from divination  $\dot{\ }$ 

magic.

The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.

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