

CANTRIPS KNOWN

1. Druidcraft

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Duration:** Instantaneous
- **Effect:** Create minor nature effects like weather prediction, flowering plants, snuffing candles, etc.

2. Elementalism

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Duration:** Instantaneous
- **Effect:** Harness a small burst of the elements

3. Fire Bolt

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Duration:** Instantaneous
- **Effect:** Ranged spell attack. On a hit, the target takes 1d10 fire damage.

4. Mage Hand

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Duration:** 1 minute
- **Effect:** Create a spectral hand that can manipulate objects, open doors, or carry up to 10 lbs.

5. Produce Flame

- **Casting Time:** 1 action
- **Range:** Self (Bright light in a 10-foot radius)
- **Duration:** 10 minutes
- **Effect:** Create a flame in your hand, which you can throw for 1d8 fire damage (range: 30 ft).

6. Starry Wisp

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Duration:** 1 round
- **Effect:** Create a floating, star-like orb that sheds dim light and can distract creatures.

1ST LEVEL SPELLS (4 SLOTS)

1. Animal Friendship

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Duration:** 24 hours
- **Effect:** Convince a beast that you mean it no harm (requires a Wisdom save).

2. Charm Person

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Duration:** 1 hour
- **Effect:** Charm a humanoid (Wisdom save). They regard you as a friendly acquaintance.

3. Create or Destroy Water

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Duration:** Instantaneous
- **Effect:** Create or destroy up to 10 gallons of water.

4. Cure Wounds

- **Casting Time:** 1 action
- **Range:** Touch
- **Duration:** Instantaneous
- **Effect:** Heal a creature for 1d8 + your spellcasting modifier.
- **Scaling:** 1d8 extra healing for each spell slot above 1st level.

5. Detect Magic

- **Casting Time:** 1 action (ritual)
- **Range:** Self (30-foot radius)
- **Duration:** Concentration, up to 10 minutes
- **Effect:** Sense the presence of magic within 30 feet.

6. Faerie Fire

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Duration:** Concentration, up to 1 minute
- **Effect:** Each object/creature in a 20-foot cube glows, granting advantage on attacks against them if they fail a Dexterity save.

7. Magic Missile

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Duration:** Instantaneous
- **Effect:** Creates 3 darts that each deal 1d4+1 force damage. Automatically hits.

2ND LEVEL SPELLS (2 SLOTS)

1. Aid

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Duration:** 8 hours
- **Effect:** Increase the hit point maximum of up to three creatures by 5.

2. Moonbeam

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Duration:** Concentration, up to 1 minute
- **Effect:** Create a 5-foot radius, 40-foot high cylinder of light. Deals 2d10 radiant damage (Constitution save for half) when a creature enters or starts its turn in the area.

ELDRITCH INVOCATIONS

1. Armor of Shadows (PHB 2024, p. 155)

- **Effect:** You can cast **Mage Armor** on yourself at will, without expending a spell slot or material components.
- **Mage Armor:**
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Duration:** 8 hours
 - **Effect:** The target's AC becomes 13 + Dexterity modifier, as long as they are not wearing armor.

2. Agonizing Blast (PHB 2024, p. 155)

- **Effect:** When you cast **Eldritch Blast**, you can add your Charisma modifier to the damage of each beam.

3. Fiendish Vigor (PHB 2024, p. 155)

- **Effect:** You can cast **False Life** on yourself at will, without expending a spell slot.
- **False Life:**
 - **Casting Time:** 1 action
 - **Range:** Self
 - **Duration:** 1 hour
 - **Effect:** Gain 1d4 + 4 temporary hit points.

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1. Eldritch Blast (PHB 2024, p. 235)

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Duration:** Instantaneous
- **Effect:** Ranged spell attack. On a hit, the target takes 1d10 force damage.
- **Scaling:** You can shoot multiple beams as you level up. At 5th level, it becomes 2 beams; at 11th level, 3 beams; and at 17th level, 4 beams.
- **Agonizing Blast Synergy:** Add your Charisma modifier to the damage.

2. Prestidigitation (PHB 2024, p. 235)

- **Casting Time:** 1 action
- **Range:** 10 feet
- **Duration:** Up to 1 hour
- **Effect:** Perform minor magical effects like lighting candles, cleaning objects, making harmless sensory effects, and creating small illusions.

1ST-LEVEL SPELLS

1. Armor of Agathys (PHB 2024, p. 235)

- **Casting Time:** 1 action
- **Range:** Self
- **Duration:** 1 hour
- **Effect:** Gain 5 temporary hit points, and if a creature hits you with a melee attack while you have them, they take 5 cold damage.
- **Scaling:** Temporary hit points and damage increase by 5 for each level above 1st.

2. Charm Person (PHB 2024, p. 235)

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Duration:** 1 hour
- **Effect:** Charm a humanoid. The creature must make a Wisdom saving throw (with advantage if you or your allies are fighting it). On failure, it regards you as a friendly acquaintance.

2ND-LEVEL SPELLS

3. Invisibility (PHB 2024, p. 235)

- **Casting Time:** 1 action
- **Range:** Touch
- **Duration:** Concentration, up to 1 hour
- **Effect:** A creature you touch becomes invisible. Anything it wears or carries also becomes invisible. The spell ends if the target attacks or casts a spell.

4. Hex (PHB 2024, p. 235)

- **Casting Time:** 1 bonus action
- **Range:** 90 feet
- **Duration:** Concentration, up to 1 hour
- **Effect:** Choose a creature. It suffers an additional 1d6 necrotic damage whenever you hit it with an attack. Also, choose one ability; the target has disadvantage on ability checks with that ability.
- **Scaling:** At higher levels, duration increases (3rd level: 8 hours, 5th level: 24 hours).

CANTRIPS KNOWN

1. Light

- **Casting Time:** 1 action
- **Range:** Touch
- **Duration:** 1 hour
- **Effect:** Touch an object, causing it to emit bright light in a 20-foot radius and dim light for an additional 20 feet. Can be colored as you choose.

2. Mage Hand

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Duration:** 1 minute
- **Effect:** Create a spectral hand that can manipulate objects, open doors, stow or retrieve items, or pour out liquids. The hand can carry up to 10 pounds.
- **Notes:** Cannot attack or activate magical items.

3. Prestidigitation

- **Casting Time:** 1 action
- **Range:** 10 feet
- **Duration:** Up to 1 hour
- **Effect:** Create minor magical effects such as cleaning an object, warming/cooling food, making harmless sensory effects, or creating a small object like a symbol or trinket.

4. Ray of Frost

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Duration:** Instantaneous
- **Effect:** Make a ranged spell attack. On a hit, the target takes 1d8 cold damage and its speed is reduced by 10 feet until the start of your next turn.

1ST LEVEL SPELLS (4 SLOTS)

1. Comprehend Languages

- **Casting Time:** 1 action (ritual)
- **Range:** Self
- **Duration:** 1 hour
- **Effect:** You can understand any spoken language you hear and can read any written language, but you must touch the written text to decipher it.

2. Detect Magic

- **Casting Time:** 1 action (ritual)
- **Range:** Self (30-foot radius)
- **Duration:** Concentration, up to 10 minutes
- **Effect:** Sense the presence of magic within 30 feet. You can use an action to see a faint aura around any visible creature or object that bears magic, and you learn its school of magic.

3. Mage Armor

- **Casting Time:** 1 action
- **Range:** Touch
- **Duration:** 8 hours
- **Effect:** The target's AC becomes 13 + their Dexterity modifier if they are not wearing armor.

4. Magic Missile

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Duration:** Instantaneous
- **Effect:** Create three darts of magical force. Each dart automatically hits a creature of your choice within range, dealing 1d4+1 force damage.
- **Scaling:** One additional dart per spell slot level above 1st.

5. Sleep

- **Casting Time:** 1 action
- **Range:** 90 feet
- **Duration:** 1 minute
- **Effect:** Roll 5d8; the total is how many hit points of creatures can be affected. Starting with the creature with the lowest current hit points, the spell puts creatures in a 20-foot radius to sleep.
- **Notes:** Does not affect undead or creatures immune to being charmed. You can target creatures selectively.

2ND LEVEL SPELLS (2 SLOTS)

1. Flaming Sphere

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Duration:** Concentration, up to 1 minute
- **Effect:** Summon a 5-foot diameter sphere of fire. As a bonus action, you can move the sphere up to 30 feet. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw or take 2d6 fire damage (half on a save).
- **Scaling:** 1d6 extra damage for each spell slot level above 2nd.

2. See Invisibility

- **Casting Time:** 1 action
- **Range:** Self
- **Duration:** 1 hour
- **Effect:** For the duration, you can see invisible creatures and objects as if they were visible. You can also see into the Ethereal Plane.

CANTRIPS KNOWN

1. Guidance

- **Casting Time:** 1 action
- **Range:** Touch
- **Duration:** Concentration, up to 1 minute
- **Effect:** You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice.

2. Light

- **Casting Time:** 1 action
- **Range:** Touch
- **Duration:** 1 hour
- **Effect:** Touch an object, causing it to shed bright light in a 20-foot radius and dim light for an additional 20 feet.

3. Mage Hand

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Duration:** 1 minute
- **Effect:** A spectral hand appears that can manipulate objects, open doors, or retrieve items. The hand can carry up to 10 pounds.

4. Minor Illusion

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Duration:** 1 minute
- **Effect:** Create a sound or an image of an object within range. The illusion can be no larger than a 5-foot cube.

5. Prestidigitation

- **Casting Time:** 1 action
- **Range:** 10 feet
- **Duration:** Up to 1 hour
- **Effect:** Create minor magical effects like cleaning, warming/cooling objects, lighting candles, creating sensory effects, or conjuring a small trinket.

6. Produce Flame

- **Casting Time:** 1 action
- **Range:** Self (bright light in 10-foot radius)
- **Duration:** 10 minutes
- **Effect:** Produce a flame in your hand. You can hurl it at a creature within 30 feet, dealing 1d8 fire damage on a hit.
- **Scaling:** Damage increases by 1d8 at 5th, 11th, and 17th levels.

7. Ray of Frost

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Duration:** Instantaneous
- **Effect:** Ranged spell attack. On a hit, the target takes 1d8 cold damage and its speed is reduced by 10 feet until the start of your next turn.
- **Scaling:** Damage increases by 1d8 at higher levels (5th, 11th, and 17th levels).

1ST LEVEL SPELLS (4 SLOTS)

1. Color Spray

- **Casting Time:** 1 action
- **Range:** Self (15-foot cone)
- **Duration:** 1 round
- **Effect:** Roll 6d10. The total is the number of hit points of creatures affected by the spell. Blinds creatures in a 15-foot cone starting with the lowest current hit points.

2. Cure Wounds

- **Casting Time:** 1 action
- **Range:** Touch
- **Duration:** Instantaneous
- **Effect:** Heal a creature you touch for 1d8 + your spellcasting modifier.
- **Scaling:** 1d8 extra healing for each spell slot above 1st level.

3. Feather Fall

- **Casting Time:** 1 reaction (when you or a creature within 60 feet falls)
- **Range:** 60 feet
- **Duration:** 1 minute
- **Effect:** Up to 5 falling creatures' rate of descent slows to 60 feet per round. They take no falling damage.

4. Mage Armor

- **Casting Time:** 1 action
- **Range:** Touch
- **Duration:** 8 hours
- **Effect:** The target's AC becomes 13 + Dexterity modifier if they are not wearing armor.

5. Magic Missile

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Duration:** Instantaneous
- **Effect:** Create three darts of magical force. Each dart hits a creature of your choice, dealing 1d4+1 force damage.
- **Scaling:** One additional dart per spell slot above 1st level.

6. Shield

- **Casting Time:** 1 reaction (when you are hit by an attack or targeted by Magic Missile)
- **Range:** Self
- **Duration:** 1 round
- **Effect:** An invisible barrier gives you +5 AC until the start of your next turn, including against the triggering attack. Also, you take no damage from Magic Missile.

2ND LEVEL SPELLS (3 SLOTS)

1. Invisibility

- **Casting Time:** 1 action
- **Range:** Touch
- **Duration:** Concentration, up to 1 hour
- **Effect:** A creature you touch becomes invisible. Anything the target is wearing or carrying becomes invisible as well. The spell ends if the target attacks or casts a spell.

2. Misty Step

- **Casting Time:** 1 bonus action
- **Range:** Self
- **Duration:** Instantaneous
- **Effect:** Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space you can see.

3. Mirror Image

- **Casting Time:** 1 action
- **Range:** Self
- **Duration:** 1 minute
- **Effect:** Create three illusory duplicates of yourself. Each time a creature targets you with an attack, roll a d20 to see if it targets a duplicate instead.

3RD LEVEL SPELLS (2 SLOTS)

1. Fireball

- **Casting Time:** 1 action
- **Range:** 150 feet
- **Duration:** Instantaneous
- **Effect:** A bright streak flashes from your pointing finger to a point you choose. Each creature in a 20-foot-radius sphere must make a Dexterity saving throw, taking 8d6 fire damage on a failed save, or half as much on a success.
- **Scaling:** 1d6 extra damage for each spell slot level above 3rd.

2. Hypnotic Pattern

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Duration:** Concentration, up to 1 minute
- **Effect:** Create a twisting pattern of colors in a 30-foot cube. Each creature in the area must make a Wisdom saving throw or become charmed and incapacitated until the spell ends or they take damage.