




Acid Splash

CONJURATION CANTRIP


 1 ACTION
 60 ft
 INSTANTANEOUS


You hurl a bubble of acid. Choose one or two creatures you can see within range. If you choose two, they must be 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).

V





S






Light

EVOCATION CANTRIP

 1 ACTION
 Touch  20 ft SPHERE
 1 HOUR


 A FIREFLY OR PHOSPHORESCENT MOSS


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.

V




M





Mage Hand

CONJURATION CANTRIP


 1 ACTION
 30 ft
 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 magic items, or carry more than 10 pounds.

V




S





Ray of Frost

EVOCATION CANTRIP


 1 ACTION
 60 ft
 INSTANTANEOUS


A frigid beam of blue-white light streaks toward a creature within range. Make a **ranged spell attack** against the target. On a hit, it takes **1d8 cold damage**, and its speed is reduced by 10 feet until the start of your next turn.

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

V





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Burning Hands

1ST LEVEL EVOCATION

 1 ACTION
 Self  < 15 ft CONE
 INSTANTANEOUS


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

V





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Comprehend Languages

1ST LEVEL DIVINATION

 1 ACTION  RITUAL
 Self
 1 HOUR

 A PINCH OF SOOT AND SALT


For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.


This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

V

S







M





Detect Magic

1ST LEVEL DIVINATION


 1 ACTION  RITUAL
 Self  30 ft SPHERE
 10 MINUTES  CONCENTRATION


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

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

V





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Find Familiar

1ST LEVEL CONJURATION

 1 HOUR  RITUAL
 10 ft
 INSTANTANEOUS

 10GP CHAR./INC./HERB BURNED IN BRASS BRAZIER

You gain the service of a familiar, a spirit that takes an animal form you choose.

Your familiar acts independently of you, but it always obeys your commands.

While your familiar is within 100 feet of you, you can communicate with it telepathically.


Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell.


Full details: *Player's Handbook*, pg. 240

V

S




M






Mage Armor

1ST LEVEL ABJURATION

 1 ACTION
 Touch
 8 HOURS


 A PIECE OF CURED LEATHER

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's **base AC becomes 13 + its Dexterity modifier**. The spell ends if the target dons armor or if you dismiss the spell as an action.

V

S

M





Magic Missile

1 ACTION

120 ft

INSTANTANEOUS

1ST LEVEL EVOCATION

V
S



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.

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.