



Identify

1 1 MINUTE **RITUAL**
L Touch
S INSTANTANEOUS

A A PEARL WORTH 100GP AND AN OWL FEATHER

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.

1ST LEVEL DIVINATION

V
S
M
C



Magic Weapon

1 1 BONUS ACTION
L Touch
S 1 HOUR **C** CONCENTRATION

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a **magic weapon** with a **+1 bonus to attack rolls and damage rolls**.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the bonus increases to **+2**. When you use a spell slot of 6th level or higher, the bonus increases to **+3**.

2ND LVL TRANSMUTATION

V
S
C



Booming Blade

1 1 ACTION
L Self
S 1 ROUND

A A MELEE WEAPON WORTH AT LEAST 1SP

You make a melee attack with the weapon against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects and then becomes sheathed in booming energy until the start of your next turn. If the target willingly moves 5 feet or more before then, the target takes **1d8 thunder damage**, and the spell ends.

Both damage rolls increase by 1d8: at 5th level (1d8 and 2d8), at 11th level (2d8 and 3d8) and again at 17th level (3d8 and 4d8)

EVOCATION CANTRIP

S
M
C



Chill Touch

1 1 ACTION
L 120 ft
S 1 ROUND

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes **1d8 necrotic damage**, and it **can't regain hit points until the start of your next turn**. Until then, the hand clings to the target. If you hit an **undead** target, it also has **disadvantage on attack rolls against you until the end of your next turn**.

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

NECROMANCY CANTRIP

V
S
C



Control Flames

1 1 ACTION
L 60 ft **C** 5 ft CUBE
S INSTANTANEOUS

Affect a 5-foot cube of nonmagical flame that you can see within range in one of the following ways:

- Instantaneously expand the flame 5 feet in one direction, if fuel is present.
- Instantaneously extinguish the flames within the cube.
- For 1 hour, double or halve the area of bright and dim light cast by the flame, change its color, or both.
- For 1 hour, cause simple shapes to appear within the flames and animate as you like.

You can have up to three non-instantaneous effects active at a time, and can dismiss them as an action.

TRANSMUTATION CANTRIP

S
C



Dancing Lights

1 1 ACTION
L 120 ft
S 1 MINUTE **C** CONCENTRATION

A PHOSPHORUS, WYCHWOOD, OR A GLOWWORM

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

EVOCATION CANTRIP

V
S
M
C



Fire Bolt

1 1 ACTION
L 120 ft
S 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.

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

EVOCATION CANTRIP

V
S
C



Green-Flame Blade

1 1 ACTION
L Self
S INSTANTANEOUS

A A MELEE WEAPON WORTH AT LEAST 1SP

You make a melee attack with the weapon against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects, and you can cause **green fire to leap from the target to a different creature** of your choice that you can see within 5 feet of it. The second creature takes **fire damage equal to your spellcasting ability modifier**.

Both damage rolls increase by 1d8: at 5th level (1d8 and 1d8 + mod), at 11th level (2d8 and 2d8 + mod), at 17th level (3d8 and 3d8 + mod).

EVOCATION CANTRIP

S
M
C



Prestidigitation

1 1 ACTION
L 10 ft
S 1 HOUR

Create one of the following effects:

- Instantaneously create a sensory effect (sparks, wind, notes, odor).
 - Instantaneously light or snuff out a candle, torch, or small campfire.
 - Instantaneously clean or soil an object no larger than 1 cubic foot.
 - Chill, warm, or flavor up to 1 cubic foot of nonliving material.
 - Make a color, mark, or symbol appear on an object or surface.
 - Create a trinket or illusory image that can fit in your hand until the end of your next turn.
- You can have up to 3 effects active at a time, and can dismiss them as an action.

TRANSMUTATION CANTRIP

V
S
C



Shape Water

TRANSMUTATION CANTRIP

S



1 ACTION

30 ft

5 ft CUBE

INSTANTANEOUS

Manipulate a 5-foot cube of water you can see in one of the following ways:

- Instantaneously move or change the flow of the water up to 5 feet in any direction. Cannot cause damage.
- For 1 hour, cause the water to form into simple shapes and animate at your direction.
- For 1 hour, change the water's color or opacity. The water must be changed in the same way throughout.
- For 1 hour, freeze the water if there are no creatures in it.

You can have two non-instantaneous effects active and can dismiss them as an action.



Shocking Grasp

EVOCATION CANTRIP

V
S



1 ACTION

Touch

INSTANTANEOUS

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee **spell attack** against the target. You have **advantage** on the attack roll **if the target is wearing armor made of metal**. On a hit, the target takes **1d8 lightning damage**, and it **can't take reactions until the start of its next turn**.

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



Toll the Dead

NECROMANCY CANTRIP

V
S



1 ACTION

60 ft

INSTANTANEOUS

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a **Wisdom saving throw** or take **1d8 necrotic damage**. If the target is **missing any of its hit points**, it instead takes **1d12 necrotic damage**.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).