

# Spellbook

## LEVEL 1

### ABSORB ELEMENTS

level 1 - abjuration

**Casting Time:** 1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage  
**Range:** Self  
**Components:** S  
**Duration:** 1 round

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.  
**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Druid Ranger Sorcerer Wizard 

Xanathar’s Guide to Everything

### ALARM

level 1 - abjuration (ritual)

**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 seconds within 60 feet.

Ranger Wizard 

Player’s Handbook (SRD)

### CATAPULT

level 1 - transmutation

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** S  
**Duration:** Instantaneous

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.  
**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

Sorcerer Wizard 

Xanathar’s Guide to Everything

### CURE WOUNDS

level 1 - evocation

**Casting Time:** 1 action  
**Range:** Touch  
**Components:** V, S  
**Duration:** Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.  
**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Bard Cleric Druid Paladin Ranger 

Player’s Handbook (SRD)

### DETECT MAGIC

level 1 - divination (ritual)

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S  
**Duration:** Concentration, up to 10 minutes

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.

Bard Cleric Druid Paladin Ranger Sorcerer Wizard 

Player’s Handbook (SRD)

### DISGUISE SELF

level 1 - illusion

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S  
**Duration:** 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.  
The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.  
To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Bard Sorcerer Wizard 

Player’s Handbook (SRD)

### EXPEDITIOUS RETREAT

level 1 - transmutation

**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.

Sorcerer Warlock Wizard 

Player’s Handbook (SRD)

### FAERIE FIRE

level 1 - evocation

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V  
**Duration:** Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.  
Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Bard Druid 

Player’s Handbook (SRD)

### FALSE LIFE

level 1 - necromancy

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S, M (a small amount of alcohol or distilled spirits)  
**Duration:** 1 hour

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.  
**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

Sorcerer Wizard 

Player’s Handbook (SRD)

### FEATHER FALL

level 1 - transmutation

**Casting Time:** 1 reaction, which you take when you or a creature within 60 feet of you falls  
**Range:** 60 feet  
**Components:** V, M (a small feather or piece of down)  
**Duration:** 1 minute

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.

Bard Sorcerer Wizard 

Player’s Handbook (SRD)

### GREASE

level 1 - conjuration

**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.

Wizard Sorcerer [TCoE] 

Player’s Handbook (SRD)

IDENTIFY

level 1 - divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, 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.

Bard Wizard Player’s Handbook (SRD)

JUMP

level 1 - transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a grasshopper's hind leg)

Duration: 1 minute

You touch a creature. The creature's jump distance is tripled until the spell ends.

Druid Ranger Sorcerer Wizard Player’s Handbook (SRD)

LONGSTRIDER

level 1 - transmutation

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 Levels. 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.

Bard Druid Ranger Wizard Player’s Handbook (SRD)

PURIFY FOOD AND DRINK

level 1 - transmutation (ritual)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Cleric Druid Paladin Player’s Handbook (SRD)

SANCTUARY

level 1 - abjuration

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a small silver mirror)

Duration: 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack, casts a spell that affects an enemy creature, or deal damage to another creature, this spell ends.

Cleric Player’s Handbook (SRD)

SNARE

level 1 - abjuration

Casting Time: 1 minute

Range: Touch

Components: S, M (25 feet of rope, which the spell consumes)

Duration: 8 hours

Description not available (not OGL). Summary:

Create a magic trap (Dex. save or the Small to Large size creature is hoisted into the air).

Druid Ranger Wizard Xanathar’s Guide to Everything

TASHA'S CAUSTIC BREW

level 1 - evocation

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S, M (a bit of rotten food)

Duration: Concentration, up to 1 minute

Description not available (not OGL). Summary:

Creatures in a 30 ft long 5 ft wide line must succeed on a Dex. save or take 2d4 acid damage each turn (+2d4/lvl).

Sorcerer Wizard Tasha’s Cauldron of Everything