







Level-1 transmutation

60 ft

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Catapult







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.

Level-1 transmutation



Expeditious Retreat







1 b.a. 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.

Level-1 conjuration

1 hr



Find Familiar

10 ft





Summon a familiar that obeys your commands.

Wizard DC11 Mod+3

120 ft

Evocation cantrip



Fire Bolt







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 ıdıo 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).

Wizard DC11 Mod+3

Touch

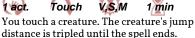
Level-1 transmutation











Level-1 evocation



Magic Missile

Wizard DC11 Mod+3







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 + I force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several. At Higher Levels. 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.

Wizard DC11 Mod+3

Transmutation cantrip



Inst

Mending

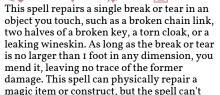




restore magic to such an object.

Wizard DC11 Mod+3





Wizard DC11 Mod+3



Transmutation cantrip Prestidigitation









Up to 1 hr

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 campfire. • You instantaneously clean or soil an object no larger than I cubic foot. • You chill, warm, or flavor up to I cubic foot of nonliving material for I hour. • You make a color, a small mark, or a symbol appear on an object or a surface for I 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.

Wizard DC11 Mod+3

Wizard DC11 Mod+3

Level-1 conjuration



1 hr

Tens.'s Floating Disk

1 act.





This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground. The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom. If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

Wizard DC11 Mod+3

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