

## Tier 2 Spells

### Blur

Requires 1 action ■ concentration

Your body becomes blurred, shifting and wavering to all who can see you. For up to 1 minute, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight or can see through illusions.

### Hold Person

Requires 1 action ■ concentration

Choose a humanoid that you can see within 60 feet of you. The target must succeed on a WIS saving throw or be paralyzed for up to 1 minute. At the end of each of its turns, the target can repeat the saving throw.

### Invisibility

Requires 1 action ■ concentration

A creature you touch becomes invisible for up to 1 hour. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends if the target attacks or casts a spell.

### Knock

Requires 1 action ■ concentration

Choose an object that you can see within 60 feet of you that is locked, stuck, or barred by mundane or magical means.

A target that is held shut by mundane means becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If the target is held shut magically, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

### Levitate

Requires 1 action ■ concentration

One creature or object of your choice that you can see within 60 feet of you rises vertically, up to 20 feet, and remains suspended there for up to 10 minutes. An unwilling creature that succeeds on a CON saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach. You can change the target's altitude by up to 20 feet in either direction on your turn as an action.

When the spell ends, the target floats gently to the ground if it is still aloft.

### Misty Step

Requires 1 bonus action

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

# WIZARD

## ■ SPELL BOOK ■

### Spell Attack Modifier

2 + your INT modifier = \_\_\_\_\_

### Spell Defense Difficulty

10 + your INT modifier = \_\_\_\_\_

### About your spellcasting numbers

Some spells in this booklet require you to *make a spell attack*. To do this, roll the d20 and add your Spell Attack Modifier.

Some spells require the target of the spell to *make a saving throw* to defend against any negative effects. The target fails the saving throw if their roll is *less than* your Spell Defense Difficulty.

### About concentration

Some spells require *concentration* to keep their magic active. If you lose concentration, such a spell ends.

You automatically lose concentration when you cast another spell that requires concentration (you can't concentrate on two spells at once), or when you become unconscious.

You might lose concentration when you are injured. If you take damage while you are concentrating on a spell, you must make a CON saving throw to maintain your concentration. The difficulty equals 10 or half the damage you take, whichever number is higher. If you fail the saving throw, you lose concentration.

"Heroes Without the Handbook" is by Jason Ermer and available at [www.mythematics.org/heroes](http://www.mythematics.org/heroes).

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## Tier 0 Spells

### Chill Touch

*Requires 1 action*

You send a ghostly hand after a creature within 120 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 necrotic damage, and it can't regain HP until the start of your next turn.

### Dancing Lights

*Requires 1 action ■ concentration*

You create up to four glowing orbs within 120 feet of you that hover in the air for up to 1 minute. Each orb sheds light like a torch.

### Mage Hand

*Requires 1 action*

A spectral, floating hand appears at a point you choose within 30 feet of you. The hand lasts for 1 minute or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you.

You can use your action to control the hand. 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.

### Message

*Requires 1 action*

You point your finger toward a creature within 120 feet of you and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. The spell doesn't have to follow a straight line and can travel freely around corners or through openings. Magical silence blocks the spell.

### Minor Illusion

*Requires 1 action*

You create a sound or an image of an object within 30 feet of you that lasts for 1 minute.

You can create any sound you choose. The sound can continue uninterrupted, or you can make discrete sounds at different times before the spell ends.

You can create an image of any object, no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect.

Physical interaction with an image reveals it to be an illusion. Otherwise, a creature can determine that the sound or image is an illusion with a successful INT check.

### Shocking Grasp

*Requires 1 action*

Lightning springs from your hand and delivers a shock to a creature you can touch. Make a melee spell attack. 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.

## Tier 1 Spells

### Detect Magic

*Requires 1 action ■ concentration*

For up to 10 minutes, you sense the presence of magic within 30 feet of you.

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.

### Disguise Self

*Requires 1 action*

You make yourself (including your clothing, armor, weapons, and other belongings on your person) look different for 1 hour or until you use your action to dismiss the effect. Your disguise must be humanoid in shape, up to 1 foot shorter or taller.

The changes wrought by this spell fail to hold up to physical inspection. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an INT check.

### Feather Fall

*Requires 1 reaction*

Choose up to five falling creatures within 60 feet of you. A falling creature's rate of descent slows to 60 feet per round for up to 1 minute. If the creature lands before the spell ends, it takes no falling damage and can land on its feet.

### Grease

*Requires 1 action*

Slick grease covers the ground in a 10-foot square centered on a point within 60 feet of you and turns it into difficult terrain for 1 minute.

When the grease appears, each creature standing in its area must succeed on a DEX saving throw or fall prone. The same goes for a creature that enters the area or ends its turn there.

### Magic Missile

*Requires 1 action*

You create three glowing darts of magical force. Each dart automatically hits a creature of your choice that you can see within 120 feet of you. 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.

### Shield

*Requires 1 reaction*

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.