

Cantrips

FIRE BOLT (*Evocation Cantrip*)

1 action 120 feet Instantaneous V S

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.

LIGHT (*Evocation Cantrip*)

1 action Touch 1 hour V M
(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.

Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

Level 1

D E T E C T M A G I C *(Level 1 Divination)*

1 action Self ♦ 10 minutes V S

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.

C H R O M A T I C O R B *(Level 1 Evocation)*

1 action 90 feet Instantaneous V S M
(a diamond worth at least 50 gp)

You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you chose.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

S H I E L D *(Level 1 Abjuration)*

1 reaction Self 1 round V S

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.

M A G I C M I S S I L E *(Level 1 Evocation)*

1 action 120 feet Instantaneous 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.

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.