

GUIDANCE

Divination cantrip

CASTING TIME

Action

RANGE

Touch

COMPONENTS

V, S

DURATION

up to 1 minute 

You touch a willing creature and choose a skill. Until the spell ends, the creature adds 1d4 to any ability check using the chosen skill.

CLERIC, DRUID

DRUIDCRAFT

Transmutation cantrip

CASTING TIME

Action

RANGE

30 feet

COMPONENTS

V, S

DURATION

Instantaneous

Weather Sensor: Creates a Tiny sensory effect predicting weather for 24 hours, lasting 1 round. **Bloom:** Instantly causes a flower, seed pod, or leaf to bloom. **Sensory Effect:** Creates a harmless sensory effect within a 5-foot cube. **Fire Play:** Lights or snuffs out a candle, torch, or campfire.

DRUID

SHOCKING GRASP

Evocation cantrip

CASTING TIME

Action

RANGE

Touch

COMPONENTS

V, S

DURATION

Instantaneous

Lightning springs from you to a creature that you try to touch. Make a melee spell attack against the target. On a hit, the target takes 1d8 Lightning damage, and it can't make Opportunity Attacks until the start of its next turn.

Cantrip Upgrade

The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

SORCERER, WIZARD

STARRY WISP

Evocation cantrip

CASTING TIME

Action

RANGE

60 feet

COMPONENTS

V, S

DURATION

Instantaneous

You launch a mote of light at one creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 Radiant damage, and until the end of your next turn, it emits Dim Light in a 10-foot radius and can't benefit from the Invisible condition.

Cantrip Upgrade

The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

BARD, DRUID

MESSAGE

Transmutation cantrip

CASTING TIME

Action

RANGE

120 feet

COMPONENTS

S, M

DURATION

1 round

Material: a copper wire

You point toward a creature within range 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. Magical silence; 1 foot of stone, metal, or wood; or a thin sheet of lead blocks the spell.

BARD, DRUID, SORCERER, WIZARD

ANIMAL FRIENDSHIP

1st-level enchantment

CASTING TIME

Action

RANGE

30 feet

COMPONENTS

V, S, M

DURATION

24 hours

Material: a morsel of food

Target a Beast that you can see within range. The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration. If you or one of your allies deals damage to the target, the spell ends.

At Higher Levels

You can target one additional Beast for each spell slot level above 1.

BARD, DRUID, RANGER

CURE WOUNDS

1st-level abjuration

CASTING TIME

Action

RANGE

Touch

COMPONENTS

V, S

DURATION

Instantaneous

A creature you touch regains a number of Hit Points equal to 2d8 plus your spellcasting ability modifier.

At Higher Levels

The healing increases by 2d8 for each spell slot level above 1.

BARD, CLERIC, DRUID, PALADIN, RANGER

ENTANGLE

1st-level conjuration

CASTING TIME

Action

RANGE

90 feet

COMPONENTS

V, S

DURATION

up to 1 minute 

Grasping plants appear in a 20-foot square, turning the ground into Difficult Terrain. Creatures (except caster) must succeed on a Strength save or be Restrained until the spell ends. Restrained creatures can use an action to make a Strength (Athletics) check against your spell save DC to escape.

DRUID, RANGER

FIND FAMILIAR

1st-level conjuration (Ritual)

CASTING TIME

1 hour

RANGE

10 feet

COMPONENTS

V, S, M

DURATION

Instantaneous

Material: burning incense worth 10+ GP, which the spell consumes

You summon a familiar (animal form CR 0, Celestial/Fey/Fiend). It acts independently, obeys commands, and can communicate telepathically within 100 ft. It can deliver touch spells with a Reaction, and you can see through its senses as a Bonus Action. It disappears at 0 HP or can be dismissed. Only one familiar at a time.

WIZARD

FAERIE FIRE

1st-level evocation

CASTING TIME

Action

RANGE

60 feet

COMPONENTS

V

DURATION

up to 1 minute 

Objects in a 20-foot Cube within range are outlined in blue, green, or violet light (your choice). Each creature in the Cube is also outlined if it fails a Dexterity saving throw.

For the duration, objects and affected creatures shed Dim Light in a 10-foot radius and can't benefit from the Invisible condition.

Attack rolls against an affected creature or object have Advantage if the attacker can see it.

BARD, DRUID

SPEAK WITH ANIMALS

1st-level divination (Ritual)

CASTING TIME

Action

RANGE

Self

COMPONENTS

V, S

DURATION

10 minutes

For the duration, you can comprehend and verbally communicate with Beasts, and you can use any of the Influence action's skill options with them.

Most Beasts have little to say about topics that don't pertain to survival or companionship, but at minimum, a Beast can give you information about nearby locations and monsters, including whatever it has perceived within the past day.

BARD, DRUID, RANGER, WARLOCK

THUNDERWAVE

1st-level evocation

CASTING TIME

Action

RANGE

Self

COMPONENTS

V, S

DURATION

Instantaneous

You emit a thunderous wave in a 15-foot cube. Creatures must make a Constitution save; fail takes 2d8 thunder damage and is pushed 10 feet away, success halves damage. Unsecured objects are pushed 10 feet. A loud boom is audible within 300 feet.

At Higher Levels

The damage increases by 1d8 for each spell slot level above 1.

BARD, DRUID, SORCERER, WIZARD

SLEEP

1st-level enchantment

CASTING TIME

Action

RANGE

60 feet

COMPONENTS

V, S, M

DURATION

up to 1 minute 

Material: a pinch of sand or rose petals

Creates a 5-foot radius sphere; creatures must succeed on a Wisdom save or become Incapacitated until their next turn, then repeat the save. Failure on second save causes Unconsciousness for the duration. Damage or shaking ends the effect. Sleep-immune creatures automatically succeed.

BARD, SORCERER, WIZARD

MOONBEAM

2nd-level evocation

CASTING TIME

Action

RANGE

120 feet

COMPONENTS

V, S, M

DURATION

up to 1 minute 

Material: a moonseed leaf

A 5-foot-radius, 40-foot-high cylinder appears, emitting dim light. Creatures inside make a Constitution save; on failure, they take 2d10 radiant damage and revert to their true form if shapeshifted. On success, they take half damage. The cylinder can be moved up to 60 feet with a Magic action.

At Higher Levels

The damage increases by 1d10 for each spell slot level above 2.

DRUID

MISTY STEP

2nd-level conjuration

CASTING TIME

Bonus action

RANGE

Self

COMPONENTS

V

DURATION

Instantaneous

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

SORCERER, WARLOCK, WIZARD

SPIKE GROWTH

2nd-level transmutation

CASTING TIME

Action

RANGE

150 feet

COMPONENTS

V, S, M

DURATION

up to 10 minutes 

Material: seven thorns

Creates a 20-foot-radius sphere of difficult terrain with spikes and thorns. Moving through it deals 2d4 piercing damage per 5 feet traveled. The terrain is camouflaged; unseen creatures must succeed on a Wisdom (Perception or Survival) check against your spell save DC to recognize the hazard before entering.

DRUID, RANGER

LIGHTNING BOLT

3rd-level evocation

CASTING TIME

Action

RANGE

Self

COMPONENTS

V, S, M

DURATION

Instantaneous

Material: a bit of fur and a crystal rod

A stroke of lightning forming a 100-foot-long, 5-foot-wide Line blasts out from you in a direction you choose. Each creature in the Line makes a Dexterity saving throw, taking 8d6 Lightning damage on a failed save or half as much damage on a successful one.

At Higher Levels

The damage increases by 1d6 for each spell slot level above 3.

SORCERER, WIZARD

CONJURE ANIMALS

3rd-level conjuration

CASTING TIME

Action

RANGE

60 feet

COMPONENTS

V, S

DURATION

up to 10 minutes 

Conjures a spectral animal pack that lasts for the duration. You gain advantage on Strength saves within 5 feet. You can move the pack up to 30 feet on your turn. When the pack moves within 10 feet of a creature or a creature enters or ends its turn there, it must make a Dexterity save or take 3d10 slashing damage (once per turn).

At Higher Levels

The damage increases by 1d10 for each spell slot level above 3.

DRUID, RANGER