

MAGE HAND

Conjuration cantrip

CASTING TIME

Action

RANGE

30 feet

COMPONENTS

V, S

DURATION

1 minute

A spectral hand appears at a point within range and lasts for the duration. It vanishes if over 30 feet from you or if you cast again. You can manipulate objects, open doors, stow or retrieve items, or pour from a vial. It can't attack, activate magic items, or carry more than 10 pounds.

BARD, SORCERER, WARLOCK, WIZARD

MIND SLIVER

Enchantment cantrip

CASTING TIME

Action

RANGE

60 feet

COMPONENTS

V

DURATION

1 round

You try to temporarily sliver the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 Psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn.

Cantrip Upgrade

The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

SORCERER, WARLOCK, WIZARD

MINOR ILLUSION

Illusion cantrip

CASTING TIME

Action

RANGE

30 feet

COMPONENTS

S, M

DURATION

1 minute

Material: a bit of fleece

You create a lasting sound or image within range. Sound can vary in volume and be continuous or discrete; image must be no larger than a 5-foot cube and is silent and intangible. Creatures can identify the illusion with an Investigation check against your spell save DC; illusions end if cast again.

BARD, SORCERER, WARLOCK, WIZARD

PRESTIDIGITATION

Transmutation cantrip

CASTING TIME

Action

RANGE

10 feet

COMPONENTS

V, S

DURATION

Up to 1 hour

Create a magical effect within range, with up to three active effects at once. Options include sensory effects (sparks, wind, notes, odor), lighting or snuffing small flames, cleaning or soiling objects (up to 1 ft³), chilling/warming/flavoring materials (1 ft³ for 1 hour), marking objects (1 hour), or creating a nonmagical trinket or illusion (until end of next turn).

BARD, SORCERER, WARLOCK, WIZARD

SORCEROUS BURST

Evocation cantrip

CASTING TIME

Action

RANGE

120 feet

COMPONENTS

V, S

DURATION

Instantaneous

You make a ranged attack against a target within range. On hit, it takes 1d8 damage of your chosen type. Rolling an 8 allows an additional d8 to be added, up to your spellcasting ability modifier. Multiple 8s can be rerolled for extra damage.

Cantrip Upgrade

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

SORCERER

BURNING HANDS

1st-level evocation

CASTING TIME

Action

RANGE

Self

COMPONENTS

V, S

DURATION

Instantaneous

A thin sheet of flames shoots forth from you. Each creature in a 15-foot Cone makes a Dexterity saving throw, taking 3d6 Fire damage on a failed save or half as much damage on a successful one. Flammable objects in the Cone that aren't being worn or carried start burning.

At Higher Levels

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

SORCERER, WIZARD

CHROMATIC ORB

1st-level evocation

CASTING TIME

Action

RANGE

90 feet

COMPONENTS

V, S, M

DURATION

Instantaneous

Material: a diamond worth 50+ GP

You create an energy orb of chosen type (acid, cold, fire, lightning, poison, or thunder). Make a ranged attack; on hit, deal 3d8 damage. If two or more d8s roll the same number, the orb leaps to a new target within 30 feet, requiring a new attack and damage roll. Leaps only occur if cast with a 2nd-level or higher spell slot.

At Higher Levels

The damage increases by 1d8 for each spell slot level above 1. The orb can leap a maximum number of times equal to the level of the slot expended, and a creature can be targeted only once by each casting of this spell.

SORCERER, WIZARD

SHIELD

1st-level abjuration

CASTING TIME

Reaction

RANGE

Self

COMPONENTS

V, S

DURATION

1 round

An imperceptible barrier of magical force 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.

SORCERER, WIZARD

SILENT IMAGE

1st-level illusion

CASTING TIME

Action

RANGE

60 feet

COMPONENTS

V, S, M

DURATION

up to 10 minutes

Material: a bit of fleece

You create a 15-foot cube visual illusion of an object, creature, or phenomenon within range, lasting for the duration. It can move with a magic action, and its appearance can be altered to appear natural. It's purely visual; physical interaction reveals it as an illusion. Investigation check can see through it.

BARD, SORCERER, WIZARD

ALTER SELF

2nd-level transmutation

CASTING TIME

Action

RANGE

Self

COMPONENTS

V, S

DURATION

up to 1 hour



You choose one form alteration: Aquatic Adaptation (breathe underwater, swim speed equal to your speed), Change Appearance (alter your look without changing stats), or Natural Weapons (grow claws, fangs, horns, or hooves, dealing 1d6 damage and using spellcasting ability for attack/damage). You can swap options with a Magic action during the spell.

DRAGON'S BREATH

2nd-level transmutation

CASTING TIME

Bonus action

RANGE

Touch

COMPONENTS

V, S, M

DURATION

up to 1 minute



Material: a hot pepper

You touch one willing creature, and choose Acid, Cold, Fire, Lightning, or Poison. Until the spell ends, the target can take a Magic action to exhale a 15-foot Cone. Each creature in that area makes a Dexterity saving throw, taking 3d6 damage of the chosen type 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 2.

FLAMING SPHERE

2nd-level conjuration

CASTING TIME

Action

RANGE

60 feet

COMPONENTS

V, S, M

DURATION

up to 1 minute



Material: a ball of wax

Creates a 5-foot fire sphere that lasts for the duration. Creatures ending their turn within 5 feet must make a Dexterity save or take 2d6 fire damage; half on success. As a bonus, move the sphere up to 30 feet, rolling it along the ground, stopping if it hits a creature. It sheds bright and dim light.

At Higher Levels

The damage increases by 1d6 for each spell slot level above 2.

SORCERER, WIZARD

SORCERER, WIZARD

DRUID, SORCERER, WIZARD

INVISIBILITY

2nd-level illusion

CASTING TIME

Action

RANGE

Touch

COMPONENTS

V, S, M

DURATION

up to 1 hour



Material: an eyelash in gum arabic

A creature you touch has the Invisible condition until the spell ends. The spell ends early immediately after the target makes an attack roll, deals damage, or casts a spell.

At Higher Levels

You can target one additional creature for each spell slot level above 2.

BARD, SORCERER, WARLOCK, WIZARD

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

COUNTERSPELL

3rd-level abjuration

CASTING TIME

Reaction

RANGE

60 feet

COMPONENTS

S

DURATION

Instantaneous

You attempt to interrupt a creature in the process of casting a spell. The creature must make a Constitution saving throw. On a failed save, the spell dissipates with no effect, and the action, Bonus Action, or Reaction used to cast it is wasted. If that spell was cast with a spell slot, the slot isn't expended.

SORCERER, WARLOCK, WIZARD

FIREBALL

3rd-level evocation

CASTING TIME

Action

RANGE

150 feet

COMPONENTS

V, S, M

DURATION

Instantaneous

Material: a ball of bat guano and sulfur

A bright streak flashes from you to a point you choose within range and then blossoms with a low roar into a fiery explosion. Each creature in a 20-foot-radius Sphere centered on that point makes a Dexterity saving throw, taking 8d6 Fire damage on a failed save or half as much damage on a successful one. Flammable objects in the area that aren't being worn or carried start burning.

At Higher Levels

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

SORCERER, WIZARD

FEAR

3rd-level illusion

CASTING TIME

Action

RANGE

Self

COMPONENTS

V, S, M

DURATION

up to 1 minute



Material: a white feather

Creatures in a 30-foot cone must succeed on a Wisdom saving throw or be frightened for the duration, dropping held items. Frightened creatures use their Dash action to move away each turn unless blocked. Ending turn out of sight allows a new saving throw; on success, the spell ends.

BARD, SORCERER, WARLOCK, WIZARD

FLY

3rd-level transmutation

CASTING TIME

Action

RANGE

Touch

COMPONENTS

V, S, M

DURATION

up to 10 minutes



Material: a feather

You touch a willing creature. For the duration, the target gains a Fly Speed of 60 feet and can hover. When the spell ends, the target falls if it is still aloft unless it can stop the fall.

At Higher Levels

You can target one additional creature for each spell slot level above 3.

SORCERER, WARLOCK, WIZARD

COMMAND

1st-level enchantment

CASTING TIME

Action

RANGE

60 feet

COMPONENTS

V

DURATION

Instantaneous

You speak a one-word command to a creature within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. Commands include Approach, Drop, Flee, Grovel, and Halt, each causing specific behaviors.

At Higher Levels

You can affect one additional creature for each spell slot level above 1.

FEATHER FALL

1st-level transmutation

CASTING TIME

Reaction

RANGE

60 feet

COMPONENTS

V, M

DURATION

1 minute

Material: a small feather or piece of down

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 a creature lands before the spell ends, the creature takes no damage from the fall, and the spell ends for that creature.

BARD, SORCERER, WIZARD

BARD, CLERIC, PALADIN