

## FIRE BOLT

Evocation cantrip

### CASTING TIME

Action

### RANGE

120 feet

### COMPONENTS

V, S

### DURATION

Instantaneous

You hurl a mote of fire at a creature or an 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 starts burning if it isn't being worn or carried.

#### Cantrip Upgrade

The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

SORCERER, WIZARD

## MENDING

Transmutation cantrip

### CASTING TIME

1 minute

### RANGE

Touch

### COMPONENTS

V, S, M

### DURATION

Instantaneous

Material: two lodestones

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item, but it can't restore magic to such an object.

BARD, CLERIC, DRUID, SORCERER, WIZARD

## 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

## 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 ft<sup>3</sup>), chilling/warming/flavoring materials (1 ft<sup>3</sup> for 1 hour), marking objects (1 hour), or creating a nonmagical trinket or illusion (until end of next turn).

BARD, SORCERER, WARLOCK, WIZARD

## RAY OF FROST

Evocation cantrip

### CASTING TIME

Action

### RANGE

60 feet

### COMPONENTS

V, S

### DURATION

Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 Cold damage, and its Speed is reduced by 10 feet until the start of your next turn.

#### Cantrip Upgrade

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

SORCERER, WIZARD

## 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

## COMPREHEND LANGUAGES

1st-level divination (Ritual)

### CASTING TIME

Action

### RANGE

Self

### COMPONENTS

V, S, M

### DURATION

1 hour

Material: a pinch of soot and salt

For the duration, you understand the literal meaning of any language that you hear or see signed. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode symbols or secret messages.

BARD, SORCERER, WARLOCK, WIZARD

## DETECT MAGIC

1st-level divination (Ritual)

### CASTING TIME

Action

### RANGE

Self

### COMPONENTS

V, S

### DURATION

up to 10 minutes 

For the duration, you sense the presence of magical effects within 30 feet of yourself. If you sense such effects, you can take the Magic action to see a faint aura around any visible creature or object in the area that bears the magic, and if an effect was created by a spell, you learn the spell's school of magic.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

BARD, CLERIC, DRUID, PALADIN, RANGER, SORCERER, WARLOCK, WIZARD

## GREASE

1st-level conjuration

### CASTING TIME

Action

### RANGE

60 feet

### COMPONENTS

V, S, M

### DURATION

1 minute

Material: a bit of pork rind or butter

Nonflammable grease covers the ground in a 10-foot square centered on a point within range and turns it into Difficult Terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or have the Prone condition. A creature that enters the area or ends its turn there must also succeed on that save or fall Prone.

SORCERER, WIZARD

## IDENTIFY

1st-level divination (Ritual)

### CASTING TIME

1 minute

### RANGE

Touch

### COMPONENTS

V, S, M

### DURATION

Instantaneous

Material: a pearl worth 100+ GP

You touch an object to learn its properties, including usage, attunement, charges, and ongoing spells. If created by a spell, you learn that spell's name. If you touch a creature, you learn which ongoing spells are affecting it.

BARD, WIZARD

## MAGE ARMOR

1st-level abjuration

### CASTING TIME

Action

### RANGE

Touch

### COMPONENTS

V, S, M

### DURATION

8 hours

Material: a piece of cured leather

You touch a willing creature who isn't wearing armor. Until the spell ends, the target's base AC becomes 13 plus its Dexterity modifier. The spell ends early if the target dons armor.

SORCERER, WIZARD

## MAGIC MISSILE

1st-level evocation

### CASTING TIME

Action

### RANGE

120 feet

### COMPONENTS

V, S

### DURATION

Instantaneous

You create three glowing darts of magical force. Each dart strikes 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

The spell creates one more dart for each spell slot level above 1.

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

## TASHA'S HIDEOUS LAUGHTER

1st-level enchantment

### CASTING TIME

Action

### RANGE

30 feet

### COMPONENTS

V, S, M

### DURATION

up to 1 minute 

Material: a tart and a feather

Choose one creature within range; it makes a Wisdom saving throw. On a failure, it becomes Prone and Incapacitated, laughs uncontrollably if able, and can't end Prone itself. It repeats the save at the end of each turn and when damaged (advantage on damage). Success ends the spell.

At Higher Levels

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

BARD, WARLOCK, WIZARD

## AUGURY

2nd-level divination (Ritual)

### CASTING TIME

1 minute

### RANGE

Self

### COMPONENTS

V, S, M

### DURATION

Instantaneous

Material: special marked sticks, bones, cards, or other divinatory tokens worth 25+ GP

You receive an omen about a planned action within 30 minutes, chosen from the Omens table (Weal, Woe, Weal and Woe, Indifference). The DM determines the omen, which predicts good, bad, both, or neutral results. Multiple castings before a long rest have a 25% cumulative chance of no answer.

CLERIC, DRUID, WIZARD

## MAGIC MOUTH

2nd-level illusion (Ritual)

### CASTING TIME

1 minute

### RANGE

30 feet

### COMPONENTS

V, S, M

### DURATION

Until dispelled

Material: jade dust worth 10+ GP, which the spell consumes

You implant a message (up to 25 words, over 10 minutes) in an object within 30 feet. When a trigger condition occurs, a magical mouth appears on the object and recites the message in your voice. The spell can end after delivery or repeat on trigger.

BARD, 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

## SCORCHING RAY

2nd-level evocation

### CASTING TIME

Action

### RANGE

120 feet

### COMPONENTS

V, S

### DURATION

Instantaneous

You hurl three fiery rays. You can hurl them at one target within range or at several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 Fire damage.

At Higher Levels

You create one additional ray for each spell slot level above 2.

SORCERER, WIZARD

## SHATTER

2nd-level evocation

### CASTING TIME

Action

### RANGE

60 feet

### COMPONENTS

V, S, M

### DURATION

Instantaneous

Material: a chip of mica

A loud noise erupts from a point of your choice within range. Each creature in a 10-foot-radius Sphere centered there makes a Constitution saving throw, taking 3d8 Thunder damage on a failed save or half as much damage on a successful one. A Construct has Disadvantage on the save.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At Higher Levels

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

**BARD, SORCERER, WIZARD**

## WEB

2nd-level conjuration

### CASTING TIME

Action

### RANGE

60 feet

### COMPONENTS

V, S, M

### DURATION

up to 1 hour 

Material: a bit of spiderweb

Conjures a 20-foot cube of sticky webs that are Difficult Terrain and lightly obscuring. Creatures entering or starting their turn in the webs must make a Dexterity save or be Restrained. Restrained creatures can use an action to make a Strength (Athletics) check to escape. Webs are flammable, burning in 1 round and dealing 2d4 fire damage.

**SORCERER, WIZARD**

## DISPEL MAGIC

3rd-level abjuration

### CASTING TIME

Action

### RANGE

120 feet

### COMPONENTS

V, S

### DURATION

Instantaneous

Choose one creature, object, or magical effect within range. Any ongoing spell of level 3 or lower on the target ends. For each ongoing spell of level 4 or higher on the target, make an ability check using your spellcasting ability (DC 10 plus that spell's level). On a successful check, the spell ends.

At Higher Levels

You automatically end a spell on the target if the spell's level is equal to or less than the level of the spell slot you use.

**BARD, CLERIC, DRUID, PALADIN, RANGER, 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**

## LEOMUND'S TINY HUT

3rd-level evocation (Ritual)

### CASTING TIME

1 minute

### RANGE

Self

### COMPONENTS

V, S, M

### DURATION

8 hours

Material: a crystal bead

Creates a 10-foot stationary, opaque Emanation that blocks spells of level 3 or lower from passing through. Creatures and objects inside can move freely; others cannot. The interior is comfortable, dry, and can be lit with Dim Light or Darkness. Ends if you leave or cast again.

**BARD, WIZARD**