

SPELLCASTING ABILITY: _____

SPELL SAVE DC: _____

SPELL ATTACK BONUS: _____

First Second Third Forth Fifth Sixth Seventh Eight Ninth Tenth

Spell slots

Dancing Lights

Evocation

Level: **Cantrip**

Casting time: **1 Action**

Range: **120 feet**

Components: **V, S, M (a bit of phosphorus or wychwood, or a glowworm)**

Duration: **Concentration, up to 1 minute**

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration.

You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

Mage Hand

Conjuration

Level: **Cantrip**

Casting time: **1 Action**

Range: **30 feet**

Components: **V, S**

Duration: **1 minute**

A spectral, floating hand appears at a point you choose within range.

The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magical items, or carry more than 10 pounds.

Thaumaturgy

Transmutation

Level: **Cantrip**

Casting time: **1 Action**

Range: **30 feet**

Components: **V**

Duration: **Up to 1 minute**

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- * Your voice booms up to three times as loud as normal for 1 minute.
- * You cause flames to flicker, brighten, dim, or change color for 1 minute.
- * You cause harmless tremors in the ground for 1 minute.
- * You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- * You instantaneously cause an unlocked door or window to fly open or slam shut.
- * You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Vicious Mockery

Enchantment

Level: **Cantrip**

Casting time: **1 Action**

Range: **60 feet**

Components: **V**

Duration: **Instantaneous**

You unleash a string of insults laced with subtle enchantments at a creature you can see within range.

If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

At higher level

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Comprehend Languages (Ritual)

Divination

Level: **1**
Casting time: **1 Action**
Range: **Self**
Components: **V, S, M (a pinch of soot and salt)**
Duration: **1 hour**

For the duration, you understand the literal meaning of any spoken language that you hear.

You also understand any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface of which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or glyph, such as an arcane sigil, that isn't part of a written language.

Hellish Rebuke

Evocation

Level: **1**
Casting time: **Special**
Range: **60 feet**
Components: **V, S**
Duration: **Instantaneous**

Reaction: you are being damaged by a creature within 60 feet of you that you can see.

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Identify (Ritual)

Divination

Level: **1**
Casting time: **1 Minute**
Range: **Touch**
Components: **V, S, M (a pearl worth at least 100 gp and an owl feather)**
Duration: **Instantaneous**

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Healing Word

Evocation

Level: **1**
Casting time: **1 Bonus Action**
Range: **60 feet**
Components: **V**
Duration: **Instantaneous**

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

Heroism

Enchantment

Level: **1**
Casting time: **1 Action**
Range: **Touch**
Components: **V, S**
Duration: **Concentration, up to 1 minute**

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Thunderwave

Evocation

Level: **1**
Casting time: **1 Action**
Range: **Self (15-foot cube)**
Components: **V, S**
Duration: **Instantaneous**

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At higher level

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.

Darkness

Evocation

Level: **2**

Casting time: **1 Action**

Range: **60 feet**

Components: **V, M (bat fur and a drop of pitch or piece of coal)**

Duration: **Concentration, up to 10 minutes**

Magical darkness spreads from a point you choose within range to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Enhance Ability

Transmutation

Level: **2**

Casting time: **1 Action**

Range: **Touch**

Components: **V, S, M (fur or a feather from a beast)**

Duration: **Concentration, up to 1 hour**

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects: the target gains the effect until the spell ends.

- Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.
- Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles.
- Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.
- Eagle's Splendor. The target has advantage on Charisma checks.
- Fox's Cunning. The target has advantage on Intelligence checks.
- Owl's Wisdom. The target has advantage on Wisdom checks.

At higher level

When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Hold Person

Enchantment

Level: **2**

Casting time: **1 Action**

Range: **60 feet**

Components: **V, S, M (a small, straight piece of iron)**

Duration: **Concentration, up to 1 minute**

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At higher level

When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Dispel Magic

Abjuration

Level: **3**

Casting time: **1 Action**

Range: **120 feet**

Components: **V, S**

Duration: **Instantaneous**

Choose any creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At higher level

When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.