

SPELLCASTING ABILITY: _____

SPELL SAVE DC: _____

SPELL ATTACK BONUS: _____

First

Second

Third

Forth

Fifth

Sixth

Seventh

Eight

Ninth

Tenth

Spell slots

Fire Bolt

Evocation

Level: **Cantrip**

Casting time: **1 Action**

Range: **120 feet**

Components: **V, S**

Duration: **Instantaneous**

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.

At higher level

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Light

Evocation

Level: **Cantrip**

Casting time: **1 Action**

Range: **Touch**

Components: **V, M (a firefly or phosphorescent moss)**

Duration: **1 hour**

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

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

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.

Shocking Grasp

Evocation

Level: **Cantrip**

Casting time: **1 Action**

Range: **Touch**

Components: **V, S**

Duration: **Instantaneous**

Lightning springs from your hand to deliver a shock to a creature you try to touch.

Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

At higher level

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Mage Armor

Abjuration

Level: **1**

Casting time: **1 Action**

Range: **Touch**

Components: **V, S, M (a piece of cured leather)**

Duration: **8 hours**

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

Magic Missile

Evocation

Level: **1**

Casting time: **1 Action**

Range: **120 feet**

Components: **V, S**

Duration: **Instantaneous**

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 level

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.

Protection from Evil and Good

Abjuration

Level: **1**

Casting time: **1 Action**

Range: **Touch**

Components: **V, S, M (holy water or powdered silver and iron, which the spell consumes)**

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

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Sleep

Enchantment

Level: **1**

Casting time: **1 Action**

Range: **90 feet**

Components: **V, S, M (a pinch of fine sand, rose petals, or a cricket)**

Duration: **1 minute**

This spell sends creatures into a magical slumber. Roll 5d8, the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Tenser's Floating Disk (Ritual)

Conjuration

Level: **1**

Casting time: **1 Action**

Range: **30 feet**

Components: **V, S, M (a drop of mercury)**

Duration: **1 hour**

This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground.

The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom.

If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

Cloud of Daggers

Conjuration

Level: **2**

Casting time: **1 Action**

Range: **60 feet**

Components: **V, S, M (a sliver of glass)**

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

You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.

At higher level

When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

Unseen Servant (Ritual)

Conjuration

Level: **1**

Casting time: **1 Action**

Range: **60 feet**

Components: **V, S, M (a piece of string and a bit of wood)**

Duration: **1 hour**

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

Flaming Sphere

Conjuration

Level: **2**

Casting time: **1 Action**

Range: **60 feet**

Components: **V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)**

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

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration.

Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At higher level

When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Knock

Transmutation

Level: **2**
Casting time: **1 Action**
Range: **60 feet**
Components: **V**
Duration: **Instantaneous**

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

Web

Conjuration

Level: **2**
Casting time: **1 Action**
Range: **60 feet**
Components: **V, S, M (a bit of spiderweb)**
Duration: **Concentration, up to 1 hour**

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Melf's Acid Arrow

Evocation

Level: **2**
Casting time: **1 Action**
Range: **90 feet**
Components: **V, S, M (powdered rhubarb leaf and an adder's stomach)**
Duration: **Instantaneous**

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

At higher level

When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.

Fireball

Evocation

Level: **3**
Casting time: **1 Action**
Range: **150 feet**
Components: **V, S, M (a tiny ball of bat guano and sulfur)**
Duration: **Instantaneous**

A bright streak flashes from your pointing finger to a point you choose within range then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot radius must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At higher level

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Magic Circle

Abjuration

Level: **3**

Casting time: **1 Minute**

Range: **10 feet**

Components: **V, S, M (holy water or powdered silver and iron worth at least 100 gp, which the spell consumes)**

Duration: **1 hour**

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface.

Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways:

- * The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.
- * The creature has disadvantage on attack rolls against targets within the cylinder.
- * Targets within the cylinder can't be charmed, frightened, or possessed by the creature.

When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

At higher level

When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 hour for each slot level above 3rd.

Slow

Transmutation

Level: **3**

Casting time: **1 Action**

Range: **120 feet**

Components: **V, S, M (a drop of molasses)**

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

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.