

CANTRIPS



MINOR ILLUSION

Lv 0

Range **30 ft**
Duration **1 minute**
Casting Time **1 action**



Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

Creates a small distortion in reality

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

PHB 260



TOLL THE DEAD

Lv 0

Range **60 ft**
Duration **Instant**
Casting Time **1 action**



Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

Ding-dong, the witch is dead!

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

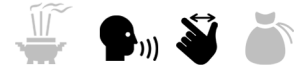
XGE 169



FIRE BOLT

Lv 0

Range **120 ft**
Duration **Instant**
Casting Time **1 action**



Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

Works equally well on goblins, or steak

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.

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

PHB 242



PRESTIDIGITATION

Lv 0

Range **10 ft**
Duration **1 hour**
Casting Time **1 action**



Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

Has a hundred and one uses

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

You create an instantaneous, harmless sensory effect.

You instantaneously light or snuff a small fire.

You instantaneously clean or soil a small object.

You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.

You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.

You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

PHB 267*

4x LVL 1 SPELLS 2x LVL 2 SPELLS



FIND FAMILIAR

Lv 1

Range **10 ft**
Duration **Instant**
Casting Time **1 hour**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin



A spirit acts as an extension of your essence

You gain the service of a familiar that takes an animal form you choose. It rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. While your familiar is within 100 feet of you, you can communicate with it telepathically. As an action, you can use your familiar's senses until the start of your next turn. You are deaf and blind during this time.

When you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

PHB 240*



DETECT MAGIC

Lv 1

Range **Self**
Duration **10 minutes**
Casting Time **1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin



You reach out with your mind, feeling for magical energies

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

PHB 231



IDENTIFY

Lv 1

Range **Touch**
Duration **Instant**
Casting Time **1 minute**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin



"Hello my friend, stay awhile and listen!"

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.

PHB 252



TASHA'S HIDEOUS LAUGHTER

Lv 1

Range **30 ft**
Duration **1 minute**
Casting Time **1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin



I don't get it, it's not that funny? Is it?

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

PHB 280



CHROMATIC ORB

Lv 1

Range **90 ft**
Duration **Instant**
Casting Time **1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin



Re-rolls socket colours

You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you chose.

At Higher Levels. 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.

PHB 221



MAGE ARMOR

Lv 1

Range **Touch**
Duration **8 hours**
Casting Time **1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin



Robes can be as mithril, in the right hands

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.

PHB 256



MAGIC MISSILE

Lv 1

Range **120 ft**
Duration **Instant**
Casting Time **1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin



The first spell they teach at wizard school

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 Levels. 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.

PHB 257



SCORCHING RAY

Lv 2

Range **120 ft**
Duration **Instant**
Casting Time **1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin



Magic Missile's fiery cousin

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

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

PHB 273



DETECT THOUGHTS

Lv 2

Range **Self**
Duration **1 minute**
Casting Time **1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin



A creature's thoughts echo in your head

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. You initially learn the surface thoughts of the creature. As an action, you can shift your attention to another creature or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind.

You can also use this spell to detect the presence of thinking creatures you can't see.

PHB 231*