

CANTRIPS



DRUIDCRAFT

Lv 0

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



Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

Prestidigitation for druids

Whispering to the spirits of nature, you create one of the following effects within range:

You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. This effect persists for 1 round.

You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.

You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.

You instantly light or snuff out a candle, a torch, or a small campfire.

PHB 236



GUIDANCE

Lv 0

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



Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

A magical nudge in the right direction

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

PHB 248



PRODUCE FLAME

Lv 0

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



Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

A flame glows from your open palm

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10 foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

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

PHB 269

4x LVL 1 SPELLS 2x LVL 2 SPELLS



CURE WOUNDS

Lv 1

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



Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

A staple for any healer

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

PHB 230



ANIMAL FRIENDSHIP

Lv 1

Range **30 ft**
Duration **24 hours**
Casting Time **1 action**



Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

Looking into the eyes of a beast, you are able to befriend it

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails.

Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast of level above 1st.

PHB 212



ICE KNIFE

Lv 1

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



Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

Moisture congeals into your hand in the form of a razor sharp dagger

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

XGE 157



THUNDERWAVE

Lv 1

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



Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

A blast of force that reels your enemies

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 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 282



SPEAK WITH ANIMALS

Lv 1

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



Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

Your words come out in chirps or roars

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

PHB 277



FAERIE FIRE

Lv 1

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



Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

"You can't hide from me."

Each object in a 20 foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10 foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

PHB 239

4x LVL 1 SPELLS

2x LVL 2 SPELLS



LONGSTRIDER

Lv 1

Range **Touch** Wizard
Duration **1 hour** Bard
Casting Time **1 action** Cleric
Sorcerer
Warlock
Ranger
Paladin

Swiftly, now!

You touch a creature. The target's speed increases by 10 feet until the spell ends.

At Higher Levels. 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.

PHB 256



MOONBEAM

Lv 2

Range **120 ft** Wizard
Duration **1 minute** Bard
Casting Time **1 action** Cleric
Sorcerer
Warlock
Ranger
Paladin

Not to be confused with sunbeam

A silvery beam of pale light shines down in a 5ft wide, 40ft high cylinder centered on a point. When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames and must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half damage on a successful one. A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light. On each of your turns after you cast this spell, you can use an action to move the beam up to 60 feet in any direction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

PHB 261*



PASS WITHOUT TRACE Lv 2

Range **Self** Wizard
Duration **1 hour** Bard
Casting Time **1 action** Cleric
Sorcerer
Warlock
Ranger
Paladin

With the aid of your magics, allies move with catlike stealth

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

PHB 264

WILD COMPAGNON & WILDSHAPE 2x per dag



FIND FAMILIAR

Lv 1

Range **10 ft** Wizard
Duration **Instant** Bard
Casting Time **1 hour** Cleric
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*

CR	Name		
0	Baboon	1/4	Boar
0	Badger	1/4	Draft Horse
0	Cat	1/4	Elk
0	Deer	1/4	Giant Badger
0	Giant Fire Beetle	1/4	Giant Centipede
0	Goat	1/4	Giant Lizard
0	Hyena	1/4	Giant Wolf Spider
0	Jackal	1/4	Panther
0	Lizard	1/4	Riding Horse
0	Rat	1/4	Wolf
0	Scorpion	0	Crab
0	Spider	0	Frog
0	Weasel	0	Octopus
1/8	Camel	0	Quipper
1/8	Diseased Giant Rat †	0	Sea Horse
1/8	Giant Rat	1/8	Giant Crab
1/8	Giant Weasel	1/8	Poisonous Snake
1/8	Mastiff	1/4	Constrictor Snake
1/8	Mule	1/4	Giant Frog
1/8	Pony	1/4	Giant Lizard Variant †
1/4	Axe Beak	1/4	Giant Poisonous Snake