



# LIGHT

Lv 0

Range

**Touch**

Duration

**1 Hour**

Casting Time

**1 action**



Wizard |

Bard |

Cleric |

Druid

Sorcerer |

Warlock

Ranger

Paladin

*Let there be light!*

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.

*PHB 255*



# RESISTANCE

**Lv 0**

Range

**Touch**

Duration



**1 minute**

Casting Time

**1 action**



Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin

*An allies resilience is strengthened*

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



# SACRED FLAME

Lv 0

Range

**60 ft**

Wizard

Bard

Duration

**Instant**

Cleric

Druid

Casting Time

**1 action**

Sorcerer

Warlock



Ranger

Paladin

*Purifying radiance of the gods*

Flame like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

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



# BANE

Lv 1

Range **30 ft**

Duration  **1 minute**

Casting Time **1 action**



Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin

*“I am the bane of your existence”*

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

**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 216*



## CREATE OR DESTROY WATER Lv 1

Range

30 ft

Wizard

Bard

Duration

Instant

Cleric

Druid

Casting Time

1 action

Sorcerer

Warlock

Ranger

Paladin



*If a druid says they can make water it's not just a crude joke*

You either create or destroy water.

**Create Water.** You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30 foot cube within range, extinguishing exposed flames in the area.

**Destroy Water.** You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30 foot cube within range.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

PHB 229



# FOG CLOUD

Lv 1

Range 120 ft

Duration  1 hour

Casting Time 1 action



Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin

*A dense fog blankets the area*

You create a 20 foot radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

PHB 243



# HEALING WORD

Lv 1

Range

**60 ft**

Duration

**Instant**

Casting Time

**Bonus**



Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin

*With a whisper, the wounds of your allies begin to mend*

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 Levels.** 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.



# INFLICT WOUNDS Lv 1

Range

**Touch**

Wizard

Bard

Duration

**Instant**

Cleric

Druid

Casting Time **1 action**

Sorcerer

Warlock



Ranger

Paladin

*With a touch, wounds open up on an enemy*

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

**At Higher Levels.** 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.



## PROTECTION FROM EVIL AND GOOD

**Lv 1**

Range

**Touch**

Duration



**10 minutes**

Casting Time

**1 action**



Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin

*An ally is armored against otherworldly creatures*

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, they have advantage on any new saving throw against the relevant effect.

*PHB 270*



# THUNDERWAVE

Lv 1

Range

**Self**

Wizard

Bard

Duration

**Instant**

Cleric

Druid

Casting Time

**1 action**

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*