



CHILL TOUCH

Lv 0

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

Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin



A skeletal hand saps the warmth from your enemies

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

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

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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).



RAY OF FROST

Lv 0

Range

60 ft

Duration

Instant

Casting Time

1 action



Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin

A beam of cold energy

A frigid beam of blue white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

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



SHOCKING GRASP Lv 0

Range

Touch

Wizard

Bard

Duration

Instant

Cleric

Druid

Casting Time

1 action

Sorcerer

Warlock

Ranger

Paladin



Impress your friends! Fool your enemies!

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.

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



BURNING HANDS Lv 1

Range

Self

Wizard

Bard

Duration

Instant

Cleric

Druid

Casting Time **1 action**

Sorcerer

Warlock

Ranger

Paladin



A cone of flames bursts from your palms

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15 foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

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

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DETECT MAGIC

Lv 1

Range

Self

Wizard |

Bard |

Duration



10 minutes

Cleric |

Druid |

Casting Time

1 action

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.



IDENTIFY

Lv 1

Range

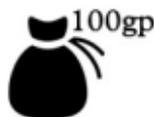
Touch

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.

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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.



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.



SHIELD

Lv 1

Range

Self

Wizard

Bard

Duration

1 round

Cleric

Druid

Casting Time

Reaction

Sorcerer

Warlock

Ranger

Paladin



A magical shield springs into existence to protect you

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *magic missile*.



RAY OF SICKNESS

Lv 1

Range

60 ft

Duration

Instant

Casting Time

1 action



Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin

Usually follows a long night out

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

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.



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.

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