



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).



MAGE HAND

Lv 0

Range

30 ft

Duration

1 minute

Casting Time

1 action

Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin



With a snap, a spectral hand appears

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 magic items, or carry more than 10 pounds.

PHB 256



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**



SHOCKING GRASP Lv 0

Range

Touch

Duration

Instant

Casting Time **1 action**

Wizard

Bard

Cleric

Druid

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).

PHB 275



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.

PHB 220



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.



SLEEP

Lv 1

Range

90 ft

Duration

1 minute

Casting Time

1 action



Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin

You compel creatures in an area to fall into a deep slumber

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 are affected. 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.

Undead and creatures immune to being charmed aren't affected by this spell.

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

*PHB 276**