

ALARM

ABJURATION (R) (1)

CAST TIME	1 minute
COMPONENTS	V, S, M—a tiny bell and a piece of fine silver wire
DURATION	8 hours
RANGE	30 feet

Choose a door, a window, or an area up to a 20-foot cube. An alarm alerts you if a creature touches or enters the area. You can designate creatures that won't set off the alarm. You choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

CHROMATIC ORB

EVOCATION (1)

CAST TIME	1 action
COMPONENTS	V, S, M—diamond worth at least 50gp
DURATION	instantaneous
RANGE	90 feet

Make a ranged spell attack against the target. On a hit, the target takes 3D8 damage of type acid, cold, fire, lightning, poison, or thunder (your choice).

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.

DETECT MAGIC

DIVINATION (R) (1)

CAST TIME	1 action
COMPONENTS	V, S
DURATION	concentration, up to 10 minutes
RANGE	self

You sense the presence of magic within 30 feet of you. 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.

The spell is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

FIND FAMILIAR

CONJURATION (R) (1)

CAST TIME	1 hour
COMPONENTS	V, S, M—10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier
DURATION	instantaneous
RANGE	10 feet

You gain a familiar of an animal form: bat, cat, crab, frog, hawk, lizard, octopus, owl, poisonous snake, fish, rat, raven, sea horse, spider, or weasel. It has the statistics of its form, but is a celestial, fey, or fiend (your choice).

It acts independently, but obeys your commands. In combat, it rolls its own initiative and acts (but cannot attack) on its turn.

When it drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

You can communicate telepathically with it if within 100 feet. As an action, you can use its senses until the start of your next turn. During this time, you are deaf and blind with regard to your own senses.

You can use it to deliver touch-range spells as if it had cast the spell, if within 100 feet. 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.

As an action, you can temporarily or permanently dismiss it. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can only have one familiar at a time. If you cast this spell while you already have a familiar, you cause it to adopt a new form.

FIRE BOLT

EVOCATION (CANTRIP)

CAST TIME	1 action
COMPONENTS	V, S
DURATION	instantaneous
RANGE	120 feet

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.

AT HIGHER LEVELS

This spell's damage increases by 1D10 when you reach 5th level (2D10), 11th level (3D10), and 17th level (4D10).

FOG CLOUD

CONJURATION (1)

CAST TIME	1 action
COMPONENTS	V, S
DURATION	concentration, up to 1 hour
RANGE	120 feet

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.

INVISIBILITY

ILLUSION (2)

CAST TIME	1 action
COMPONENTS	V, S, M—an eyelash encased in gum arabic
DURATION	concentration, up to 1 hour
RANGE	touch

A creature you touch becomes invisible. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

AT HIGHER LEVELS

When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

JUMP

TRANSMUTATION (1)

CAST TIME	1 action
COMPONENTS	V, S, M—a grasshopper's hind leg
DURATION	1 minute
RANGE	touch

Touch a creature. The creature's jump distance is tripled until the spell ends.

MAGE ARMOUR

ABJURATION (1)

CAST TIME	1 action
COMPONENTS	V, S, M—a piece of cured leather
DURATION	8 hours
RANGE	touch

Touch a willing creature who isn't wearing armour. The creature's base AC becomes 13 + its Dexterity modifier.

The spell ends if the target dons armor or the spell is dismissed (as an action).

MAGIC MISSILE

EVOCATION (1)

CAST TIME	1 action
COMPONENTS	V, S
DURATION	instantaneous
RANGE	120 feet

Create three glowing darts of magical force. Each dart hits a visible creature of your choice. A dart deals 1D4 + 1 force damage to its target. The darts all strike simultaneously.

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.

MENDING

TRANSMUTATION (CANTRIP)

CAST TIME	1 minute
COMPONENTS	V, S, M—two lodestones
DURATION	instantaneous
RANGE	touch

This spell repairs a single break or tear in an object you touch. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can't restore magic to a broken magic item or construct.

PRESTIDIGITATION

TRANSMUTATION (CANTRIP)

CAST TIME	1 action
COMPONENTS	V, S
DURATION	up to 1 hour
RANGE	10 feet

Create one:

- An instantaneous and harmless sensory effect.
- Instantaneously light or snuff out a candle, a torch, or a small campfire.
- Instantaneously clean or soil an object no larger than 1 cubic foot.
- Chill, warm, or flavour up to 1 cubic foot of non-living material for 1 hour.
- Make a colour, a small mark, or a symbol appear on an object or a surface for 1 hour.
- Create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

You can have up to three effects active at once, and you can dismiss an effect as an action.

SLEEP

ENCHANTMENT (1)

CAST TIME	1 action
COMPONENTS	V, S, M—a pinch of fine sand, rose petals, or a cricket
DURATION	1 minute
RANGE	90 feet

Roll 5D8 to determine how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose are affected in ascending order of their hit points. Undead, unconscious creatures, and creatures immune to being charmed aren't affected by this spell.

Each affected creature falls unconscious until the spell ends, the sleeper takes damage, or an action is used to wake the sleeper.

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.