

Spells & Spell Slots

BLADE WARD		CHILL TOUCH		FIRE BOLT	
Abjuration cantrip		Necromancy cantrip		Evocation cantrip	
CASTING TIME 1 action	RANGE Self	CASTING TIME 1 action	RANGE 120 feet	CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S	DURATION 1 round	COMPONENTS V, S	DURATION 1 round	COMPONENTS V, S	DURATION Instantaneous
<p>You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.</p>		<p>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.</p> <p>If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.</p>		<p>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.</p>	
At Higher Levels		At Higher Levels		At Higher Levels	
		<p>This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).</p>		<p>This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).</p>	
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Spell Slots, 1st Level: 4

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EXPEDITIOUS RETREAT		MAGE ARMOR		MAGIC MISSILE	
1st-level transmutation		1st-level abjuration		1st-level evocation	
CASTING TIME 1 bonus action	RANGE Self	CASTING TIME 1 action	RANGE Touch	CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S	DURATION Up to 10 minutes	COMPONENTS V, S, M	DURATION 8 hours	COMPONENTS V, S	DURATION Instantaneous
<p>This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.</p>		<p>Material: a piece of cured leather.</p> <p>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.</p>		<p>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.</p>	
At Higher Levels		At Higher Levels		At Higher Levels	
				<p>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.</p>	
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SHIELD	
1st-level abjuration	
CASTING TIME 1 reaction	RANGE Self
COMPONENTS V, S	DURATION 1 round
<p>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.</p> <p>(see page 275)</p>	
At Higher Levels	
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MIRROR IMAGE	
2nd-level illusion	
CASTING TIME 1 action	RANGE Self
COMPONENTS V, S	DURATION 1 minute


Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.


Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects.

(see page 260)

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LEVITATE	
2nd-level transmutation	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION Up to 10 minutes 

Material: either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if it is still aloft.

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SCORCHING RAY	
2nd-level evocation	
CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S	DURATION Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

At Higher Levels

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

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