

## CHILL TOUCH

PHB p221

Level	School	Casting Time	Range
Cantrip	Necromancy	1 action	120 feet
Components			Duration
V, S			1 round

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.

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

**Classes:** Sorcerer, Warlock, Wizard

## MAGE HAND

PHB p256

Level	School	Casting Time	Range
Cantrip	Conjuration	1 action	30 feet
Components			Duration
V, S			1 minute

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.

**Classes:** Artificer, Bard, Sorcerer, Warlock, Wizard

## MESSAGE

PHB p259

Level	School	Casting Time	Range
Cantrip	Transmutation	1 action	120 feet
Components			Duration
V, S, M (a short piece of copper wire)			1 round

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

**Classes:** Artificer, Bard, Sorcerer, Wizard

## CHARM PERSON

PHB p221

Level	School	Casting Time	Range
1st	Enchantment	1 action	30 feet
Components			Duration
V, S			1 hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

**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. The creatures must be within 30 feet of each other when you target them.

**Classes:** Bard, Druid, Sorcerer, Warlock, Wizard

## DETECT MAGIC

PHB p231

Level	School	Casting Time	Range
1st (ritual)	Divination	1 action	Self
Components			Duration
V, S			Concentration, up to 10 minutes

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.

**Classes:** Artificer, Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Wizard

## IDENTIFY

PHB p252

Level	School	Casting Time	Range
1st (ritual)	Divination	1 minute	Touch
Components			Duration
V, S, M (a pearl worth at least 100 gp and an owl feather)			Instantaneous

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.

**Classes:** Artificer, Bard, Wizard

RAY OF SICKNESS

PHB p271

Level	School	Casting Time	Range
1st	Necromancy	1 action	60 feet
Components		Duration	
V, S		Instantaneous	

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.

**Classes:** Sorcerer, Wizard

SNARE

XGE p165

Level	School	Casting Time	Range
1st	Abjuration	1 minute	Touch
Components		Duration	
S, M (25 feet of rope, which the spell consumes)		8 hours	

As you cast this spell, you use the rope to create a circle with a 5-foot radius on the ground or the floor. When you finish casting, the rope disappears and the circle becomes a magic trap.

This trap is nearly invisible, requiring a successful Intelligence (Investigation) check against your spell save DC to be discerned.

The trap triggers when a Small, Medium, or Large creature moves onto the ground or the floor in the spell's radius. That creature must succeed on a Dexterity saving throw or be magically hoisted into the air, leaving it hanging upside down 3 feet above the ground or the floor. The creature is restrained there until the spell ends.

A restrained creature can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the creature or someone else who can reach it can use an action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained effect ends.

After the trap is triggered, the spell ends when no creature is restrained by it.

**Classes:** Artificer, Druid, Ranger, Wizard

DARKNESS

PHB p230

Level	School	Casting Time	Range
2nd	Evocation	1 action	60 feet
Components		Duration	
V, M (bat fur and a drop of pitch or piece of coal)		Concentration, up to 10 minutes	

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

**Classes:** Sorcerer, Warlock, Wizard

DRAGON'S BREATH

XGE p154

Level	School	Casting Time	Range
2nd	Transmutation	1 bonus action	Touch
Components		Duration	
V, S, M (a hot pepper)		Concentration, up to 1 minute	

You touch one willing creature and imbue it with the power to spew magical energy from its mouth, provided it has one. Choose acid, cold, fire, lightning, or poison. Until the spell ends, the creature can use an action to exhale energy of the chosen type in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

**Classes:** Sorcerer, Wizard



GENTLE REPOSE

PHB p245

Level	School	Casting Time	Range
2nd (ritual)	Necromancy	1 action	Touch
Components	Duration		
V, S, M (a pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration)	10 days		

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead.

The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as raise dead.

**Classes:** Cleric, Wizard

LOCATE OBJECT

PHB p256

Level	School	Casting Time	Range
2nd	Divination	1 action	Self
Components	Duration		
V, S, M (a forked twig)	Concentration, up to 10 minutes		

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

**Classes:** Bard, Cleric, Druid, Paladin, Ranger, Wizard