

CANTRIPS

DANCING LIGHTS

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of phosphorus or wychwood, or a glowworm)

Duration: Concentration, up to 1 minute

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

FIRE BOLT

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack (+5) 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.

RAY OF FROST

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack (+5) 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.

SHOCKING GRASP

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack (+5) 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.

KNOWN SPELLS

CHROMATIC ORB

1st-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a diamond worth at least 50 gp)

Duration: Instantaneous

You hurl a 4-inch diameter sphere of energy at a creature that you can see within range. You choose *acid*, *cold*, *fire*, *lightning*, *poison*, or *thunder* for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes **3d8** damage of the type you chose.

At Higher Levels. When you cast this spell using a spell slot of 2nd level, the damage increases to **4d8**.

GUST OF WIND

2nd-level evocation

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S, M (a legume seed)

Duration: Concentration, up to 1 minute

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

MAGE ARMOUR

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of cured leather)

Duration: 8 hours

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.

WITCH BOLT

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a twig from a tree that has been struck by lightning)

Duration: Concentration, up to 1 minute

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack (+5) against that creature. On a hit, the target takes **1d12 lightning** damage, and on each of your turns for the duration, you can use your action to deal **1d12 lightning** damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level, the initial damage increases to **2d12**.