

Level 0 (Cantrips)

Druidcraft	V, S	Instant (30ft)
(a) Create tiny, harmless effect to predict weather; or (b) make a flower blossom, seed pod open, or a leaf pod bloom; or (c) create an instantaneous, harmless sensory effect (the effect must fit in a 5-foot cube); (d) instantly light or snuff out a candle, torch, or a small campfire.		
Guidance	V, S	Concentration (touch)
Touch one willing creature. Before spell ends, target can roll a 1d4 to add the number rolled to one ability check of its choice. Can roll the die before or after making the ability check.		
Mending	V, S, M (two lodestones)	Instant (touch)
Repairs a single break or tear in an object. The break/tear must be 1ft or less. Physical repairs only.		
Poison Spray	V, S	Instant (10ft)
Extend hand at visible creature in range and project puff of poison gas. Creature must succeed a Constitution saving throw or take 1d12 poison damage. This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).		
Produce Flame	V, S	No concentration (10min)
Flame appears in hand. Flame remains there for the duration and harms neither you nor your equipment. Sheds bright light around 10ft, dim light for additional 10ft. Ends on dismiss as action, or if cast again. Can hurl at creature within 30ft. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).		
Resistance	V, S, M (a miniature cloak)	Concentration (touch)
Touch one willing creature. Target can roll 1d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw.		
Shillelagh	V, S, M (mistletoe, a shamrock leaf, and a club or quarterstaff)	1min touch
Can use spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. Ends if cast again or if you drop weapon.		
Thorn Whip	V, S, M (the stem of a plant with thorns)	Instantaneous (30ft)
Create a long whip covered in thorns that lashes out on command at creature in range. Make melee spell attack against the target. If attack hits, creature takes 1d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10ft closer.		

Level 1

Animal Friendship		Animal Friendship	24 hours (30ft)
Choose beast you see within range. It must see and hear you. If beast's Intelligence is 4 or higher, spell fails. Otherwise, beast must succeed on a Wisdom saving throw or be charmed by you for duration. If you or one of your companions harms target, the spell ends.		At Higher Levels: When cast this spell using a spell slot 2nd level or above, can affect one additional beast for each slot level above 1st.	
Charm Person		V, S	1 hour (30ft)



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Level 1 (cont)

Attempt to charm humanoid you can see in range. Target must make Wisdom saving throw, and does so with advantage if you or your party are fighting it. If it fails it is charmed by you until spell ends or until you or your party harm it. The charmed creature regards you as a friendly acquaintance. When spell ends it knows it has been charmed.

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. They must be within 30ft of each other when you target them.

Create or Destroy Water

V, S, M (water for creating, sand grains for destroying) Instant (30ft)

Create up to 10 gallons of clean water in range in an open container, or water falls as rain in a 30ft cube within range. Or, destroy up to 10 gallons of water in an open container within range. Alternatively, destroy fog in a 30ft cube within range.

At Higher Levels. When cast spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5ft, for each slot level above 1st.

Cure Wounds

V, S Instant (touch)

Creature touched regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Detect Magic

V, S Concentration

For duration, sense the presence of magic within 30ft. If you sense magic in this way, can use action to see faint aura around any visible creature/object in area that bears magic, and you learn its school of magic, if any. Spell can penetrate most barriers, but it is blocked by 1ft of stone, 1in of common metal, a thin sheet of lead, or 3ft of wood or dirt.

Detect Poison and Disease

V, S, M (a yew leaf) Concentration (self)

For duration, can sense the presence and location of poisons, poisonous creatures, and diseases within 30ft. Can also identify the kind of poison, poisonous creature, or disease in each case. Spell can penetrate most barriers, but it is blocked by 1ft of stone, 1in of common metal, a thin sheet of lead, or 3ft of wood or dirt.



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