

SPELL
ATTACK BONUS

+5

SPELL
SAVE DC

13

CANTRIPS
KNOWN

3

SPELLS
PREPARED

4

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
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<input type="radio"/>								

☐ SPELLCASTING FOCUS Magic Wand

Level

SPELLS I KNOW

0	Dancing Lights	<input type="checkbox"/>
0	Mage Hand	<input type="checkbox"/>
0	Minor Illusion (Race)	<input type="checkbox"/>
0	Ray of Frost	<input type="checkbox"/>
1	Burning Hands	<input type="checkbox"/>
1	Detect Magic (Ritual)	<input type="checkbox"/>
1	Grease	<input type="checkbox"/>
1	Mage Armor	<input type="checkbox"/>
1	Magic Missile	<input type="checkbox"/>
1	Tasha;s Hideous Laughter	<input type="checkbox"/>
		<input type="checkbox"/>
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		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
1		<input type="checkbox"/>

LEVEL 0

Dancing Lights

RANGE

120 feet

CASTING TIME

1 action

SAVE

-

DURATION

Up to 1 minute (C)

COMPONENTS

V, S, M (a glowworm)

SPELL EFFECT

☐ PREPARED

I make up to four glowing orbs that float around. I can make them look like an adult to trick people!

If I use a bonus action, I can move the lights 60 feet.

LEVEL 0

Minor Illusion

RANGE

30 feet

CASTING TIME

1 action

SAVE

-

DURATION

1 minute

COMPONENTS

S, M (a bit of fleece)

SPELL EFFECT

☐ PREPARED

I can make a fake sound or small image. If someone touches the image, their hand goes right through it and they know it was a trick.

LEVEL 0

Mage Hand

RANGE

30 feet

CASTING TIME

1 action

SAVE

-

DURATION

1 minute

COMPONENTS

V, S

SPELL EFFECT

☐ PREPARED

I make a magic floating hand that can lift things for me! It is only about as strong as I am though.

LEVEL 0

Ray of Frost

RANGE

60 feet

CASTING TIME

1 action

SAVE

-

DURATION

Instant

COMPONENTS

V, S

SPELL EFFECT

☐ PREPARED

I make a spell attack (1d20 + 5) against a bad guy. If I hit, I deal 1d8 cold damage and they are slowed by 10!