

Burning Hands

LEVEL 1

RANGE

15 foot cone

CASTING TIME

1 action

SAVE

Dexterity

DURATION

Instant

COMPONENTS

V, S

SPELL EFFECT

PREPARED

Everything in the area takes 3d6 fire damage. If they make their saving throw, they take half.

Things in the area might catch on fire.

Detect Magic

LEVEL 1

RANGE

Self

CASTING TIME

1 action (Ritual)

SAVE

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DURATION

Up to 10 minutes (C)

COMPONENTS

V, S

SPELL EFFECT

PREPARED

I can sense magic things within 30 feet of me! This can be used to find magic items or sense if someone has a magic spell on them.

Ritual: I can cast this spell even if it isn't prepared! I just need 10 extra minutes.

Grease

LEVEL 1

RANGE

60 feet

CASTING TIME

1 action

SAVE

Dexterity

DURATION

1 minute

COMPONENTS

V, S, M (some butter)

SPELL EFFECT

PREPARED

I make a patch of slippery grease in a 10-foot area! People move at half speed through the area.

Also, anyone in the area when I cast it or anyone who walks on the grease must make a saving throw or fall down.

Mage Armor

LEVEL 1

RANGE

Touch

CASTING TIME

1 action

SAVE

-

DURATION

8 hours

COMPONENTS

V, S, M (some hard leather)

SPELL EFFECT

PREPARED

I can protect someone or myself as long as they aren't wearing armor! Their Armour becomes 13 + their Dexterity bonus.

Magic Missile

LEVEL 1

RANGE

120 feet

CASTING TIME

1 action

SAVE

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DURATION

Instant

COMPONENTS

V, S

SPELL EFFECT

PREPARED

Pew pew pew! I shoot three magic darts at the bad guys! I can pick one bad guy or lots. Each dart deals 1d4 + 1 force damage and always hits - even if they're in the darkness!

Tasha's Hideous Laughter

LEVEL 1

RANGE

30 feet

CASTING TIME

1 action

SAVE

Wisdom

DURATION

Up to 1 minute (C)

COMPONENTS

V, S, M (a tiny feather)

SPELL EFFECT

PREPARED

I can tell jokes everyone thinks are funny! I pick one bad guy and they make a saving throw. If they fail, they fall over from my funny joke and keep laughing!

If we hurt them and at the end of their turn, they can try to stop laughing.