Animal Friendship
1st-level enchantment

1 action

24 hours

30 feet

V, S, M (a morsel of food)

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

Animal Friendship
1st-level enchantment

At higher level: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

Charm Person
1st-level enchantment

1 action

1 hour

30 feet

V, S

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.

Charm Person
1st-level enchantment

At higher level: 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.

Create or Destroy Water
1st-level transmutation

1 action

Instantaneous

30 feet

V, S, M (a drop of water if creating water, or a few grains of sand if destroying it)

You either create or destroy water.

Create Water: You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

Create or Destroy Water
1st-level transmutation

Destroy Water: You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

At higher level: When you cast this 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 5 feet, for each slot level above 1st.

Cure Wounds
1st-level evocation

1 action

Instantaneous

Touch

V, S

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

At higher level: 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
1st-level divination (Ritual)

1 action

Concentration, up to 10 minutes

Self

V, S

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.

Detect Poison and Disease
1st-level divination (Ritual)

1 action

Concentration, up to 10 minutes

Self

V, S, M (a yew leaf)

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

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.

Entangle
1st-level conjuration

1 action

Concentration, up to 1 minute

90 feet

V, S

Grasping weeds and vines sprout from the ground in a 20-foot square starting form a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends.

Entangle
1st-level conjuration

A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

Faerie Fire
1st-level evocation

1 action

Concentration, up to 1 minute

60 feet

V

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Faerie Fire
1st-level evocation

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Fog Cloud
1st-level conjuration

1 action

Concentration, up to 1 hour

120 feet

V, S

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Fog Cloud
1st-level conjuration

At higher level: When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Goodberry
1st-level transmutation

1 action

Instantaneous

Touch

V, S, M (a sprig of mistletoe)

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for a day.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

Healing Word
1st-level evocation

1 bonus action

Instantaneous

60 feet

V

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At higher level: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

Jump
1st-level transmutation

1 action

1 minute

Touch

V, S, M (a grasshopper's hind leg)

You touch a creature. The creature's jump distance is tripled until the spell ends.

Longstrider
1st-level transmutation

1 action

1 hour

Touch

V, S, M (a pinch of dirt)

You touch a creature. The target's speed increases by 10 feet until the spell ends.

At higher level: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each spell slot above 1st.

Purify Food and Drink
1st-level transmutation

1 action

Instantaneous

10 feet

V, S

All nonmagical food and drink within a 5-foot radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Speak with Animals
1st-level divination (ritual)

1 action

10 minutes

Self

V, S

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at a minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

Thunderwave
1st-level evocation

1 action

Instantaneous

Self (15-foot cube)

V, S

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn’t pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell’s effect, and the spell emits a thunderous boom audible out to 300 feet.

Thunderwave
1st-level evocation

At higher level: 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.