

WIZARD SPELLS

Burning Hands

CASTING TIME Action	RANGE Self (15-foot cone)
COMPONENTS V, S	DURATION Instantaneous

As you hold your hands with thumbs together and fingers spread, a thin sheet of flame shoots forth from your outstretched fingers. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Evocation 1st

Darkness

CASTING TIME Action	RANGE 60 feet
COMPONENTS V, M	DURATION Concentration, up to 10 minutes

Material component: (bat fur and a drop of pitch or piece of coal)

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Evocation 2nd



WIZARD

Fireball

CASTING TIME Action	RANGE 150 feet
COMPONENTS V, S, M	DURATION Instantaneous

Material component: (a tiny ball of bat guano and sulfur)

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Evocation 3rd

Demiplane

CASTING TIME Action	RANGE 60 feet
COMPONENTS S	DURATION 1 hour

You create a shadowy door on a flat solid surface you can see within range. The door is large enough to allow Medium creatures to pass through unimpeded. When opened, the door leads to a demiplane that appears to be an empty room 30 feet in any dimension, made of wood or stone. When the door is closed, the door disappears, and any creatures or objects inside the demiplane remain trapped there, as if they were also trapped in the other side.

Each time you cast this spell, you can create a new demiplane, or have the shadowy door connect to a demiplane you created with a previous casting of this spell. Additionally, if you know the nature and location of a demiplane created by a casting of this spell, you can have the shadowy door connect to that demiplane instead.

Conjuration 8th

5TH EDITION SRD

