

RUSTY'S SPELLBOOK

CHARACTER LEVEL 3

CANTRIPS

FIRE BOLT

Level 0 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a mote of fire at a creature or an object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Fire damage. A flammable object hit by this spell starts burning if it isn't being worn or carried.

Cantrip Upgrade. The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

MENDING

Level 0 Transmutation (Bard, Cleric, Druid, Sorcerer, Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (two lodestones)

Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item, but it can't restore magic to such an object.

SHOCKING GRASP

Level 0 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

Lightning springs from you to a creature that you try to touch. Make a melee spell attack against the target. On a hit, the target takes 1d8 Lightning damage, and it can't make Opportunity Attacks until the start of its next turn.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

LEVEL 1

ALARM

Level 1 Abjuration (Ranger, Wizard)

Casting Time: 1 minute or Ritual

Range: 30 feet

Components: V, S, M (a bell and silver wire)

Duration: 8 hours

You set an alarm against intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot Cube. Until the spell ends, an alarm alerts you whenever a creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is audible or mental:

Audible Alarm. The alarm produces the sound of a handbell for 10 seconds within 60 feet of the warded area.

Mental Alarm. You are alerted by a mental ping if you are within 1 mile of the warded area. This ping awakens you if you're asleep.

FALSE LIFE

Level 1 Necromancy (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a drop of alcohol)

Duration: Instantaneous

You gain 2d4 + 4 Temporary Hit Points.

Using a Higher-Level Spell Slot. You gain 5 additional Temporary Hit Points for each spell slot level above 1.

FEATHER FALL

Level 1 Transmutation (Bard, Sorcerer, Wizard)

Casting Time: Reaction, which you take when you or a creature you can see within 60 feet of you falls

Range: 60 feet

Components: V, M (a small feather or piece of down)

Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If a creature lands before the spell ends, the creature takes no damage from the fall, and the spell ends for that creature.

GREASE

Level 1 Conjuration (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a bit of pork rind or butter)

Duration: 1 minute

Nonflammable grease covers the ground in a 10-foot square centered on a point within range and turns it into Difficult Terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or have the Prone condition. A creature that enters the area or ends its turn there must also succeed on that save or fall Prone.

SHIELD

Level 1 Abjuration (Sorcerer, Wizard)

Casting Time: Reaction, which you take when you are hit by an attack roll or targeted by the *Magic Missile* spell

Range: Self

Components: V, S

Duration: 1 round

An imperceptible barrier of magical force protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *Magic Missile*.

THUNDERWAVE

Level 1 Evocation (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

You unleash a wave of thunderous energy. Each creature in a 15-foot Cube originating from you makes 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, a creature takes half as much damage only.

In addition, unsecured objects that are entirely within the Cube are pushed 10 feet away from you, and a thunderous boom is audible within 300 feet.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.