

1st Level Spells

- [Magic Missile](#)
- [Cure Wounds](#)
- [Sleep](#)
- [Catapult](#)
- [Identify](#)
- [Bless](#)

Magic Missile

1st level evocation

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Target:** A creature of your choice that you can see within range
- **Components:** V S
- **Duration:** Instantaneous
- **Classes:** Sorcerer, Wizard
- You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.
- **At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot above 1st.

Cure Wounds

1st level evocation

- **Casting Time:** 1 action
- **Range:** Touch
- **Target:** A creature you touch
- **Components:** V S
- **Duration:** Instantaneous
- **Classes:** Bard, Cleric, Druid, Paladin, Ranger
- 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 Levels:** 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.

Sleep

1st level enchantment

- **Casting Time:** 1 action
- **Range:** 90 feet
- **Target:** Creatures within 20 feet of a point you choose within range (in ascending order of their current hit points, ignoring unconscious creatures)
- **Components:** V S M (A pinch of fine sand, rose petals, or a cricket)
- **Duration:** 1 minute
- **Classes:** Bard, Sorcerer, Wizard
- This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.
- **At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Catapult

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

Identify

1st level divination (ritual)

Casting Time: 1 minute

Range: Touch

Target: One object that you must touch throughout the casting of the spell

Components: V S M (A pearl worth at least 100 gp and an owl feather)

Duration: Instantaneous

Classes: Bard, Wizard

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Bless

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a sprinkling of holy water)

Duration: Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels. 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.

Free use once per long rest