

MINOR ILLUSION

Illusion cantrip

CASTING TIME

Action

RANGE

30 feet

COMPONENTS

S, M

DURATION

1 minute

Material: a bit of fleece

You create a lasting sound or image within range. Sound can vary in volume and be continuous or discrete; image must be no larger than a 5-foot cube and is silent and intangible. Creatures can identify the illusion with an Investigation check against your spell save DC; illusions end if cast again.

PRESTIDIGITATION

Transmutation cantrip

CASTING TIME

Action

RANGE

10 feet

COMPONENTS

V, S

DURATION

Up to 1 hour

Create a magical effect within range, with up to three active effects at once. Options include sensory effects (sparks, wind, notes, odor), lighting or snuffing small flames, cleaning or soiling objects (up to 1 ft³), chilling/warming/flavoring materials (1 ft³ for 1 hour), marking objects (1 hour), or creating a nonmagical trinket or illusion (until end of next turn).

MESSAGE

Transmutation cantrip

CASTING TIME

Action

RANGE

120 feet

COMPONENTS

S, M

DURATION

1 round

Material: a copper wire

You point toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence; 1 foot of stone, metal, or wood; or a thin sheet of lead blocks the spell.

BARD, SORCERER, WARLOCK, WIZARD

BARD, SORCERER, WARLOCK, WIZARD

BARD, DRUID, SORCERER, WIZARD

VICIOUS MOCKERY

Enchantment cantrip

CASTING TIME

Action

RANGE

60 feet

COMPONENTS

V

DURATION

Instantaneous

You unleash a string of insults laced with subtle enchantments at one creature you can see or hear within range. The target must succeed on a Wisdom saving throw or take 1d6 Psychic damage and have Disadvantage on the next attack roll it makes before the end of its next turn.

Cantrip Upgrade

The damage increases by 1d6 when you reach level 5 (2d6), level 11 (3d6), and level 17 (4d6).

BARD

CHARM PERSON

1st-level enchantment

CASTING TIME

Action

RANGE

30 feet

COMPONENTS

V, S

DURATION

1 hour

One Humanoid you can see within range makes a Wisdom saving throw. It does so with Advantage if you or your allies are fighting it. On a failed save, the target has the Charmed condition until the spell ends or until you or your allies damage it. The Charmed creature is Friendly to you. When the spell ends, the target knows it was Charmed by you.

At Higher Levels

You can target one additional creature for each spell slot level above 1.

BARD, DRUID, SORCERER, WARLOCK, WIZARD

DISSONANT WHISPERS

1st-level enchantment

CASTING TIME

Action

RANGE

60 feet

COMPONENTS

V

DURATION

Instantaneous

One creature of your choice that you can see within range hears a discordant melody in its mind. The target makes a Wisdom saving throw. On a failed save, it takes 3d6 Psychic damage and must immediately use its Reaction, if available, to move as far away from you as it can, using the safest route. On a successful save, the target takes half as much damage only.

At Higher Levels

The damage increases by 1d6 for each spell slot level above 1.

BARD

FAERIE FIRE

1st-level evocation

CASTING TIME

Action

RANGE

60 feet

COMPONENTS

V

DURATION

up to 1 minute 

Objects in a 20-foot Cube within range are outlined in blue, green, or violet light (your choice). Each creature in the Cube is also outlined if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed Dim Light in a 10-foot radius and can't benefit from the Invisible condition.

Attack rolls against an affected creature or object have Advantage if the attacker can see it.

BARD, DRUID

HEALING WORD

1st-level abjuration

CASTING TIME

Bonus action

RANGE

60 feet

COMPONENTS

V

DURATION

Instantaneous

A creature of your choice that you can see within range regains Hit Points equal to 2d4 plus your spellcasting ability modifier.

At Higher Levels

The healing increases by 2d4 for each spell slot level above 1.

BARD, CLERIC, DRUID

TASHA'S HIDEOUS LAUGHTER

1st-level enchantment

CASTING TIME

Action

RANGE

30 feet

COMPONENTS

V, S, M

DURATION

up to 1 minute 

Material: a tart and a feather

Choose one creature within range; it makes a Wisdom saving throw. On a failure, it becomes Prone and Incapacitated, laughs uncontrollably if able, and can't end Prone itself. It repeats the save at the end of each turn and when damaged (advantage on damage). Success ends the spell.

At Higher Levels

You can target one additional creature for each spell slot level about 1.

BARD, WARLOCK, WIZARD

BLINDNESS/DEAFNESS

2nd-level transmutation

CASTING TIME

Action

RANGE

120 feet

COMPONENTS

V

DURATION

1 minute

One creature that you can see within range must succeed on a Constitution saving throw, or it has the Blinded or Deafened condition (your choice) for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

At Higher Levels

You can target one additional creature for each spell slot level above 2.

SUGGESTION

2nd-level enchantment

CASTING TIME

Action

RANGE

30 feet

COMPONENTS

V, M

DURATION

up to 8 hours



Material: a drop of honey

You suggest a non-damaging activity to a creature within range that can hear and understand you. The target must succeed on a Wisdom saving throw or be Charmed for the spell's duration or until damaged. The target pursues the suggestion to the best of its ability.

BARD, SORCERER, WARLOCK, WIZARD

HYPNOTIC PATTERN

3rd-level illusion

CASTING TIME

Action

RANGE

120 feet

COMPONENTS

S, M

DURATION

up to 1 minute



Material: a pinch of confetti

Creates a color pattern in a 30-foot cube. Creatures that see it must succeed on a Wisdom save or become Charmed, Incapacitated, and have 0 speed for the duration. The effect ends if the creature takes damage or is shaken out of it.

BARD, SORCERER, WARLOCK, WIZARD

SLOW

3rd-level transmutation

CASTING TIME

Action

RANGE

120 feet

COMPONENTS

V, S, M

DURATION

up to 1 minute



Material: a drop of molasses

You alter time around up to six creatures in a 40-foot cube. They must succeed on a Wisdom save or be affected for the duration: speed halved, -2 AC and Dexterity saves, no Reactions, limited actions, and a 25% chance spell with Somatic components fails. Save ends at the end of each turn.

BARD, SORCERER, WIZARD