







Message

Bard Cantrip Transmutation DC 15 Spell Mod +7









1 Act.

Vicious Mockery Bard Cantrip Enchantment DC 15 Spell Mod +7





Inst

Chill Touch

Sorcerer Cantrip Necromancy DC 15 Spell Mod +7





A short piece of copper wire

You point your finger 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, I foot of stone, I inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

Choose a creature you can see. If it can hear you, it must pass a Wisdom save or take 1d4 psychic damage and have disadvantage on its next attack roll before the end of its next turn.

The damage increases by 1d4 when you reach 5th, 11th, and 17th level.

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Dancing Lights

Sorcerer Cantrip Evocation DC 15 Spell Mod +7



120 ft



Conc, 1 min

A bit of phosphorus or wychwood, or a glowworm

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

Light

Sorcerer Cantrip Evocation DC 15 Spell Mod +7









A firefly or phosphorescent moss

Minor Illusion

Sorcerer Cantrip Illusion DC 15 Spell Mod +7

1 Act. 30 ft

A bit of fleece

1 min

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is

Prestidigitation

Sorcerer Cantrip Transmutation DC 15 Spell Mod +









Bane

Bard Level 1 Enchantment DC 15 Spell Mod +7







Feather Fall

Bard Level 1 Transmutation DC 15 Spell Mod +7







A small feather or piece of down

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range: • You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. • You instantaneously light or snuff out a candle, a torch, or a small campfire. • You instantaneously clean or soil an object no larger than I cubic foot. • You chill, warm, or flavor up to 1 cubic foot of nonliving material for I hour. • You make a color, a small mark, or a symbol appear on an object or a surface for I hour. • You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss 🦰

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from 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

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 the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Page I (reverse)						
	Minor Illusion (reverse) an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.					
			Prestidigitation (reverse) such an effect as an action.			

Longstrider

Bard Level 1 Transmutation DC 15 Spell Mod +7









Tasha's Hideous Laughter

Bard Level 1 Abjuration DC 15 Spell Mod +7



False Life

Sorcerer Level 1 Necromancy DC 15 Spell Mod +7







A small amount of alcohol or distilled spirits

Self

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

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above ıst.

Guiding Bolt

Sorcerer Level 1 Abjuration DC 15 Spell Mod +7









Mage Armor

Sorcerer Level 1 Abjuration DC 15 Spell Mod +7







8 hrs

Sorcerer Level 1 Abjuration DC 15 Spell Mod +7 1 reAct. Self.

Shield

1 Rnd

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then. 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.

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

An invisible barrier of magical force appears and 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.

Shield of Faith

Sorcerer Level 1 Abjuration DC 15 Spell Mod +7









Concentration (u



Sorcerer Level 2 Conjuration DC 15 Spell Mod +7







Inst

Counterspell

Sorcerer Level 3 Abjuration DC 15 Spell Mod +7







A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

You attempt to interrupt a creature that you can see casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it's a spell of 4th level or higher, make a check using your spellcasting ability. The DC is 10 + the spell's level. On a success, the spell is interrupted. At Higher Levels: The interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.











Page 2 (reverse)						

Haste Sorcerer Level 3 Transmutation DC 15 Spell Mod +7	
Act. 30 ft V,S,M Conc, 1 min	
A shaving of licorice root	
Choose a willing creature that you can see within range. Until the spell ends, the target's	
speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws,	
and it gains an additional action on each of its turns. That action can be used only to take the	
Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.	
When the spell ends, the target can't move or take actions until after its next turn, as a wave	
of lethargy sweeps over it.	

Page 3 (reverse)						