

## Cantrips

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### **FIRE BOLT** (*Evocation Cantrip*)

1 action	120 feet	Instantaneous	V S
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You hurl a mote of fire at a creature or 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 ignites if it isn't being worn or carried.

### **MAGE HAND** (*Conjuration Cantrip*)

1 action	30 feet	1 minute	V S
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A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you.

### **MINOR ILLUSION** (*Illusion Cantrip*)

1 action	30 feet	1 minute	S M ( <i>a bit of fleece</i> )
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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.

### **PRESTIDIGITATION** (*Transmutation Cantrip*)

1 action	Self	Up to 1 hour	V S
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This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range: a harmless sensory effect, light or snuff a candle, clean or soil an object, chill or warm material, or make a symbol appear.

### **LIGHT** (*Evocation Cantrip*)

1 action	Touch	1 hour	V M ( <i>a firefly or phosphorescent moss</i> )
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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.

### **GUIDANCE** (*Divination Cantrip*)

1 action	Touch	◆ 1 minute	V S
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You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check.

### **MENDING** (*Transmutation Cantrip*)

1 minute	Touch	Instantaneous	V S M ( <i>two lodestones</i> )
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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.

### **MESSAGE** (*Transmutation Cantrip*)

1 action	120 feet	1 round	V S M ( <i>a short piece of copper wire</i> )
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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.

### **SHOCKING GRASP** (*Evocation Cantrip*)

1 action	Touch	Instantaneous	V S
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Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. On a hit, the target takes 1d8 lightning damage.

### **TRUE STRIKE** (*Divination Cantrip*)

1 action	30 feet	◆ 1 round	S
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You point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target.

Level 1

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CHROMATIC ORB (Level 1 Evocation)

1 action	90 feet	Instantaneous	V S M <i>(a diamond worth at least 50 gp)</i>
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You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. On a hit, the creature takes 3d8 damage of the type you chose.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

DETECT MAGIC (Level 1 Divination)

<input type="checkbox"/> 1 action	Self	◆ 10 minutes	V S
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For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic.