**BlizzNers D&D Spell Changes Cantrips and**

**1st level spells**

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Key:

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# Cantrips

Blade Ward

*Abjuration Cantrip*

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you gain +1 to your AC and you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

Control Flames

*Transmutation Cantrip*

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous or 1 hour (see below)

You choose a non-magical flame that you can see within range, or a magical flame you control and that fits within a 10-foot cube. You affect it in one of the following ways:

You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.

You instantaneously extinguish the flames within the cube. If you target a magical effect the expanded flame does not gain any features of that magical affect.

**(No further changes)**

Druidcraft

*Transmutation Cantrip*

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range:

* You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
* You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
* You create an instantaneous, harmless visual effect, such as falling leaves, a puff of smoke, or a tiny animal, the effect must fit in a 5-foot cube.
* You instantly light or snuff out a candle, a torch, or a small campfire.
* You can influence light non-magical weather events such as a slight drizzle, a slow snow drift or gentle winds to move around you, preventing you from being affected by them for the next 10 minutes.
* You create a cacophony of animal sounds, winds rushing through trees, or the sounds of distant inclimate weather in a 10 foot cube within range.
* You may create a mild odor of plants within a 10 foot cube within range, whether the smell of fresh flowers, rotting vegetation, or otherwise.

Friends

*Enchantment Cantrip*

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 10 Minutes

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn’t hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM’s discretion), depending on the nature of your interaction with it. The verbal component of this spell may be slipped into casual conversation.A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that a spell has been cast.

Gust

*Transmutation Cantrip*

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You seize the air and compel it to create one of the following effects at a point you can see within range:

* You create a concentrated gust and choose a creature within range that you can see, the creature succeeds on a Strength saving throw or be pushed up to 15 feet away from you if it’s large or smaller. If the target is huge it is pushed 10ft away instead.
* You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 15 pounds. The object is pushed up to 10 feet away from you or additional 10ft for each 5 pounds or less the object weighs. The object cannot be pushed with enough force to cause damage.
* You create a harmless sensory effect using air in a 10ft cube, such as causing leaves to rustle, wind to slam shutters closed, or clothing to billow in a breeze.

Infestation

*Conjuration Cantrip*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a living flea)

Duration: Instantaneous

You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks. If the movement is blocked re-roll until a result where the target can move is viable.

The spell's damage increases by 1d6 and the distance the creatures travel in a straight line when you reach 5th level (2d6) and (10ft), 11th level (3d6) and (15ft), and 17th level (4d6) and (20ft).

Lightning Lure

*Evocation Cantrip*

Casting Time: 1 action

Range: 15 feet

Components: V

Duration: Instantaneous

You create two lashes of lightning energy that strike at up to two creatures of your choice that you can see within range. The targets must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and you then choose one the creature to take 1d8 lightning damage, they must be within 5ft of you to do so.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Mold Earth

*Transmutation Cantrip*

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous or 1 hour (see below)

You choose a portion of dirt or stone that you can see within range and that fits within a 5-foot cube for the first effect or a up to 10-foot cube for the other effects. You manipulate it in one of the following ways:

* If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't involve enough force to cause damage.
* You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.
* If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Poison Spray

*Evocation Cantrip*

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

When you reach 5th level. and also inflicts the *poisoned* condition on a failed save until the end of your next turn, This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Produce Flame

*Conjuration Cantrip*

Casting Time: 1 action

Range: self

Components: V, S

Duration: 10 Minutes

A flickering flame appears in your hand. The flame remains there for the duration, as long as your hand remains free and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame when you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d10 fire damage. When you do so, another flame appears instantaneously in your hand if you wish it to do so, otherwise the spell ends.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Shape Water

*Transmutation Cantrip*

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous or 1 hour (see below)

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

* You may create small harmless bubbles in a 10ft cube, these bubbles either pop after an hour or when a simple touch comes in contact with them.
* You instantaneously move or otherwise change the flow of the water as you direct within 30ft, only moving each square of water up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
* You may hurl a harmless watery orb which fully douses non-magical flames, creatures and objects no larger than 3ft in volume.

**(No further changes)**

Chill touch => Spectral Grasp

**(No further changes)**

Thorn Whip

*Transmutation Cantrip*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (the stem of a plant with thorns)

Duration: Instantaneous

You create a long, vine-like whip covered in thorns that lashes out at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d8 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Thunder Clap

*Evocation Cantrip*

Casting Time: 1 action

Range: 5 feet

Components: S

Duration: Instantaneous

You create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, must make a Constitution saving throw or take 1d6 thunder damage. You may target one creature that failed this save and push them 5ft away from you directly or dialogically as long as nothing blocks it’s path.

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

True Strike

*Divination Cantrip*

Casting Time: 1 action

Range: 15ft

Components: S

Duration: Concentration, up to 1 minute

You extend your hand and point a finger at a target in range you can see. Your magic grants you a brief [Insight](https://roll20.net/compendium/dnd5e/Insight#h-Insight) into the target's defenses. When you miss with an attack you may re-roll any of the dice in that roll once, provided that this spell hasn’t ended.

You may re-roll two missed attacks when you reach 5th level, three attacks at 11th level, and four attacks at 17th level.

Vicious Mockery

*Enchantment Cantrip*

Casting Time: 1 action

Range: 60ft

Components: V

Duration: Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. If the creature is charmed, frightened or blinded it has disadvantage on the saving throw.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

# 1st Level

Beast Bond

*1st-level Divination*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of fur wrapped in a cloth)

Duration: Concentration, up to 10 minutes

You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails if the beast's Intelligence score is 4 or higher, unless the beast is under the effect of the *Awaken* spell. Until the spell ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

**At higher levels:** When you cast this spell using a spell slot of 2nd level or higher, the minimum Intelligence score of the beast is increased by 1 to maximum of 9.

Color Spray

*1st level Illusion*

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of powder or sand that is colored red, yellow, and blue)

Duration: 1 Round

A dazzling array of flashing, colored light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can effect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the end of your next turn. 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.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, roll an additional 3d10 for each slot level above 1st.

**(No further changes)**

***Cure wounds***

*1st-level Evocation*

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 2d6+ 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 1d6 for each slot level above 1st.

Divine Favor

*1st level Evocation*

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d6 radiant damage on a hit.

Earth Tremor

*1st level Evocation*

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You cause a tremor in the ground within range. Each creature other than you in that area must make a Dexterity saving throw creatures with tremorsense have disadvantage on the saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

False Life

*1st Level Necromancy*

Casting Time: 1 action

Range: Self

Components: V, S, M (a small amount of alcohol or distilled spirits)

Duration: 1 hour

Bolstering yourself with a necromantic facsimile of life, you gain 1d6+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 6 additional temporary hit points for each slot level above 1st.

Frost Fingers

*1st level Evocation*

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

The cold freezes non magical liquids in the area that aren't being worn or carried. A trapped creature can use an action to make a Strength check against your spell save DC to break free.

Classes: Bard, Druid, Sorcerer, Warlock Wizard

Goodberry

*1st level Transmutation*

Casting Time: 1 action

Range: Touch

Components: V, S, M (fertilized soil worth 10gp)

Duration: Instantaneous

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat, or administer one berry. Unconscious creatures cannot be fed berries Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. A creature can only benefit from a total amount of health gained from the *Goodberry* spell equal to its Constitution score+3 (minimum of 4) within the span of a long rest.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

Hail of Thorns

*1st level Conjuration*

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack takes 1d10 piercing damage, each other creature within 5 feet of it must make a Dexterity saving throw or takes 1d10 piercing damage on a failed save, or half as much on successful saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st (to a maximum of 6d10).

Identify

*1st level Divination*

Casting Time: 1 Action (ritual)

Range: Touch

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

Duration: Instantaneous

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 the object requires attunement, you may attune to it immediately when cast ritually. This spell cannot detect a curse within a magic item.

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

Illusory Script

*1st level Illusion*

Casting Time: 1 minute (ritual)

Range: Touch

Components: S, M (A bottle of 1-ounce Ink, which is consumed)

Duration: 10 Days

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration.

To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, you can have the writing be invisible, unknown and unintelligible, written to appear to be an entirely different message or finally written in a different hand and language, though the language must be one you know. Should the spell be dispelled, the original script and the illusion both disappear. A creature with truesight can read the hidden message.

Jump

*1st level Transmutation*

Casting Time: 1 Action

Range: Touch

Components: V, S, M (grasshopper legs)

Duration: 1 minute

You touch a creature. The creature's jump distance is tripled until the spell ends and their jumping distance is not reduced for making a standing long or high jump. A creature can control the amount of height it wants to gain from the jump spell. You don’t take falling damage when landing on a platform above you (unless you would fall onto that platform)

**At higher levels.** When you cast this at 3rd or higher level the factor of multiplication increases by 1 for each level above 2nd.

Longstrider

*1st level Transmutation*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of dirt)

Duration: 1 hour

You touch a creature. The target's speed increases by 15 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.

Magic Missile

*1st level Evocation*

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. Roll for each dart separately, each 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 level above 1st.

Searing Smite

*1st level Evocation*

Casting Time: 1 bonus Action

Range: Self

Components: V

Duration: Concentration, up 1 minute

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d8 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d8 fire damage. On a successful save, the spell ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends.

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

Silent Image

*1st level Illusion*

Casting Time: 1 action

Range: 60 feet

Components: S, M (a bit of fleece)

Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

**(No further changes)**

Snare

*1st level Abjuration*

Casting Time: 1 minute

Range: Touch

Components: S, M (at least 25 feet of rope, which the spell consumes)

Duration: 8 hours

The trap triggers when a Large or smaller creature moves onto the ground or the floor in the spell's radius. That creature must succeed on a Dexterity saving throw or be magically hoisted into the air, the rope quickly snags upwards to a height of 25ft. The creature is restrained there until the spell ends.

Ending the effect on itself on a success. Alternatively, the creature or someone else who can reach it can use an action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained effect ends. The creature can also make Dexterity saving throw at the end of their turn instead.

After the trap is triggered, the spell ends when no creature is restrained by it.

Thunderous Smite

*1st level Evocation*

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot level above 1st.

**(No further changes)**

Witch Bolt

*1st level Evocation*

Casting Time: 1 Action

Range: 30 Feet

Components: V, S, M (a twig from a tree that has been struck by lightning)

Duration: Concentration, up to 10 minutes

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically if it’s within 30ft of you and is not behind total cover. The spell ends at the end of your turn if you did not use an action to repeat this damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st.

Wrathful Smite

1st level Evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d8 psychic damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

**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 above 1st

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