



# MINOR ILLUSION

Lv 0

Range **30 ft**

Duration **1 minute**

Casting Time **1 action**



Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin

*Creates a small distortion in reality*

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.

*PHB 260*



# VICIOUS MOCKERY

Lv 0

Range

**60 ft**

Duration

**Instant**

Casting Time

**1 action**



Wizard

**Bard**

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin

*Words can hurt sometimes too*

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.

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

*PHB 285*



# CHARM PERSON

Lv 1

Range                    **30 ft**  
Duration                **1 hour**  
Casting Time        **1 action**

Wizard |

Bard |

Cleric

Druid |

Sorcerer |

Warlock |

Ranger

Paladin



*It helps if you flash a smile too*

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

**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. The creatures must be within 30 feet of each other when you target them.

*PHB 221*



## COMPREHEND LANGUAGES Lv 1

Range

**Self**

Wizard |

Bard |

Duration

**1 hour**

Cleric

Druid

Casting Time

**1 action**

Sorcerer |

Warlock |



Ranger

Paladin

*“Can you repeat that one more time?”*

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.



## DISSONANT WHISPERS

Lv 1

Range

**60 ft**

Duration

**Instant**

Casting Time

**1 action**



Wizard

**Bard**

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin

*You whisper some really bad song lyrics*

You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make 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 as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

**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

*PHB 234*



# FAERIE FIRE

Lv 1

Range **60 ft**

Duration  **1 minute**

Casting Time **1 action**



Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin

*“You can’t hide from me.”*

Each object in a 20 foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10 foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can’t benefit from being invisible.

*PHB 239*



# HEALING WORD

Lv 1

Range

**60 ft**

Duration

**Instant**

Casting Time

**Bonus**



Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin

*With a whisper, the wounds of your allies begin to mend*

A creature of your choice that you can see within range regains hit points equal to 1d4 + 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 1d4 for each slot level above 1st.