



## CANTRIPS

### MAGE HAND

CONJURATION CANTRIP  
**CASTING TIME:** 1 ACTION  
**RANGE:** 30 FT.  
**COMPONENTS:** V, S  
**DURATION:** 1 MINUTE

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 OR IF YOU CAST THIS SPELL AGAIN.

YOU CAN USE YOUR ACTION TO CONTROL THE HAND. YOU CAN USE THE HAND TO MANIPULATE AN OBJECT, OPEN AN UNLOCKED DOOR OR CONTAINER, STOW OR RETRIEVE AN ITEM FROM AN OPEN CONTAINER, OR POUR THE CONTENTS OUT OF A VIAL. YOU CAN MOVE THE HAND UP TO 30 FEET EACH TIME YOU USE IT.

THE HAND CAN'T ATTACK, ACTIVATE MAGIC ITEMS, OR CARRY MORE THAN 10 POUNDS.

### DANCING LIGHTS

EVOCATION CANTRIP  
**CASTING TIME:** 1 ACTION  
**RANGE:** 120 FT.  
**COMPONENTS:** V, S, M  
**DURATION:** CONCENTRATION, UP TO 1 MINUTE

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.

### FIRE BOLT

EVOCATION CANTRIP  
**CASTING TIME:** 1 ACTION  
**RANGE:** 120 FT.  
**COMPONENTS:** V, S  
**DURATION:** INSTANTANEOUS

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.

## SPELLS

### CHARM PERSON

1ST-LEVEL ENCHANTMENT  
**CASTING TIME:** 1 ACTION  
**RANGE:** 30 FEET  
**COMPONENTS:** V, S  
**DURATION:** 1 HOUR

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.

### DISGUISE SELF

1ST-LEVEL ILLUSION  
**CASTING TIME:** 1 ACTION  
**RANGE:** SELF  
**COMPONENTS:** V, S  
**DURATION:** 1 HOUR

YOU MAKE YOURSELF - INCLUDING YOUR CLOTHING, ARMOR, WEAPONS, AND OTHER BELONGINGS ON YOUR PERSON - LOOK DIFFERENT UNTIL THE SPELL ENDS OR UNTIL YOU USE YOUR ACTION TO DISMISS IT. YOU CAN SEEM 1 FOOT SHORTER OR TALLER AND CAN APPEAR THIN, FAT, OR IN BETWEEN. YOU CAN'T CHANGE YOUR BODY TYPE, SO YOU MUST ADOPT A FORM THAT HAS THE SAME BASIC ARRANGEMENT OF LIMBS. OTHERWISE, THE EXTENT OF THE ILLUSION IS UP TO YOU.

THE CHANGES WROUGHT BY THIS SPELL FAIL TO HOLD UP TO PHYSICAL INSPECTION. FOR EXAMPLE, IF YOU USE THIS SPELL TO ADD A HAT TO YOUR OUTFIT, OBJECTS PASS THROUGH THE HAT, AND ANYONE WHO TOUCHES IT WOULD FEEL NOTHING OR WOULD FEEL YOUR HEAD AND HAIR. IF YOU USE THIS SPELL TO APPEAR THINNER THAN YOU ARE, THE HAND OF SOMEONE WHO REACHES OUT TO TOUCH YOU WOULD BUMP INTO YOU WHILE IT WAS SEEMINGLY STILL IN MIDAIR.

TO DISCERN THAT YOU ARE DISGUISED, A CREATURE CAN USE ITS ACTION TO INSPECT YOUR APPEARANCE AND MUST SUCCEED ON DC 11 INVESTIGATION CHECK.

### FEATHER FALL

1ST-LEVEL TRANSMUTATION  
**CASTING TIME:** 1 REACTION, WHICH YOU TAKE WHEN YOU OR A CREATURE WITHIN 60 FEET OF YOU FALLS  
**RANGE:** 60 FEET  
**COMPONENTS:** V, M  
**DURATION:** 1 MINUTE

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.