

SPELLCASTING ABILITY: _____

SPELL SAVE DC: _____

SPELL ATTACK BONUS: _____

First

Second

Third

Forth

Fifth

Sixth

Seventh

Eight

Ninth

Tenth

Spell slots

Light

Evocation

Level: **Cantrip**

Casting time: **1 Action**

Range: **Touch**

Components: **V, M (a firefly or phosphorescent moss)**

Duration: **1 hour**

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.

Dissonant Whispers

Enchantment

Level: **1**

Casting time: **1 Action**

Range: **60 feet**

Components: **V**

Duration: **Instantaneous**

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 Wsdm 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 level

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

Vicious Mockery

Enchantment

Level: **Cantrip**

Casting time: **1 Action**

Range: **60 feet**

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 Wsdm saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

At higher level

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

Healing Word

Evocation

Level: **1**

Casting time: **1 Bonus Action**

Range: **60 feet**

Components: **V**

Duration: **Instantaneous**

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 level

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.

Tasha's Hideous Laughter

Enchantment

Level: **1**

Casting time: **1 Action**

Range: **30 feet**

Components: **V, S, M (tiny tarts and a feather that is waved in the air)**

Duration: **Concentration, up to 1 minute**

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

Thunderwave

Evocation

Level: **1**

Casting time: **1 Action**

Range: **Self (15-foot cube)**

Components: **V, S**

Duration: **Instantaneous**

A wave of thunderous force sweeps out from you.

Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At higher level

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.