

## REVERSIBLE SPELLS

### CIRCLE OF DARKNESS (DANCING LIGHTS)

*Evocation Cantrip*

**Class:** Artificer, Bard, Sorcerer, Wizard  
**Casting Time:** 1 action  
**Range:** 120 ft. (60 ft.)  
**Components:** V, S, M\* (A small chunk of coal)  
**Duration:** Concentration, up to 1 minute

You create four circles of darkness, each 2 ft. in diameter, that can hover in the air for the duration of the spell. You may combine the four patches into one larger circle. Each circle can obscure an object smaller than the circle, and creatures may use a larger circle of darkness as cover. The effect of cover ends if the target is hit by a weapon or spell attack.

As a bonus action on your turn, you can move the circles of darkness up to 60 feet to a new spot within range. A circle must be within 20 feet of another circle of darkness created by this spell, and it fades out if it exceeds the spell's range.

### COMFORTING TOUCH (SHOCKING GRASP)

*Evocation Cantrip*

**Class:** Artificer, Sorcerer, Wizard  
**Casting Time:** 1 action  
**Range:** Touch  
**Components:** V, S  
**Duration:** 1 hour

Your touch soothes and strengthens a creature. You touch one willing creature, who gains 5 temporary hit points.

The target gains an additional 5 temporary hit points when you reach 5th level (10 HP), 11th level (15 HP), and 17th level (20 HP).

### DECEPTION (GUIDANCE)

*Abjuration Cantrip*

**Class:** Artificer, Cleric, Druid  
**Casting Time:** 1 action  
**Range:** Touch  
**Components:** V, S  
**Duration:** 1 minute (C)

When you touch one creature, it must succeed on a Constitution saving throw or become more susceptible to failure. Before the spell ends, if the target has to make an ability check of any type, you may roll a d4 and subtract the number rolled. You can apply this effect to one ability check of your choice, and you can roll the die before or after the affected target makes the check. The spell then ends.

### EXTINGUISH (LIGHT)

*Evocation Cantrip*

**Class:** Artificer, Bard, Cleric, Sorcerer, Wizard  
**Casting Time:** 1 action  
**Range:** 10 ft.  
**Components:** V, M\* (A small piece of black cloth)  
**Duration:** 1 hour

A wisp of black smoke shoots from your fingers and is immediately drawn to a light source. When you cast this spell, you may extinguish any magical or non magical light source, as long as it is no larger than 10 feet in any dimension. Any attempt to use this spell on an object larger than 10 ft, or darkness that is not affixed to an object will result in failure. 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.

### ICE PATCH (CREATE BONFIRE)

*Conjuration Cantrip*

**Class:** Artificer, Druid, Sorcerer, Warlock, Wizard  
**Casting Time:** 1 action  
**Range:** 60 ft.  
**Components:** V, S  
**Duration:** Concentration, up to 1 minute

You create a patch of ice on the ground that you can see within range. Until the spell ends the ice patch fills a 5 ft. cube, and the ground is considered difficult terrain. Any creature in the ice patch space when you cast the spell must succeed on a Dexterity saving throw or fall prone. A creature must also make the saving throw when it moves into the icy space for the first time or if it ends its turn there.

### SILENT SLASH (BOOMING BLADE)

*Evocation Cantrip*

**Class:** Sorcerer, Warlock, Wizard  
**Casting Time:** 1 action  
**Range:** 5 ft.  
**Components:** V, M\* (a small empty vial)  
**Duration:** 1 minute

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise it fails. On a hit, the target takes the normal attack effects and must succeed on a Wisdom saving throw or be blanketed by an aura of silence. The target is deafened for the duration of the spell. Casting a spell that includes a verbal component is impossible for the target.



## SOOTHING WORDS (VICIOUS MOCKERY)

*Evocation Cantrip*

**Class:** Bard

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

Your calm and gentle words relaxes a creature you can see within range of the spell. If the target can hear you, it has advantage on its next attack roll it makes before the end of the next turn.

## SUSCEPTIBLE (RESISTANCE)

*Abjuration Cantrip*

**Class:** Cleric, Druid, Artificer

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M\* (a pinch of dust)

**Duration:** 1 minute (C)

You attempt to have one creature become more susceptible. When you touch one creature, it must succeed on a Constitution saving throw or become vulnerable. Before the spell ends, if the target has to make a saving throw of any type, you may roll a d4 and subtract the number rolled. You can apply this effect to one saving throw of your choice, and you can roll the die before or after the effected target makes the saving throw. The spell then ends.

## TWIG (SHILLELAGH)

*Transmutation Cantrip*

**Class:** Druid

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S, M\* (a small wooden branch)

**Duration:** 1 minute

You touch any weapon made from wood and shrink it into a small twig. For the duration of the spell, the transformed weapon is -2 to hit, and does no damage.

## WATER CANNON (FIREBOLT)

*Evocation Cantrip*

**Class:** Artificer, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S

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

You shoot a stream of high velocity water at a creature or target within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. Up to a 5 ft. radius of fire will be extinguished when hit by this spell.

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

