

Cantrips

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Spare The Dying

cantrip necromancy

- **Casting Time:** 1 action
- **Range:** Touch
- **Target:** A living creature that has 0 hit points
- **Components:** V S
- **Duration:** Instantaneous
- **Classes:** Cleric
- You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

Message

cantrip transmutation

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Target:** A creature within range
- **Components:** V S M (A short piece of copper wire)
- **Duration:** 1 round
- **Classes:** Bard, Sorcerer, Wizard
- You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

Mage Hand

cantrip conjuration

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Target:** A point you choose within range
- **Components:** V S
- **Duration:** 1 minute
- **Classes:** Bard, Sorcerer, Warlock, Wizard
- 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 (4.5kg).

Fire Bolt

cantrip evocation

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Target:** A creature or object within range
- **Components:** V S
- **Duration:** Instantaneous
- **Classes:** Sorcerer, Wizard
- 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. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Detect Magic

1st level divination (Ritual)

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: Concentration, Up to 10 minutes

Classes: Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Wizard

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.