Card trick

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a deck of playing cards)

Duration: Instantaneous

With a flash of your hands, you fling a playing or tarot card charged with energy at your opponents. Choose whether you make a spell attack roll or for the target to make a Dexterity saving throw. On a hit or a failed saving throw, the target takes 1d6 force damage.

This spell’s damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

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