

Bard Spells (Through Level 2)

Animal Friendship

1st-level Enchantment
Casting Time: 1 Action
Range: 30 Feet
Components: V,S,M (A Morsel Of Food)
Duration: 24 hours

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast’s Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a W isdom saving throw or be charmed by you for the spell’s duration. If you or one of your companions harms the target, the spells ends. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

Blindness/Deafness

2nd-level Necromancy
Casting Time: 1 Action
Range: 30 Feet
Components: V
Duration: 1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Comprehend Languages

1st-level Divination
Casting Time: 1 Action
Range: Self
Components: V,S,M (A Pinch Of Soot And Salt)
Duration: 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the w ords are written. It takes about 1 minute to read one page of text. This spell doesn’t decode secret messages in a text or a glyph, such as an arcane sigil, that isn’t part of a written language.

Detect Magic

1st-level Divination
Casting Time: 1 Action
Range: Self
Components: V,S
Duration: Concentration, up to Up To 10 Minutes

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.

Animal Messenger

2nd-level Enchantment
Casting Time: 1 Action
Range: 30 Feet
Components: V,S,M (A Morsel Of Food)
Duration: 24 hours

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as “a man or woman dressed in the uniform of the town guard” or “a red-haired dwarf wearing a pointed hat.” You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals. When the messenger arrives, it delivers your m essage to the creature that you described, replicating the sound o f your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn’t reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell. At Higher Levels. If you cast this spell using a spell slot of 3nd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.

Calm Emotions

2nd-level Enchantment
Casting Time: 1 Action
Range: 60 Feet
Components: V,S
Duration: Concentration, up to Up To 1 Minute

You attempt to suppress strong emotions in a group o f people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it w ishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime. Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it w itnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.

Crown of Madness

2nd-level Enchantment
Casting Time: 1 Action
Range: 120 Feet
Components: V,S
Duration: Concentration, up to Up To 1 Minute

One humanoid of your choice that you can see within range must succeed on a W isdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes. The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach. On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end o f each of its turns. On a success, the spell ends.

Detect Thoughts

2nd-level Divination
Casting Time: 1 Action
Range: Self
Components: V,S,M (A Copper Piece)
Duration: Concentration, up to Up To 1 Minute

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn’t speak any language, the creature is unaffected. You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature’s thoughts or attempt to probe deeper into the same creature’s mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it w orries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature’s thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends. Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation. You can also use this spell to detect the presence of thinking creatures you can’t see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can’t detect a creature with an Intelligence of 3 or lower or one that doesn’t speak any language. Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can’t see it, but it must still be within range.

Bane

1st-level Enchantment
Casting Time: 1 Action
Range: 30 Feet
Components: V,S,M (A Drop Of Blood)
Duration: Concentration, up to Up To 1 Minute

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

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 W isdom 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 w as charmed by you. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Cure Wounds

1st-level Evocation
Casting Time: 1 Action
Range: Touch
Components: V,S
Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

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 u se 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 o f 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 w ho touches it w ould 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 an Intelligence (Investigation) check against your spell save DC.

Blade Ward

Abjuration Cantrip
Casting Time: 1 Action
Range: Self
Components: V,S
Duration: 1 round

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

Cloud of Daggers

2nd-level Conjuration
Casting Time: 1 Action
Range: 60 Feet
Components: V,S,M (A Sliver Of Glass)
Duration: Concentration, up to Up To 1 Minute

You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell’s area for the first time on a turn or starts its turn there. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

Dancing Lights

Evocation Cantrip
Casting Time: 1 Action
Range: 120 Feet
Components: V,S,M (A Bit Of Phosphorus Or W Ychwood, Or A Glowworm)
Duration: Concentration, up to 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.

Dissonant Whispers

1st-level Enchantment
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 m ake a Wisdom 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 Levels. 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.

Enhance Ability

2nd-level Transmutation
Casting Time: 1 Action
Range: Touch
Components: V,S,M (Fur Or A Feather From A Beast)
Duration: Concentration, up to Up To 1 Hour.

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends.
Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.
Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles.
Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.
Eagle's Splendor. The target has advantage on Charisma checks.
Fox's Cunning. The target has advantage on Intelligence checks.
Owl's Wisdom. The target has advantage on Wisdom checks.
At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Friends

Enchantment Cantrip
Casting Time: 1 Action
Range: Self
Components: S,M (A Small Amount Of Makeup Applied To The Face As This Spell Is Cast)
Duration: Concentration, up to Up To 1 Minute

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

Hold Person

2nd-level Enchantment
Casting Time: 1 Action
Range: 60 Feet
Components: V,S,M (A Small, Straight Piece Of Iron)
Duration: Concentration, up to Up To 1 Minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.
At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Knock

2nd-level Transmutation
Casting Time: 1 Action
Range: 60 Feet
Components: V
Duration: Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.
A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.
If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally. When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

Enthrall

2nd-level Enchantment
Casting Time: 1 Action
Range: 60 Feet
Components: V,S
Duration: 1 minute

You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.

Healing Word

1st-level Evocation
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 Levels. 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.

Identify

1st-level Divination
Casting Time: 1 Minute
Range: Touch
Components: V,S,M (A Pearl Worth At Least 100 Gp And An Owl Feather)
Duration: Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item is w as created by a spell, you learn which spell created it.
If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Lesser Restoration

2nd-level Abjuration
Casting Time: 1 Action
Range: Touch
Components: V,S
Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Faerie Fire

1st-level Evocation
Casting Time: 1 Action
Range: 60 Feet
Components: V
Duration: Concentration, up to Up To 1 Minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Heat Metal

2nd-level Transmutation
Casting Time: 1 Action
Range: 60 Feet
Components: V,S,M (A Piece Of Iron And A Flame)
Duration: Concentration, up to Up To 1 Minute

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.
If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.
At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Illusory Script

1st-level Illusion
Casting Time: 1 Minute
Range: Touch
Components: S,M (A Lead-Based Ink Worth At Least 10 Gp, Which The Spell Consumes)
Duration: 10 days

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration.
To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know.
Should the spell be dispelled, the original script and the illusion both disappear.
A creature with truesight can read the hidden message.

Light

Evocation 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.

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 (A Small Feather Or Piece Of Down)
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.

Heroism

1st-level Enchantment
Casting Time: 1 Action
Range: Touch
Components: V,S
Duration: Concentration, up to Up To 1 Minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.
At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Invisibility

2nd-level Illusion
Casting Time: 1 Action
Range: Touch
Components: V,S,M (An Eyelash Encased In Gum Arabic)
Duration: Concentration, up to Up To 1 Hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.
At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Locate Animals or Plants

2nd-level Divination
Casting Time: 1 Action
Range: Self
Components: V,S,M (A Bit Of Fur From A Bloodhound)
Duration: Instantaneous

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Locate Object

2nd-level Divination

Casting Time: 1 Action

Range: Self

Components: V,S,M (A Forked Twig)

Duration: Concentration, up to Up To 10 Minutes

Describe or name an object that is familiar to you. You sense the direction to the object’s location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or w eapon. This spell can’t locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

Mending

Transmutation Cantrip

Casting Time: 1 Minute

Range: Touch

Components: V,S,M (Two Lodestones)

Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can’t restore magic to such an object.

Prestidigitation

Transmutation Cantrip

Casting Time: 1 Action

Range: 10 Feet

Components: V,S

Duration: Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Longstrider

1st-level Transmutation

Casting Time: 1 Action

Range: Touch

Components: V,S,M (A Pinch Of Dirt)

Duration: 1 hour

You touch a creature. The target’s speed increases by 10 feet until the spell ends. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Message

Transmutation Cantrip

Casting Time: 1 Action

Range: 120 Feet

Components: V,S,M (A Short Piece Of Copper Wire)

Duration: 1 round

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.

See Invisibility

2nd-Level Divination

Casting Time: 1 Action

Range: Self

Components: V,S,M (A Pinch Of Talc And A Small Sprinkling Of Powdered Silver)

Duration: 1 hour

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

Mage Hand

Conjuration Cantrip

Casting Time: 1 Action

Range: 30 Feet

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.

Minor Illusion

Illusion Cantrip

Casting Time: 1 Action

Range: 30 Feet

Components: S,M (A Bit Of Fleece)

Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else’s voice, a lion’s roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can’t create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Shatter

2nd-Level Evocation

Casting Time: 1 Action

Range: 60 Feet

Components: V,S,M (A Chip Of Mica)

Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn’t being worn or carried also takes the damage if it’s in the spell’s area. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Magic Mouth

2nd-level Illusion

Casting Time: 1 Minute

Range: 30 Feet

Components: V,S,M (A Small Bit Of Honeycomb And Jade Dust Worth At Least 10 Gp, Which The Spell Consumes)

Duration: Until dispelled

You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn’t being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message. When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that the words appear to come from the object’s mouth. When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs. The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

Phantasmal Force

2nd-level Illusion

Casting Time: 1 Action

Range: 60 Feet

Components: V,S,M (A Bit Of Fleece)

Duration: Concentration, up to Up To 1 Minute

You craft an illusion that takes root in the mind of a creature that you can see within range. The target must make an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This spell has no effect on undead or constructs. The phantasm includes sound, temperature, and other stimuli, also evident only to the creature. The target can use its action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends. While a target is affected by the spell, the target treats the phantasm as if it were real. The target rationalizes any illogical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall—it w as pushed, it slipped, or a strong wind might have knocked it off. An affected target is so convinced of the phantasm’s reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target if it is in the phantasm’s area or within 5 feet of the phantasm, provided that the illusion is of a creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the illusion.

Silence

2nd-level Illusion

Casting Time: 1 Action

Range: 120 Feet

Components: V,S

Duration: Concentration, up to Up To 10 Minutes

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Silent Image

1st-level Illusion
Casting Time: 1 Action
Range: 60 Feet
Components: V,S,M (A Bit Of Fleece)
Duration: Concentration, up to Up To 10 Minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects. You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

Thunderwave

1st-level Evocation
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 Levels. 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.

Zone of Truth

2nd-level Enchantment
Casting Time: 1 Action
Range: 60 Feet
Components: V,S
Duration: 10 minutes

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

Sleep

1st-level Enchantment
Casting Time: 1 Action
Range: 90 Feet
Components: V,S,M (A Pinch Of Fine Sand, Rose Petals, Or A Cricket)
Duration: 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

True Strike

Divination Cantrip
Casting Time: 1 Action
Range: 30 Feet
Components: S
Duration: Concentration, up to Up To 1 Round

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

Suggestion

2nd-level Enchantment
Casting Time: 1 Action
Range: 30 Feet
Components: V,M (A Snake'S Tongue And Either A Bit Of Honeycomb Or A Drop Of Sweet Oil)
Duration: Concentration, up to Up To 8 Hours

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell. The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed. If you or any of your companions damage the target, the spell ends.

Unseen Servant

1st-level Conjuration
Casting Time: 1 Action
Range: 60 Feet
Components: V,S,M (A Piece Of String And A Bit Of Wood)
Duration: 1 hour

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

Tasha's Hideous Laughter

1st-level Enchantment
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 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.

Vicious Mockery

Enchantment 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 Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).