SPELLCA STING A BILITY:		SPELL SAVE DC:			SPELL ATTACK BONUS:					
	First	Second	Third	Forth	Fifth	Sixth	Seventh	Eight	Ninth	Tenth
Spell										

Spell slots

Based on Othys_Bard

Mage Hand

Conjuration

Level: 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 magical items, or carry more than 10 pounds.

Minor Illusion

Illusion

Level: 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 objectsuch as a chair, muddy footprints, or a small chestit 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.

True Strike

Divination

Level: Cantrip
Casting time: 1 Action
Range: 30 feet
Components: 5

Duration: Concentration, 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.

Vicious Mockery

Enchantment

Level: Cantrip
Casting time: 1 Action
Range: 60 feet
Components: V
Duration: Instantaneous

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 (thought it need not understand you), it must succeed on a Wsdom 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).

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 Wsdom 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

Speak with Animals (Ritual)

Divination

Level: 1

Casting time: 1 Action Range: Self Components: V, S Duration: 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration.

The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

Heroism

Enchantment

Level: 1

Casting time: **1 Action**Range: **Touch**Components: **V, S**

Duration: Concentration, 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 level

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

Enhance Ability

Transmutation

Level: 2

Casting time: 1 Action

Range: Touch

Components: V, S, M (fur or a feather from a beast)

Duration: Concentration, up to 1 hour

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects: the target gains the 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 thas advantage on Intelligence checks.
- Owl's Wisdom. The target has advantage on Wisdom checks.

At higher level

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.

Suggestion

Enchantment

Level: 2

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 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 Wsdom saving throw. On a failed save, it purses 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 preformed.

If you or any of your companions damage the target, the spell ends.

Hypnotic Pattern

Illusion

Level: 3

Casting time: 1 Action Range: 120 feet

Components: S, M (a glowing stick of incense or a crystal vial filled

with phosphorescent material)

Duration: Concentration, up to 1 minute

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range.

The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wsdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Leomund's Tiny Hut (Ritual)

Evocation

Level: 3

Casting time: 1 Minute

Range: Self (10-foot-radius hemisphere)
Components: V, S, M (a small crystal bead)

Duration: 8 hours

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area.

Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

Major Image

Illusion

Level: 3

Casting time: 1 Action Range: 120 feet

Components: V, S, M (a bit of fleece)
Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

As long as you are within range of the illusion, you can use your action to cause the image to move to any other 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. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

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, and its other sensory qualities become faint to the creature.

At higher level

When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.

Speak with Plants

Transmutation

Level: 3

Casting time: 1 Action
Range: Self (30-foot radius)

Components: **V, S**Duration: **10 minutes**

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example.

Plants might be able to perform other tasks on your behalf, at the DM's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks.

If a plant creature is in the area, you can communicate with it as if you shard a common language, but you gain no magical ability to influence it.

This spell can cause the plants created by the entangle spell to release a restrained creature.

- Generated and printed at Dnd-Spells.com