

<div>MAGE HAND</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>30 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S</td><td>1 minute</td></tr> </table> <p>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.</p>		CASTING TIME	RANGE	1 action	30 feet	COMPONENTS	DURATION	V, S	1 minute
CASTING TIME	RANGE								
1 action	30 feet								
COMPONENTS	DURATION								
V, S	1 minute								
Bard	Conjuration cantrip								

<div>TRUE STRIKE</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>30 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>S</td><td>Concentration, up to 1 round</td></tr> </table> <p>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.</p>		CASTING TIME	RANGE	1 action	30 feet	COMPONENTS	DURATION	S	Concentration, up to 1 round
CASTING TIME	RANGE								
1 action	30 feet								
COMPONENTS	DURATION								
S	Concentration, up to 1 round								
Bard	Divination cantrip								

<div>VICIOUS MOCKERY</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>60 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V</td><td>Instantaneous</td></tr> </table> <p>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).</p>		CASTING TIME	RANGE	1 action	60 feet	COMPONENTS	DURATION	V	Instantaneous
CASTING TIME	RANGE								
1 action	60 feet								
COMPONENTS	DURATION								
V	Instantaneous								
Bard	Enchantment cantrip								

<div>DISSONANT WHISPERS</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>60 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V</td><td>Instantaneous</td></tr> </table> <p>You whisper a discordant melody that only 1 creature of your choice within range can hear, wracking it with terrible pain. The target must make 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.</p> <p>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.</p>		CASTING TIME	RANGE	1 action	60 feet	COMPONENTS	DURATION	V	Instantaneous
CASTING TIME	RANGE								
1 action	60 feet								
COMPONENTS	DURATION								
V	Instantaneous								
Bard	1st level Enchantment								

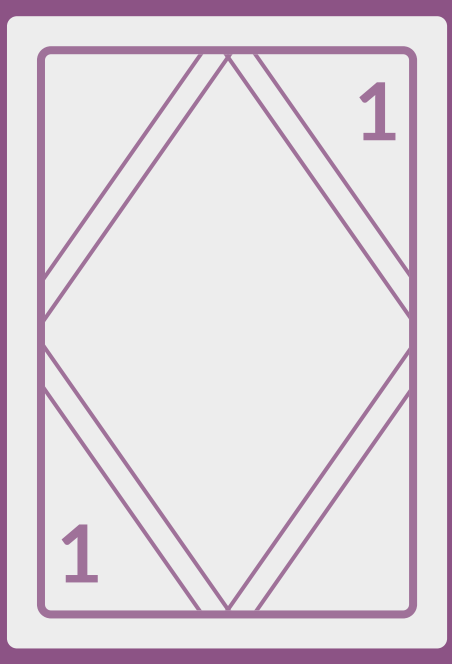
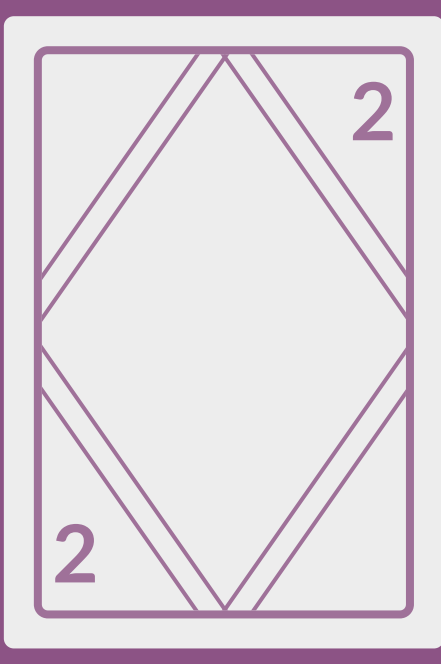
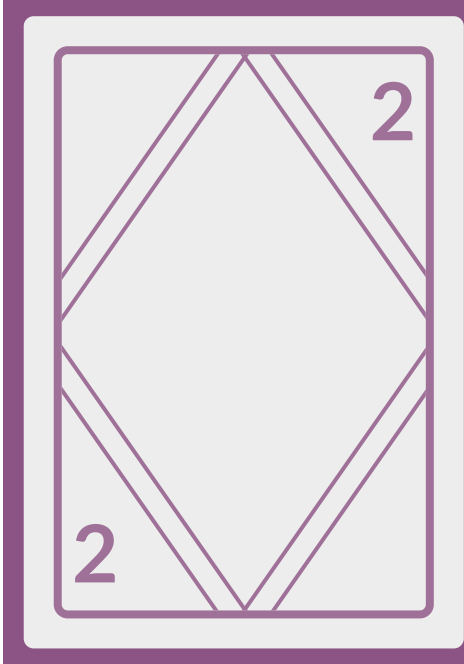
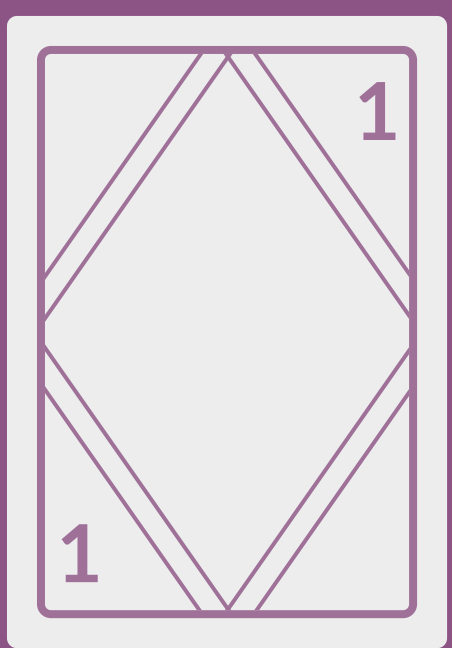
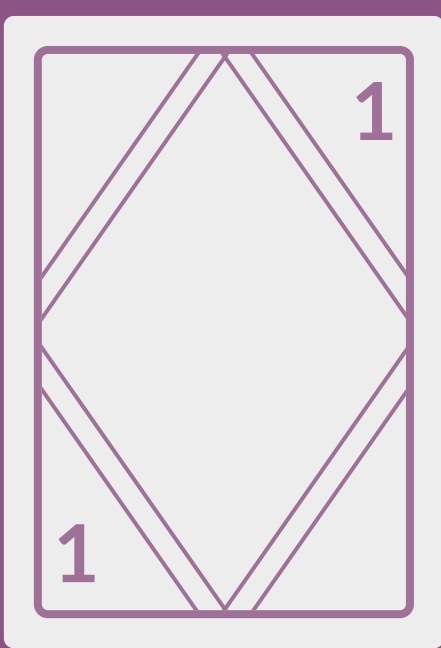
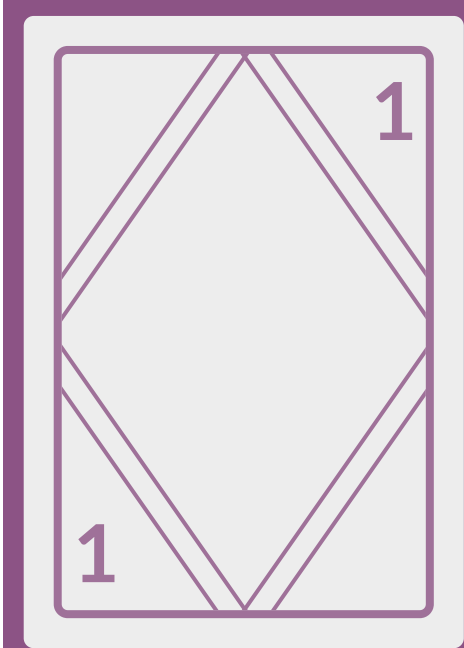
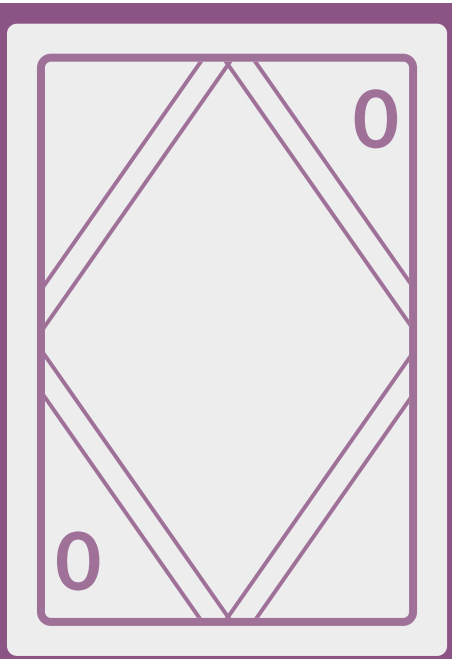
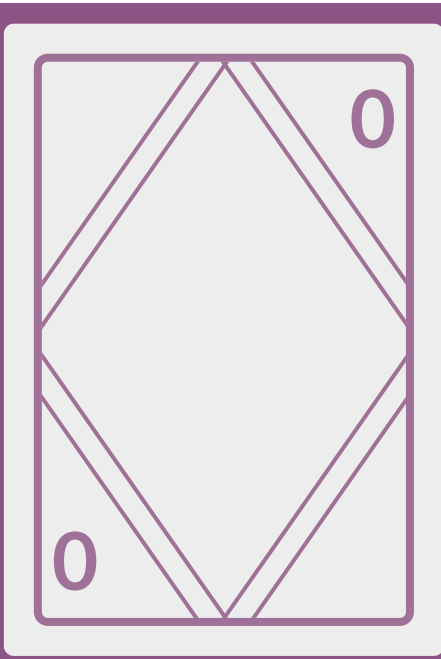
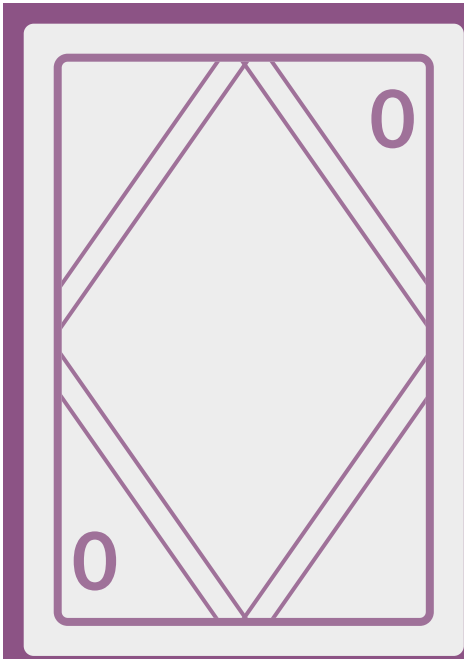
<div>HEALING WORD</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 bonus action</td><td>60 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V</td><td>Instantaneous</td></tr> </table> <p>A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.</p> <p>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.</p>		CASTING TIME	RANGE	1 bonus action	60 feet	COMPONENTS	DURATION	V	Instantaneous
CASTING TIME	RANGE								
1 bonus action	60 feet								
COMPONENTS	DURATION								
V	Instantaneous								
Bard	1st level Evocation								

<div>SLEEP</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>90 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>1 minute</td></tr> </table> <p><i>A pinch of fine sand, rose petals, or a cricket</i></p> <p>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.</p> <p>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.</p>		CASTING TIME	RANGE	1 action	90 feet	COMPONENTS	DURATION	V, S, M	1 minute
CASTING TIME	RANGE								
1 action	90 feet								
COMPONENTS	DURATION								
V, S, M	1 minute								
Bard	1st level Enchantment								

<div>THUNDERWAVE</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>Self (15-foot cube)</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S</td><td>Instantaneous</td></tr> </table> <p>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.</p> <p>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.</p>		CASTING TIME	RANGE	1 action	Self (15-foot cube)	COMPONENTS	DURATION	V, S	Instantaneous
CASTING TIME	RANGE								
1 action	Self (15-foot cube)								
COMPONENTS	DURATION								
V, S	Instantaneous								
Bard	1st level Evocation								

<div>CLOUD OF DAGGERS</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>60 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Concentration, up to 1 minute</td></tr> </table> <p><i>A sliver of glass</i></p> <p>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.</p> <p>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.</p>		CASTING TIME	RANGE	1 action	60 feet	COMPONENTS	DURATION	V, S, M	Concentration, up to 1 minute
CASTING TIME	RANGE								
1 action	60 feet								
COMPONENTS	DURATION								
V, S, M	Concentration, up to 1 minute								
Bard	2nd level Conjuration								

<div>KNOCK</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>60 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V</td><td>Instantaneous</td></tr> </table> <p>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 1 of them is unlocked. If you choose a target that is held shut with <i>arcane lock</i>, 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.</p>		CASTING TIME	RANGE	1 action	60 feet	COMPONENTS	DURATION	V	Instantaneous
CASTING TIME	RANGE								
1 action	60 feet								
COMPONENTS	DURATION								
V	Instantaneous								
Bard	2nd level Transmutation								



<div>PHANTASMAL FORCE [1/2]</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>60 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Concentration, up to 1 minute</td></tr> </table> <div> <p><i>A bit of fleece</i></p> <p>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.</p> <p>The phantasm includes sound, temperature, and other stimuli, also evident only to the creature.</p> <p>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.</p> <p>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</p> </div> <div>Bard2nd level Illusion</div>		CASTING TIME	RANGE	1 action	60 feet	COMPONENTS	DURATION	V, S, M	Concentration, up to 1 minute
CASTING TIME	RANGE								
1 action	60 feet								
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<div>PHANTASMAL FORCE [2/2]</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>60 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Concentration, up to 1 minute</td></tr> </table> <div> <p><i>A bit of fleece</i></p> <p>survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall - it was pushed, it slipped, or a strong wind might have knocked it off.</p> <p>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.</p> </div> <div>Bard2nd level Illusion</div>		CASTING TIME	RANGE	1 action	60 feet	COMPONENTS	DURATION	V, S, M	Concentration, up to 1 minute
CASTING TIME	RANGE								
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<div>SHATTER</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>60 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Instantaneous</td></tr> </table> <div> <p><i>A chip of mica</i></p> <p>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.</p> <p>At Higher Levels: When you cast this spell using a spell slot of or higher, the damage increases by 1d8 for each slot level above 2nd.</p> </div> <div>Bard2nd level Evocation</div>		CASTING TIME	RANGE	1 action	60 feet	COMPONENTS	DURATION	V, S, M	Instantaneous
CASTING TIME	RANGE								
1 action	60 feet								
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<div>SUGGESTION [1/2]</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>30 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, M</td><td>Concentration, up to 8 hours</td></tr> </table> <div> <p><i>A snake's tongue and either a bit of honeycomb or a drop of sweet oil</i></p> <p>You suggest a course of activity (limited to a sentence or 2) 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.</p> <p>The target must make a Wisdom 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.</p> <p>You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight 5 her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't</p> </div> <div>Bard2nd level Enchantment</div>		CASTING TIME	RANGE	1 action	30 feet	COMPONENTS	DURATION	V, M	Concentration, up to 8 hours
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<div>SUGGESTION [2/2]</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>30 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, M</td><td>Concentration, up to 8 hours</td></tr> </table> <div> <p><i>A snake's tongue and either a bit of honeycomb or a drop of sweet oil</i></p> <p>performed.</p> <p>If you or any of your companions damage the target, the spell ends.</p> </div> <div>Bard2nd level Enchantment</div>		CASTING TIME	RANGE	1 action	30 feet	COMPONENTS	DURATION	V, M	Concentration, up to 8 hours
CASTING TIME	RANGE								
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<div>BESTOW CURSE [1/2]</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>Touch</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S</td><td>Concentration, up to 1 minute</td></tr> </table> <div> <p>You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options.</p> <ul style="list-style-type: none"> Choose 1 ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score. While cursed, the target has disadvantage on attack rolls against you. While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing. While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target. <p>A <i>remove curse</i> spell ends this effect. At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.</p> <p>At Higher Levels: If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours.</p> <p>-</p> <p>-</p> </div> <div>Bard3rd level Necromancy</div>		CASTING TIME	RANGE	1 action	Touch	COMPONENTS	DURATION	V, S	Concentration, up to 1 minute
CASTING TIME	RANGE								
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<div>BESTOW CURSE [2/2]</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>Touch</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S</td><td>Concentration, up to 1 minute</td></tr> </table> <div> <p>If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.</p> </div> <div>Bard3rd level Necromancy</div>		CASTING TIME	RANGE	1 action	Touch	COMPONENTS	DURATION	V, S	Concentration, up to 1 minute
CASTING TIME	RANGE								
1 action	Touch								
COMPONENTS	DURATION								
V, S	Concentration, up to 1 minute								
<div>FEAR</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>Self (30-foot cone)</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Concentration, up to 1 minute</td></tr> </table> <div> <p><i>A white feather or the heart of a hen</i></p> <p>You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.</p> <p>While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.</p> </div> <div>Bard3rd level Illusion</div>		CASTING TIME	RANGE	1 action	Self (30-foot cone)	COMPONENTS	DURATION	V, S, M	Concentration, up to 1 minute
CASTING TIME	RANGE								
1 action	Self (30-foot cone)								
COMPONENTS	DURATION								
V, S, M	Concentration, up to 1 minute								

