

LIGHT

<b>CASTING TIME</b> 1 action	<b>RANGE</b> Touch
<b>COMPONENTS</b> V, M	<b>DURATION</b> 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 cant 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.

BardEvocationCantrip

VI  
VICIOUS  
MOCKERY

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 (thought 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)

CURE  
WOUNDS

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.

DETECT  
MAGIC (RITUAL)

CASTING TIME

1 action

RANGE

Self

COMPONENTS

V, S

DURATION

Concentration, 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 is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Bard

Enchantment Cantrip

Bard

1st level Evocation

Bard

1st level Divination

HEALING WORD	
<b>CASTING TIME</b> 1 bonus action	<b>RANGE</b> 60 feet
<b>COMPONENTS</b> V	<b>DURATION</b> 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 unddead 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.

Bard

1st level Evocation

SLEEP

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 90 feet
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> 1 minute

*a pinch of fine sand, rose petals, or a cricket*

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.

Bard1st level Enchantment