







Mage Hand

Bard Cantrip Conjuration DC 14 Spell Mod +6







1 min

Message

Bard Cantrip Transmutation DC 14 Spell Mod +6



A short piece of copper wire





1 Act.

Bard Cantrip Enchantment DC 14 Spell Mod +6



Vicious Mockery



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.

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, I foot of stone, I 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.

Choose a creature you can see. If it can hear you, it must pass a Wisdom save or take 1d4 psychic damage and have disadvantage on its next attack roll before the end of its next turn.

The damage increases by 1d4 when you reach 5th, 11th, and 17th level.

Dancing Lights

Drow Descent Cantrip Evocation DC 14 Spell Mod







Conc, 1 min

A bit of phosphorus or wychwood, or a glowworm

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 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

Bard Level 1 Enchantment DC 14 Spell Mod +6







Inst

Healing Word

Bard Level 1 Evocation DC 14 Spell Mod +6



60 ft



Inst

You create up to four torch-sized lights within form you choose, each light sheds dim light in

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 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.

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.

A creature of your choice that you can see

Hideous Laughter

Bard Level 1 Enchantment DC 14 Spell Mod +6









Tiny tarts and a feather that is waved in the air

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.

Faerie Fire

Drow Descent Level 1 Evocation DC 14 Spell Mod +6







Each object in a 20-foot cube within range is

outlined in blue, green, or violet light (your

spell is cast is also outlined in light if it fails a

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

choice). Any creature in the area when the

Dexterity saving throw. For the duration,

object can't benefit from being invisible.

Conc, 1 min

Blindness/Deafness

Bard Level 2 Necromancy DC 14 Spell Mod +6









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.





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Heat Metal Hold Person Invisibility Bard Level 2 Transmutation DC 14 Spell Mod +6 Bard Level 2 Enchantment DC 14 Spell Mod +6 Bard Level 2 Illusion DC 14 Spell Mod +6 60 ft 60 ft 1 Act. V.S.M 1 Act. V.S.M 1 Act. Touch V,S,M Conc, 1 min Conc, 1 min Conc, 1 hr A small, straight piece of iron A piece of iron and a flame An eyelash encased in gum arabic A creature you touch becomes invisible until Choose a manufactured metal object, such as a Choose a humanoid that you can see within metal weapon or a suit of heavy or medium range. The target must succeed on a Wisdom the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the metal armor, that you can see within range. saving throw or be paralyzed for the duration. At the end of each of its turns, the target can You cause the object to glow red-hot. Any target's person. The spell ends for a target that creature in physical contact with the object make another Wisdom saving throw. On a attacks or casts a spell. At Higher Levels. takes 2d8 fire damage when you cast the spell. success, the spell ends on the target. At Higher When you cast this spell using a spell slot of Until the spell ends, you can use a bonus Levels. When you cast this spell using a spell 3rd level or higher, you can target one action on each of your subsequent turns to slot of 3rd level or higher, you can target one additional creature for each slot level above cause this damage again. If a creature is additional humanoid for each slot level above 2nd. holding or wearing the object and takes the 2nd. The humanoids must be within 30 feet of damage from it, the creature must succeed on each other when you target them. 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. Darkness Drow Descent Level 2 Evocation DC 14 Spell Mod 7 1 Act. 60 ft V,M Conc, 10 mins Bat fur and a drop of pitch or piece of coal Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

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