Cosi Creed Bard Cantrip

**Vicious Mockery** (Cantrip)

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).

**Sorcerer**

Cantrips

**Message**

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.

**Mold Earth**

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous or 1 hour

You choose a portion of dirt or stone that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn’t have enough force to cause damage.

You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.

If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

**Chill Touch**

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell Attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain Hit Points until the start of your next turn. Until then, the hand clings to the target.

If you hit an Undead target, it also has disadvantage on Attack Rolls against you until the end of your next turn.

This spell's damage increases by 1d8 when you reach 5th Level (2d8), 11th level (3d8), and 17th level (4d8).

**Green-Flame Blade**

**Casting Time:** 1 action

**Range:** Self (5-foot radius)

**Components:** S, M (a melee weapon worth at least 1 sp)

**Duration:** Instantaneous

You brandish the weapon used in the spell’s casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack’s normal effects, and you can cause green ire to leap from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes ire damage equal to your spellcasting ability modifier.

At Higher Levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target on a hit, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level (2d8 and 2d8) and 17th level (3d8 and 3d8).

1st

**Absorb Elements**

**Casting Time:** 1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage

**Range:** Self

**Components:** S

**Duration:** 1 round

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

**Ice Knife**

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a drop of water or piece of ice)

**Duration:** Instantaneous

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of the point where the ice exploded must succeed on a Dexterity saving throw or take 2d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

**Witch Bolt**

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a twig from a tree that has been struck by lightning)

**Duration:** Concentration, up to 1 minute

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell’s range or if it has total cover from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

3rd

**Counterspell**

You attempt to interrupt a creature in the process of Casting a Spell. If the creature is Casting a Spell of 3rd Level or lower, its spell fails and has no Effect. If it is Casting a Spell of 4th Level or higher, make an ability check using your Spellcasting Ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no Effect.

At Higher Levels: When you cast this spell using a spell slot of 4th Level or higher, the interrupted spell has no Effect if its level is less than or equal to the level of the spell slot you used.

**Ranger**

1st

**Hunter’s Mark**

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon Attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 Hit Points before this spell ends, you can use a Bonus Action on a subsequent turn of yours to mark a new creature.

At Higher Levels: When you cast this spell using a spell slot of 3rd or 4th Level, you can maintain your Concentration on the spell for up to 8 hours. When you use a spell slot of 5th Level or higher, you can maintain your Concentration on the spell for up to 24 hours.

**Ensnaring Strike**

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away.

While restrained by this spell, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

**Detect Magic**

**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.

**Speak with Animals**

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.

2nd

**Healing Spirit**

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You call forth a nature spirit to soothe the wounded. The intangible spirit appears in a space that is a 5-foot cube you can see within range. The spirit looks like a transparent beast or fey (your choice). Until the spell ends, whenever you or a creature you can see moves into the spirits space for the first time on a turn or starts its turn there, you can cause the spirit to restore 1d6 hit points to that creature (no action required). The spirit can’t heal constructs or undead. The spirit can heal a number of times equal to 1 + your spellcasting ability modifier (minimum twice). After healing that number of times, the spirit disappears.

As a bonus action on your turn, you can move the Spirit up to 30 feet to a space you can see.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the healing increases 1d6 for each slot level above 2nd.

**Barkskin**

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like Appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

3rd

­­**Water Breathing**

This spell grants up to ten willing creatures you can see within range the ability to breathe Underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

**NonDetection**

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.

**Lightning Bolt**

**Casting Time**: 1 action

**Range:** Self (100-foot line)

Components: V S M (A bit of fur and a rod of amber, crystal, or glass)

Duration: Instantaneous

Classes: Sorcerer, Wizard

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren’t being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot above 3rd.

4th

**Dimension Door**

**Casting Time:** 1 action

**Range:** 500 feet

**Components:** V

**Duration:**  Instantaneous

You Teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as 200 feet straight downward or upward to the northwest at a 45-degree angle, 300 feet.  
  
You can bring along Objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying Capacity. The creature must be within 5 feet of you when you cast this spell.  
  
If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to Teleport you.