

LIGHT	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, M	DURATION 1 hour
a firefly or phosphorescent moss	
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 can 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.	
Bard	Evocation cantrip

MINOR ILLUSION	
CASTING TIME 1 action	RANGE 30 feet
COMPONENTS S, M	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 object - such as a chair, muddy footprints, or a small chest - it 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.	
Bard	Illusion cantrip

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).	
Bard	Enchantment cantrip

DISSONANT WHISPERS	
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 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.	
Bard	1st level Enchantment

HEALING WORD	
CASTING TIME 1 bonus action	RANGE 60 feet
COMPONENTS V	DURATION 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 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.	
Bard	1st level Evocation

LONGSTRIDER	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION 1 hour
a pinch of dirt	
You touch a creature. The target's speed increases by 10 feet until the spell ends. At Higher Levels: 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 1st.	
Bard	1st level Transmutation

SLEEP	
CASTING TIME 1 action	RANGE 90 feet
COMPONENTS V, S, M	DURATION 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.	
Bard	1st level Enchantment

THUNDERWAVE	
CASTING TIME 1 action	RANGE Self (15-foot cube)
COMPONENTS V, S	DURATION Instantaneous
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. 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.	
Bard	1st level Evocation

KNOCK	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V	DURATION Instantaneous
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 one 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.	
Bard	2nd level Transmutation

SHATTER

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION Instantaneous

a chip of mica

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.

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.