

<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><b>At Higher Levels:</b> 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								

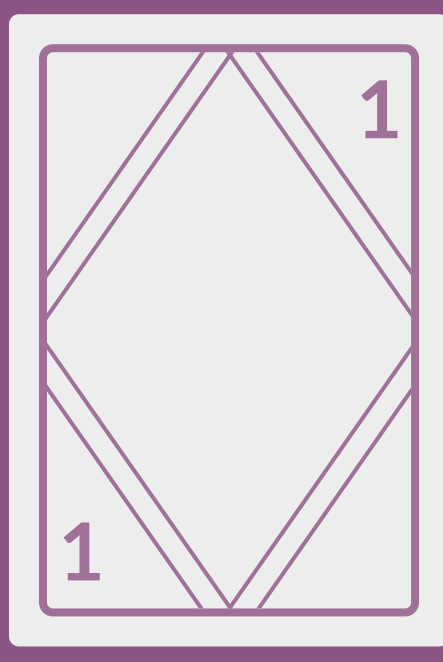
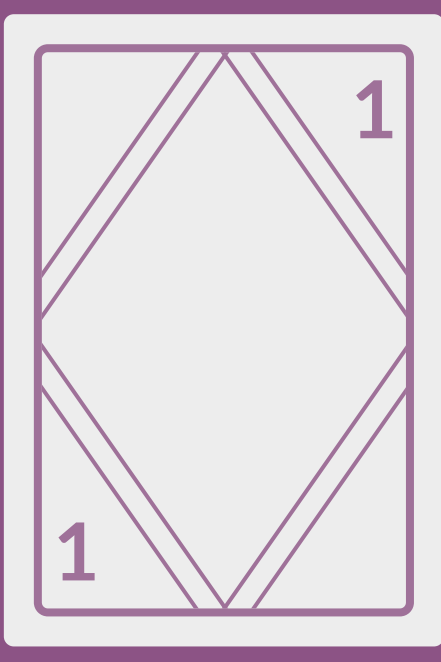
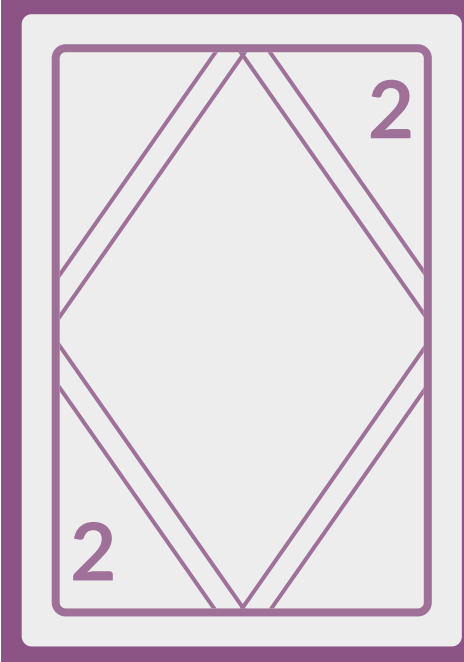
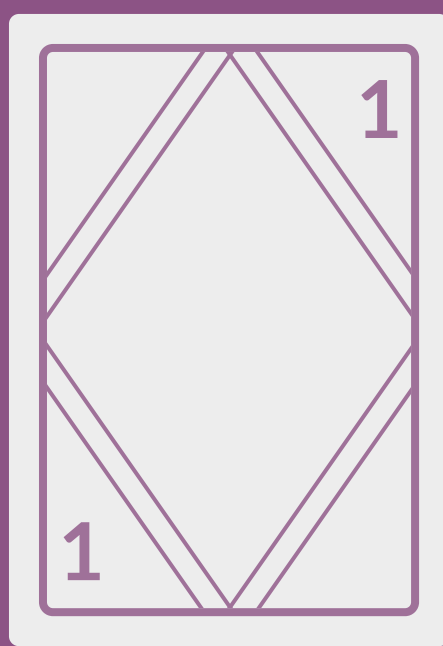
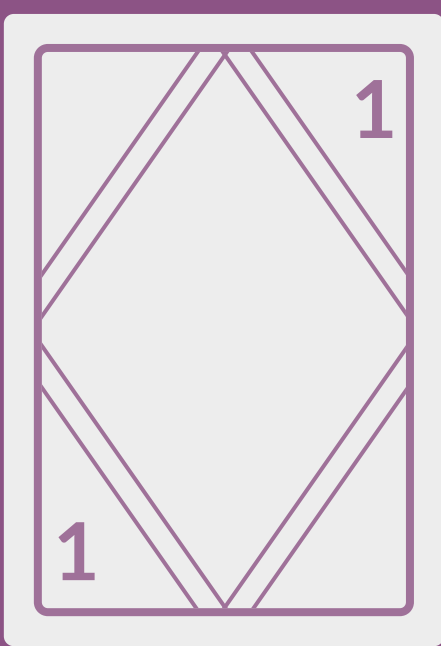
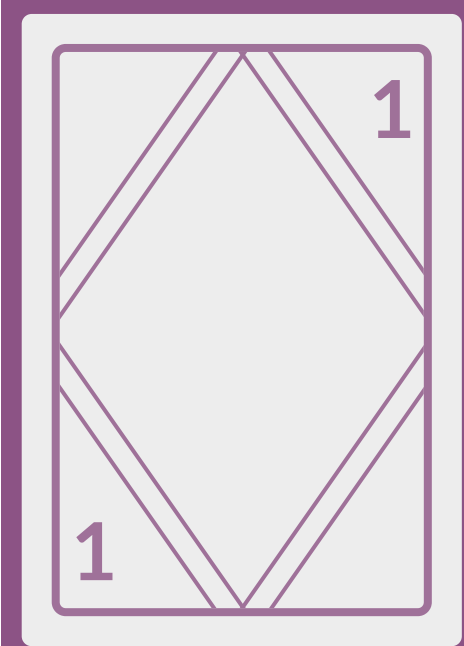
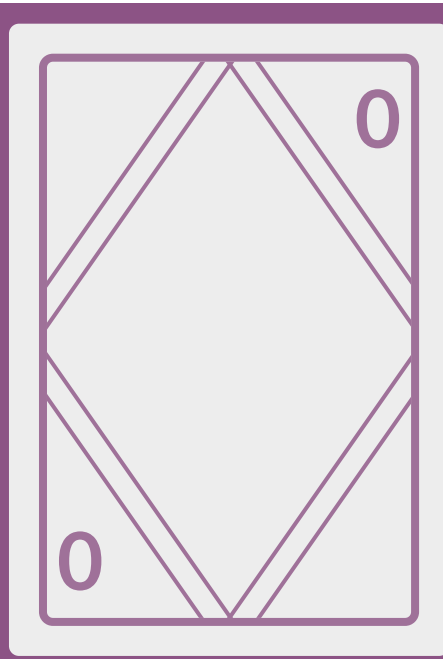
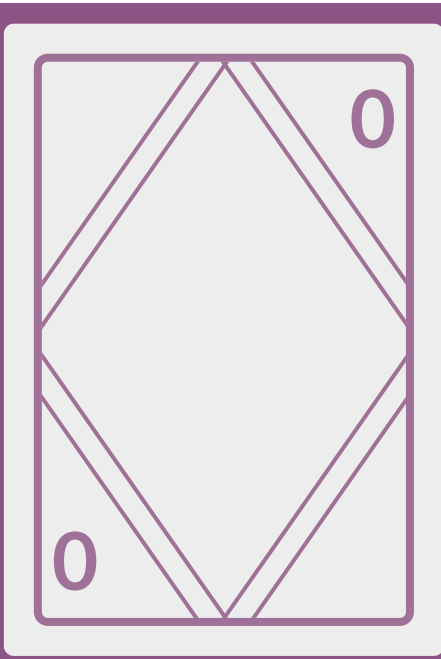
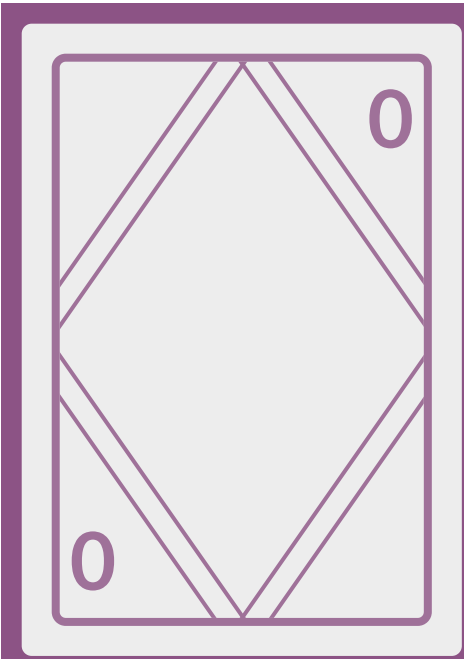
<div>HEALING WORD</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 bonus action</td><td>60 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V</td><td>Instantaneous</td></tr> </table> <p>A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.</p> <p><b>At Higher Levels:</b> 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>LONGSTRIDER</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, M</td><td>1 hour</td></tr> </table> <p><i>A pinch of dirt</i></p> <p>You touch a creature. The target's speed increases by 10 feet until the spell ends.</p> <p><b>At Higher Levels:</b> When you cast this spell using a spell slot of 2nd level or higher, you can target 1 additional creature for each slot level above 1st.</p>		CASTING TIME	RANGE	1 action	Touch	COMPONENTS	DURATION	V, S, M	1 hour
CASTING TIME	RANGE								
1 action	Touch								
COMPONENTS	DURATION								
V, S, M	1 hour								
Bard	1st level Transmutation								

<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><b>At Higher Levels:</b> 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><b>At Higher Levels:</b> 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>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								



## SHATTER

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

Bard2nd level Evocation

## GLYPH OF WARDING [1/3]

CASTING TIME	RANGE
1 hour	Touch
COMPONENTS	DURATION
V, S, M	Until dispelled or triggered

*Incense and powdered diamond worth at least 200 gp, Consumed*

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place, if the object is moved more than 10 feet from where you cast this spell, the glyph is broken and the spell ends without being triggered. The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an

Bard3rd level Abjuration

## GLYPH OF WARDING [2/3]

CASTING TIME	RANGE
1 hour	Touch
COMPONENTS	DURATION
V, S, M	Until dispelled or triggered

*Incense and powdered diamond worth at least 200 gp, Consumed*

object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends. You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password. When you inscribe the glyph, choose explosive runes or a spell glyph. **Explosive Runes:** When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the aura must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

Bard3rd level Abjuration

## GLYPH OF WARDING [3/3]

CASTING TIME	RANGE
1 hour	Touch
COMPONENTS	DURATION
V, S, M	Until dispelled or triggered

*Incense and powdered diamond worth at least 200 gp, Consumed*

**Spell Glyph:** You can store a prepared spell of or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage of an explosive runes glyph increases by 1d8 for each slot level above 3rd. If you create a *spell glyph*, you can store any spell of up to the same level as the slot you use for the *glyph of warding*.

Bard3rd level Abjuration

