

DANCING LIGHTS

CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute

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

Bard

Evocation cantrip

MINOR ILLUSION

CASTING TIME 1 action	RANGE 30 feet
COMPONENTS S, M	DURATION 1 minute

*Investigation*

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 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

TASHA'S HIDEOUS LAUGHTER

CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute

*tiny tarts and a feather that 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.

Bard

1st level Enchantment

CROWN OF MADNESS

CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S	DURATION Concentration, up to 1 minute

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes. The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach. On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

Bard

2nd level Enchantment