

## ELDRITCH BLAST

Evocation cantrip

### CASTING TIME

Action

### RANGE

120 feet

### COMPONENTS

V, S

### DURATION

Instantaneous

You hurl a beam of crackling energy. Make a ranged spell attack against one creature or object in range. On a hit, the target takes 1d10 Force damage.

#### Cantrip Upgrade

The spell creates two beams at level 5, three beams at level 11, and four beams at level 17. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

## THAUMATURGY

Transmutation cantrip

### CASTING TIME

Action

### RANGE

30 feet

### COMPONENTS

V

### DURATION

Up to 1 minute

Create one of several effects within range for 1 minute: Altered Eyes (appearance change), Booming Voice (loud voice, advantage on Intimidation), Fire Play (change flames), Invisible Hand (move unlocked door/window), Phantom Sound (sound from chosen point), Tremors (harmless ground tremors). Up to 3 effects active simultaneously.

## MINOR ILLUSION

Illusion cantrip

### CASTING TIME

Action

### RANGE

30 feet

### COMPONENTS

S, M

### DURATION

1 minute

Material: a bit of fleece

You create a lasting sound or image within range. Sound can vary in volume and be continuous or discrete; image must be no larger than a 5-foot cube and is silent and intangible. Creatures can identify the illusion with an Investigation check against your spell save DC; illusions end if cast again.

## WARLOCK

## FIRE BOLT

Evocation cantrip

### CASTING TIME

Action

### RANGE

120 feet

### COMPONENTS

V, S

### DURATION

Instantaneous

You hurl a mote of fire at a creature or an object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Fire damage. A flammable object hit by this spell starts burning if it isn't being worn or carried.

#### Cantrip Upgrade

The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

## CLERIC

## MIND SLIVER

Enchantment cantrip

### CASTING TIME

Action

### RANGE

60 feet

### COMPONENTS

V

### DURATION

1 round

You try to temporarily sliver the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 Psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn.

#### Cantrip Upgrade

The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

## BARD, SORCERER, WARLOCK, WIZARD

## ARMS OF HADAR

1st-level conjuration

### CASTING TIME

Action

### RANGE

Self

### COMPONENTS

V, S

### DURATION

Instantaneous

Invoking Hadar, you cause tendrils to erupt from yourself. Each creature in a 10-foot Emanation originating from you makes a Strength saving throw. On a failed save, a target takes 2d6 Necrotic damage and can't take Reactions until the start of its next turn. On a successful save, a target takes half as much damage only.

#### At Higher Levels

The damage increases by 1d6 for each spell slot level above 1.

## SORCERER, WIZARD

## HEX

1st-level enchantment

### CASTING TIME

Bonus action

### RANGE

90 feet

### COMPONENTS

V, S, M

### DURATION

up to 1 hour



Material: the petrified eye of a newt

You curse a creature within range, dealing an extra 1d6 necrotic damage on your hits while the spell lasts. You choose one ability; the target has disadvantage on checks with that ability. If the target drops to 0 HP, you can use a bonus action later to curse a new creature.

#### At Higher Levels

Your Concentration can last longer with a spell slot of level 2 (up to 4 hours), 3-4 (up to 8 hours), or 5+ (up to 24 hours).

## SORCERER, WARLOCK, WIZARD

## BANE

1st-level enchantment

### CASTING TIME

Action

### RANGE

30 feet

### COMPONENTS

V, S, M

### DURATION

up to 1 minute



Material: a drop of blood

Up to three creatures of your choice that you can see within range must each make a Charisma saving throw. Whenever a target that fails this save makes an attack roll or a saving throw before the spell ends, the target must subtract 1d4 from the attack roll or save.

#### At Higher Levels

You can target one additional creature for each spell slot level above 1.

## WARLOCK

## HELLISH REBUKE

1st-level evocation

### CASTING TIME

Reaction

### RANGE

60 feet

### COMPONENTS

V, S

### DURATION

Instantaneous

The creature that damaged you is momentarily surrounded by green flames. It makes a Dexterity saving throw, taking 2d10 Fire damage on a failed save or half as much damage on a successful one.

#### At Higher Levels

The damage increases by 1d10 for each spell slot level above 1.

## WARLOCK

## BARD, CLERIC, WARLOCK

## WARLOCK

## INFLECT WOUNDS

1st-level necromancy

**CASTING TIME**  
Action

**RANGE**  
Touch

**COMPONENTS**  
V, S

**DURATION**  
Instantaneous

A creature you touch makes a Constitution saving throw, taking 2d10 Necrotic damage on a failed save or half as much damage on a successful one.

At Higher Levels

The damage increases by 1d10 for each spell slot level above 1.

CLERIC

## MISTY STEP

2nd-level conjuration

**CASTING TIME**  
Bonus action

**RANGE**  
Self

**COMPONENTS**  
V

**DURATION**  
Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space you can see.

SORCERER, WARLOCK, WIZARD

## LEVITATE

2nd-level transmutation

**CASTING TIME**  
Action

**RANGE**  
60 feet

**COMPONENTS**  
V, S, M

**DURATION**   
up to 10 minutes

Material: a metal spring

Levitate lifts a creature or object up to 20 feet within range, up to 500 pounds. An unwilling creature can resist with a Constitution save. The target can move by pushing against surfaces; you can change its altitude by 20 feet per turn. When the spell ends, the target floats down.

SORCERER, WIZARD

## DARKNESS

2nd-level evocation

**CASTING TIME**  
Action

**RANGE**  
60 feet

**COMPONENTS**  
V, M

**DURATION**   
up to 10 minutes

Material: bat fur and a piece of coal

Creates a 15-foot-radius sphere of magical Darkness that blocks nonmagical light and darkvision. Can be cast on an object to produce a 15-foot emanation. Covering the object with opaque material blocks the Darkness. Overlapping with Bright or Dim Light of level 2 or lower dispels that light.

SORCERER, WARLOCK, WIZARD

## COUNTERSPELL

3rd-level abjuration

**CASTING TIME**  
Reaction

**RANGE**  
60 feet

**COMPONENTS**  
S

**DURATION**  
Instantaneous

You attempt to interrupt a creature in the process of casting a spell. The creature must make a Constitution saving throw. On a failed save, the spell dissipates with no effect, and the action, Bonus Action, or Reaction used to cast it is wasted. If that spell was cast with a spell slot, the slot isn't expended.

SORCERER, WARLOCK, WIZARD

## INVISIBILITY

2nd-level illusion

**CASTING TIME**  
Action

**RANGE**  
Touch

**COMPONENTS**  
V, S, M

**DURATION**   
up to 1 hour

Material: an eyelash in gum arabic

A creature you touch has the Invisible condition until the spell ends. The spell ends early immediately after the target makes an attack roll, deals damage, or casts a spell.

At Higher Levels

You can target one additional creature for each spell slot level above 2.

BARD, SORCERER, WARLOCK, WIZARD

## HUNGER OF HADAR

3rd-level conjuration

**CASTING TIME**  
Action

**RANGE**  
150 feet

**COMPONENTS**  
V, S, M

**DURATION**   
up to 1 minute

Material: a pickled tentacle

Creates a 20-ft radius Darkness sphere lasting for the duration. Difficult terrain, blinded within. Creatures starting turn take 2d6 Cold damage; ending turn requires a Dexterity save or take 2d6 Acid damage. No light penetrates the area.

At Higher Levels

The Cold or Acid damage (your choice) increases by 1d6 for each spell slot level above 3.

WARLOCK