

The Wild Beyond the Witchlight: Character Reference

Oulton Silverthorn

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PART 1

CHARACTER INFORMATION

CHAPTER 1: CHARACTER DETAILS

THIS CHAPTER INCLUDES INFORMATION about my character and his backstory. The character sheet and spell list are presented at the end of the chapter.

BASIC INFORMATION

Name: Oulton Silverthorn

Class: Warlock (Celestial)

Race: Owlin (Medium)

Age: 24

Family:

- Parents:
 - Dad: Sylph
 - Mom: Luna
- Brothers:
 - Asher (27 years old)
 - Erevan (11 years old)

IMAGE



CHARACTER BACKSTORY

Oulton lives in the city of Scornubel with his parents and two brothers. His parents run the Happy Beak tavern in town year-round, despite the smaller population in the winter months. Oulton and his siblings also help out at the tavern by taking orders, serving food, and (sometimes) cooking.

WITCHLIGHT CARNIVAL

Oulton first visited the Witchlight Carnival when he was eight years old and snuck in without paying. Although he had a brief interaction with the carnival owners, he did not realize that he lost anything while at the carnival. A few days after visiting the carnival, Oulton realized that he could no longer write. This caused him great distress, and he ran off into the Reaching Woods.

While in the woods, Oulton injured his wing trying to fly to the top of a tree, and became stuck without a way to fly back to the ground. He stayed at the top of the tree for nearly a day, before a Hollyphant named Lucille found him and healed his wing.

PERSONALITY

Oulton is a kind, bubbly, and positive individual. He tries to see the best in people, and has a generally optimistic outlook. He firmly believes in loyalty to friends and family, but he is also not afraid to cut off any relationships that have become negative or toxic.

When it comes to most things, Oulton has a thick skin and does not mind making jokes at his own expense. However, he is very sensitive about how others perceive his intelligence. Since losing the ability to write, he has often found himself the target of jokes mocking him for being stupid or brainless, especially due to the perception of owls as wise and intelligent. As a result, he is very cagey about this, and would almost rather cut off a friend rather than admit that he can't write. Although he certainly would not consider himself a genius, he does not think himself a fool or idiot either. Though he would not admit it to anyone except maybe his older brother, Oulton would do almost anything to be able to write again.

FRIENDS AND FAMILY

Oulton's parents, Sylph and Luna, moved to Scornubel to run the Happy Beak tavern shortly after his brother Asher was born. Oulton has a good relationship with his parents, but he is very close with both his brothers. He considers his older brother Asher a mentor and role model, while he is fiercely protective of his little brother Erevan.

Before Asher was born, Oulton and his family generally got along well and had few conflicts. For a while after Oulton lost the ability to write, he tended to spend a bit less time around his parents for fear of disappointing them, which upset them a bit. However, once Erevan was born,

he quickly filled the role of the mischievous youngest child and Oulton's relationship with his parents basically went back to what it was before.

Oulton doesn't really have any close friends. For most of his life, he was perfectly happy to stay in with his brothers and help out at the Happy Beak rather than going out and meeting new people, despite his parents and older brother's attempts to get him out more. In the past few years, he's been more willing to go out. Last summer, he became friends with a dragonborn named Keltes whose family lived in the town for the summer.

PATRON

Oulton's patron is a Hollyphant named Lucille who he met in the Reaching Woods when he was eight years old. Lucille healed his injured wing when Oulton was stranded at the top of a tree. Extremely grateful for her help, Oulton formed a pact with Lucille and promised to combat evil whenever he encountered it.

Lucille and Oulton became close friends over the years, though they don't see each other often. Lucille serves as a messenger for a deity (though Oulton does not know which one), so she can only visit him when not busy delivering any messages. The two see each other once every few months.

JOURNEY TO SILVERYMOON

A few months ago, Oulton received word that Keltes' family decided to settle down in Silverymoon. Initially, Oulton's normally cheerful demeanor faded as he grappled with the knowledge that Keltes would not be back to Scornubel the next summer. Asher then proposed that Oulton should travel to Silverymoon to visit Keltes, hoping that his brother would not lose the friend he had just made the previous year. After some convincing, Oulton decided that he would take Asher's advice and visit Keltes in Silverymoon.

STARTING EQUIPMENT

- Quarterstaff
- Light crossbow and 20 bolts
- Two daggers
- Arcane Focus
- Dungeoneer's Pack
- Leather Armor

SPELLS KNOWN

CANTRIPS

Spell Name	School	Casting Time	Range	Duration	Components
Eldritch Blast	Evocation	1 Action	120 Feet	Instantaneous	V, S
Light	Evocation	1 Action	Touch	1 hour	V, M
Sacred Flame	Evocation	1 Action	60 feet	Instantaneous	V, S
Toll the Dead	Necromancy	1 Action	60 feet	Instantaneous	V, S

1ST LEVEL

Spell Name	School	Casting Time	Range	Duration	Components
Armor of Agathys	Abjuration	1 Action	Self	1 hour	V, S, M
Hex	Enchantment	1 Bonus Action	90 feet	Concentration, up to 1 hour	V, S, M



Oulton Silverthorn

CHARACTER NAME

Warlock 1

CLASS & LEVEL

BACKGROUND

Drew

PLAYER NAME

Owlin

RACE

ALIGNMENT

he/him

PRONOUNS

STRENGTH

10

±0

DEXTERITY

15

+2

CONSTITUTION

17

+3

INTELLIGENCE

11

±0

WISDOM

14

+2

CHARISMA

19

+4

INSPIRATION

+2 PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☒ +4 Wisdom
- ☒ +6 Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☒ +2 Arcana (Int)
- ☐ Athletics (Str)
- ☒ +6 Deception (Cha)
- ☐ History (Int)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☒ +4 Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

ARMOR CLASS 13

INITIATIVE

SPEED 30

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Quarterstaff	+0	1d6 bludgeoning
Light Crossbow	+2	1d8 piercing
Dagger (x2)	+2	1d4 piercing

Quarterstaff: 1d8 two-handed

Crossbow: range (80/320), 20 bolts

Daggers: thrown (20/60)

ATTACKS & SPELLCASTING

Friendly, bubbly, and overall a cheerful and optimistic person

PERSONALITY TRAITS

Believes in being kind to others but not tolerating any evil deeds

IDEALS

Loyal to his brothers and to Lucille

Friends with Keltes

BONDS

Extremely sensitive about his inability to write

FLAWS

12 PASSIVE WISDOM (PERCEPTION)

Languages: Common, Draconic

Armor: Light armor

Weapons: Simple weapons

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

- Arcane focus: a small bracelet of gemstones worn around his left wrist
- Leather Armor
- Dungeoneer's Pack:
 - Backpack
 - Crowbar
 - Hammer
 - 10 pitons
 - 10 torches
 - Tinderbox
 - 10 days of rations
 - Waterskin
 - 50 ft hempen rope

EQUIPMENT

Owlin:

- Darkvision (120 ft)
- Flight speed 30
- Proficiency in Stealth

Warlock (The Celestial):

- Expanded Spell List
- Bonus Cantrips
- Healing Light

FEATURES & TRAITS

PART 2

RACE AND CLASS

CHAPTER 2: RACE INFORMATION

OWLIN

Source: *Strixhaven: A Curriculum of Chaos*

Distant kin of giant owls from the Feywild, owlin come in many shapes and sizes, from petite and fluffy to wide-winged and majestic. Owlin have arms and legs like other Humanoids, as well as wings that extend from their back and shoulders. Like owls, owlin are graced with feathers that make no sound when they move or fly, making it easy for them to sneak up on you in the library.

Your owlin character might be nocturnal. Or perhaps your character is simply prone to rise later, embodying the common nickname of night owl.

- **Ability Score Increase.** Increase one ability score by 2, and increase a different one by 1.
- **Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.
- **Creature Type.** You are a Humanoid.
- **Size.** You are Medium or Small. You choose the size when you select this race.
- **Speed.** Your walking speed is 30 feet.
- **Darkvision.** You can see in dim light within 120 feet of yourself as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.
- **Flight.** Thanks to your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.
- **Silent Feathers.** You have proficiency in the Stealth skill.

CHAPTER 3: CLASS INFORMATION

WARLOCK

Warlocks are seekers of the knowledge that lies hidden in the fabric of the multiverse. Through pacts made with mysterious beings of supernatural power, warlocks unlock magical effect both subtle and spectacular.

You must have a Charisma score of 13 or higher in order to multiclass in or out of this class.

CLASS FEATURES

As a warlock, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per warlock level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per warlock level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
 - (a) a component pouch or (b) an arcane focus
 - (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor, any simple weapon, and two daggers

OTHERWORLDLY PATRON

At 1st level, you have struck a bargain with an otherworldly being of your choice. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

PACT MAGIC

Your arcane research and the magic bestowed on you by your patron have given you facility with spells.

CANTRIPS

You know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.

SPELL SLOTS

The Warlock table shows how many spell slots you have to cast your warlock spells of 1st through 5th level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *witch bolt*, you must spend one of those slots, and you cast it as a 3rd-level spell.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know two 1st-level spells of your choice from the warlock spell list.

The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice of 1st level or higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier
Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your warlock spells.

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Invocations Known
1st	+2	Otherworldly Patron, Pact Magic	2	2	1	1st	-
2nd	+2	Eldritch Invocations	2	3	2	1st	2
3rd	+2	Pact Boon	2	4	2	2nd	2
4th	+2	Ability Score Improvement, <i>Eldritch Versatility</i> (Optional)	3	5	2	2nd	2
5th	+3		3	6	2	3rd	3
6th	+3	Otherworldly Patron feature	3	7	2	3rd	3
7th	+3		3	8	2	4th	4
8th	+3	Ability Score Improvement, <i>Eldritch Versatility</i> (Optional)	3	9	2	4th	4
9th	+4		3	10	2	5th	5
10th	+4	Otherworldly Patron feature	4	10	2	5th	5
11th	+4	Mystic Arcanum (6th level)	4	11	3	5th	5
12th	+4	Ability Score Improvement, <i>Eldritch Versatility</i> (Optional)	4	11	3	5th	6
13th	+5	Mystic Arcanum (7th level)	4	12	3	5th	6
14th	+5	Otherworldly Patron feature	4	12	3	5th	6
15th	+5	Mystic Arcanum (8th level)	4	13	3	5th	7
16th	+5	Ability Score Improvement, <i>Eldritch Versatility</i> (Optional)	4	13	3	5th	7
17th	+6	Mystic Arcanum (9th level)	4	14	4	5th	7
18th	+6		4	14	4	5th	8
19th	+6	Ability Score Improvement, <i>Eldritch Versatility</i> (Optional)	4	15	4	5th	8
20th	+6	Eldritch Master	4	15	4	5th	8

ELDRITCH INVOCATIONS

In your study of occult lore, you have unearthed Eldritch Invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 2nd level, you gain two eldritch invocations of your choice. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table. A level prerequisite refers to your level in this class.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

AGONIZING BLAST

Prerequisite: *eldritch blast* cantrip

When you cast *eldritch blast*, add your Charisma modifier to the damage it deals on a hit.

ARMOR OF SHADOWS

You can cast mage armor on yourself at will, without expending a spell slot or material components.

ASCENDANT STEP

Prerequisite: 9th level

You can cast levitate on yourself at will, without expending a spell slot or material components.

ASPECT OF THE MOON

Prerequisite: Pact of the Tome feature

You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading your Book of Shadows and keeping watch.

BEAST SPEECH

You can cast speak with animals at will, without expending a spell slot.

BEGUILING INFLUENCE

You gain proficiency in the Deception and Persuasion skills.

BEWITCHING WHISPERS

Prerequisite: 7th level

You can cast compulsion once using a warlock spell slot. You can't do so again until you finish a long rest.

BOND OF THE TALISMAN

Prerequisite: 12th level, Pact of the Talisman feature

While someone else is wearing your talisman, you can use your action to teleport to the unoccupied space closest to them, provided the two of you are on the same plane of existence. The wearer of your talisman can do the same thing, using their action to teleport to you. The teleportation can be used a number of times

equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

BOOK OF ANCIENT SECRETS

Prerequisite: Pact of the Tome feature

You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class's spell list (the two needn't be from the same list). The spells appear in the book and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

CHAINS OF CARCERI

Prerequisite: 15th level, Pact of the Chain feature

You can cast hold monster at will targeting a celestial, fiend, or elemental without expending a spell slot or material components. You must finish a long rest before you can use this invocation on the same creature again.

CLOAK OF FLIES

Prerequisite: 5th level

As a bonus action, you can surround yourself with a magical aura that looks like buzzing flies. The aura extends 5 feet from you in every direction, but not through total cover. It lasts until you're incapacitated or you dismiss it as a bonus action.

The aura grants you advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks. Any other creature that starts its turn in the aura takes poison damage equal to your Charisma modifier (minimum of 0 damage).

Once you use this invocation, you can't use it again until you finish a short or long rest.

DEVIL'S SIGHT

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

DREADFUL WORD

Prerequisite: 7th level

You can cast confusion once using a warlock spell slot. You can't do so again until you finish a long rest.

ELDRITCH MIND

You have advantage on Constitution saving throws that you make to maintain your concentration on a spell.

ELDRITCH SIGHT

You can cast detect magic at will, without expending a spell slot or material components.

ELDRITCH SMITE

Prerequisite: 5th level, Pact of the Blade feature

Once per turn when you hit a creature with your pact weapon, you can expend a warlock spell slot to deal an extra 1d8 force damage to the target, plus another 1d8 per level of the spell slot, and you can knock the target prone if it is Huge or smaller.

ELDRITCH SPEAR

Prerequisite: eldritch blast cantrip

When you cast eldritch blast, its range is 300 feet.

EYES OF THE RUNE KEEPER

You can read all writing.

FAR SCRIBE

Prerequisite: 5th level, Pact of the Tome feature

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your proficiency bonus.

You can cast the sending spell, targeting a creature whose name is on the page, without using a spell slot and without using material components. To do so, you must write the message on the page. The target hears the message in their mind, and if the target replies, their message appears on the page, rather than in your mind. The writing disappears after 1 minute.

As an action, you can magically erase a name on the page by touching it.

FIENDISH VIGOR

You can cast false life on yourself at will as a 1st-level spell, without expending a spell slot or material components.

GAZE OF TWO MINDS

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

GHOSTLY GAZE

Prerequisite: 7th level

As an action, you gain the ability to see through solid objects to a range of 30 feet. Within that range, you have darkvision if you don't already have it. This special sight lasts for 1 minute or until your concentration ends (as if you were concentrating on a spell). During that time, you perceive objects as ghostly, transparent images.

Once you use this invocation, you can't use it again until you finish a short or long rest.

GIFT OF THE DEPTHS

Prerequisite: 5th level

You can breathe underwater, and you gain a swimming speed equal to your walking speed.

You can also cast water breathing without expending a spell slot. You regain the ability to do so when you finish a long rest.

GIFT OF THE EVER-LIVING ONES

Prerequisite: Pact of the Chain feature

Whenever you regain hit points while your familiar is within 100 feet of you, treat any dice rolled to determine the hit points you regain as having rolled their maximum value for you.

GIFT OF THE PROTECTORS

Prerequisite: 9th level, Pact of the Tome feature

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your proficiency bonus.

When any creature whose name is on the page is reduced to 0 hit points but not killed outright, the creature magically drops to 1 hit point instead. Once this magic is triggered, no creature can benefit from it until you finish a long rest.

As an action, you can magically erase a name on the page by touching it.

GRASP OF HADAR

Prerequisite: eldritch blast cantrip

Once on each of your turns when you hit a creature with your eldritch blast, you can move that creature in a straight line 10 feet closer to yourself.

IMPROVED PACT WEAPON

Prerequisite: Pact of the Blade feature

You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells.

In addition, the weapon gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls.

Finally, the weapon you conjure can be a shortbow, longbow, light crossbow, or heavy crossbow.

INVESTMENT OF THE CHAIN MASTER

Prerequisite: Pact of the Chain feature

When you cast find familiar, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits:

The familiar gains either a flying speed or a swimming speed (your choice) of 40 feet.

As a bonus action, you can command the familiar to take the Attack action.

The familiar's weapon attacks are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks.

If the familiar forces a creature to make a saving throw, it uses your spell save DC.

When the familiar takes damage, you can use your reaction to grant it resistance against that damage.

LANCE OF LETHARGY

rerequisite: eldritch blast cantrip

Once on each of your turns when you hit a creature with your eldritch blast, you can reduce that creature's speed by 10 feet until the end of your next turn.

LIFEDRINKER

Prerequisite: 12th level, Pact of the Blade feature

When you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Charisma modifier (minimum 1).

MADDENING HEX

Prerequisite: 5th level, hex spell or a warlock feature that curses

As a bonus action, you cause a psychic disturbance around the target cursed by your hex spell or by a warlock feature of yours, such as Hexblade's Curse and Sign of Ill Omen. When you do so, you deal psychic damage to the cursed target and each creature of your choice within 5

feet of it. The psychic damage equals your Charisma modifier (minimum of 1 damage). To use this invocation, you must be able to see the cursed target, and it must be within 30 feet of you.

MASK OF MANY FACES

You can cast disguise self at will, without expending a spell slot.

MASTER OF MYRIAD FORMS

Prerequisite: 15th level

You can cast alter self at will, without expending a spell slot.

MINIONS OF CHAOS

Prerequisite: 9th level

You can cast conjure elemental once using a warlock spell slot. You can't do so again until you finish a long rest.

MIRE THE MIND

Prerequisite: 5th level

You can cast slow once using a warlock spell slot. You can't do so again until you finish a long rest.

MISTY VISIONS

You can cast silent image at will, without expending a spell slot or material components.

ONE WITH SHADOWS

Prerequisite: 5th level

When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

OTHERWORLDLY LEAP

Prerequisite: 9th level

You can cast jump at will, without expending a spell slot.

PROTECTION OF THE TALISMAN

Prerequisite: 7th level, Pact of the Talisman feature

When the wearer of your talisman fails a saving throw, they can add a d4 to the roll, potentially turning the save into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

REBUKE OF THE TALISMAN

Prerequisite: Pact of the Talisman feature

When the wearer of your talisman is hit by an attacker you can see within 30 feet of you, you can use your reaction to deal psychic damage to the attacker equal to your proficiency bonus and push it up to 10 feet away from the talisman's wearer.

RELENTLESS HEX

Prerequisite: 7th level, hex spell or a warlock feature that curses

Your curse creates a temporary bond between you and your target. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the target cursed by your hex spell or by a warlock feature of yours, such as Hexblade's Curse and Sign of Ill Omen. To teleport in this way, you must be able to see the cursed target.

REPELLING BLAST

Prerequisite: eldritch blast cantrip

When you hit a creature with eldritch blast, you can push the creature up to 10 feet away from you in a straight line.

SCULPTOR OF FLESH

Prerequisite: 7th level

You can cast polymorph once using a warlock spell slot. You can't do so again until you finish a long rest.

SHROUD OF SHADOW

Prerequisite: 15th level

You can cast invisibility at will, without expending a spell slot.

SIGN OF ILL OMEN

Prerequisite: 5th level

You can cast bestow curse once using a warlock spell slot. You can't do so again until you finish a long rest.

THIEF OF FIVE FATES

You can cast bane once using a warlock spell slot. You can't do so again until you finish a long rest.

THIRSTING BLADE

Prerequisite: 5th level, Pact of the Blade feature

You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

TOMB OF LEVISTUS

Prerequisite: 5th level

As a reaction when you take damage, you can entomb yourself in ice, which melts away at the end of your next turn. You gain 10 temporary hit points per warlock level, which take as much of the triggering damage as possible. Immediately after you take the damage, you gain vulnerability to fire damage, your speed is reduced to 0, and you are incapacitated. These effects, including any remaining temporary hit points, all end when the ice melts.

Once you use this invocation, you can't use it again until you finish a short or long rest.

TRICKSTER'S ESCAPE

Prerequisite: 7th level

You can cast freedom of movement once on yourself without expending a spell slot. You regain the ability to do so when you finish a long rest.

UNDYING SERVITUDE

Prerequisite: 5th-level warlock

You can cast animate dead without using a spell slot. Once you do so, you can't cast it in this way again until you finish a long rest.

VISIONS OF DISTANT REALMS

Prerequisite: 15th level

You can cast arcane eye at will, without expending a spell slot.

VOICE OF THE CHAIN MASTER

Prerequisite: Pact of the Chain feature

You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

WHISPERS OF THE GRAVE

Prerequisite: 9th level

You can cast speak with dead at will, without expending a spell slot.

WITCH SIGHT

Prerequisite: 15th level

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

PACT BOON

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

PACT OF THE BLADE

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest.

You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

PACT OF THE CHAIN

You learn the find familiar spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack with its reaction.

PACT OF THE TOME

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list (the three needn't be from the same list). While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the warlock spell list, they are nonetheless warlock spells for you.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

PACT OF THE TALISMAN

Your patron gives you an amulet, a talisman that can aid the wearer when the need is great. When the wearer fails an ability check, they can add a d4 to the roll, potentially turning the roll into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

If you lose the talisman, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the

previous amulet. The talisman turns to ash when you die.

PACT OF THE STAR CHAIN (UA)

Prerequisite: *Seeker Patron*

The Seeker grants you a chain forged from starlight, decorated with seven gleaming motes of brightness. While the chain is on your person, you know the augury spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

Additionally, you can invoke the Seeker's power to gain advantage on an Intelligence check while you carry this item. Once you use this ability, you cannot use it again until you complete a short or long rest.

If you lose your Star Chain, you can perform a 1-hour ceremony to receive a replacement from the Seeker. The ceremony can be performed during a short or long rest, and it destroys the previous chain. The chain disappears in a flash of light when you die.

The exact form of this item might be different depending on your patron. The Star Chain is inspired by the Greyhawk deity Celestian.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

ELDRITCH VERSATILITY (OPTIONAL)

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing a change of focus in your occult studies:

- Replace one cantrip you learned from this class's Pact Magic feature with another cantrip from the warlock spell list.
- Replace the option you chose for the Pact Boon feature with one of that feature's other options.
- If you're 12th level or higher, replace one spell from your Mystic Arcanum feature with another warlock spell of the same level.

If this change makes you ineligible for any of your Eldritch Invocations, you must also replace them now, choosing invocations for which you qualify.

MYSTIC ARCANUM

At 11th level, your patron bestows upon you a magical secret called an arcanum. Choose one 6th-level spell from the warlock spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

ELDRITCH MASTER

At 20th level, you can draw on your inner reserve of mystical power while entreating your patron to regain expended spell slots. You can spend 1 minute entreating your patron for aid to regain all your expended spell slots from your Pact Magic feature. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

THE CELESTIAL

Your patron is a powerful being of the Upper Planes. You have bound yourself to an ancient empyrean, solar, ki-rin, unicorn, or other entity that resides in the planes of everlasting bliss. Your pact with that being allows you to experience the barest touch of the holy light that illuminates the multiverse.

Being connected to such power can cause changes to your behavior and beliefs. You might find yourself driven to annihilate the undead, to defeat fiends, and to protect the innocent. At times, your heart might also be filled with a longing for the celestial realm of your patron, a desire to wander that paradise for the rest of your days. But you know that your mission is among mortals for now and that your pact binds you to bring light to the dark places of the world.

Source: *Strixhaven: A Curriculum of Chaos*

EXPANDED SPELL LIST

The Celestial lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	Cure Wounds, Guiding Bolt
2nd	Flaming Sphere, Lesser Restoration
3rd	Daylight, Revivify
4th	Guardian of Faith, Wall of Fire
5th	Flame Strike, Greater Restoration

BONUS CANTRIPS

At 1st level, you learn the Light and Sacred Flame cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

HEALING LIGHT

At 1st level, you gain the ability to channel celestial energy to heal wounds. You have a pool of d6s that you spend to fuel this healing. The number of dice in the pool equals 1 + your warlock level.

As a bonus action, you can heal one creature you can see within 60 feet of you, spending dice from the pool. The maximum number of dice you can spend at once equals your Charisma modifier (minimum of one die). Roll the dice you spend, add them together, and restore a number of hit points equal to the total.

Your pool regains all expended dice when you finish a long rest.

RADIANT SOUL

Starting at 6th level, your link to the Celestial allows you to serve as a conduit for radiant energy. You have resistance to radiant damage, and when you cast a spell that deals radiant or fire damage, you add your Charisma modifier to one radiant or fire damage roll of that spell against one of its targets.

CELESTIAL RESISTANCE

Starting at 10th level, you gain temporary hit points whenever you finish a short or long rest. These temporary hit points equal your warlock level + your Charisma modifier. Additionally, choose up to five creatures you can see at the end of the rest. Those creatures each gain temporary hit points equal to half your warlock level + your Charisma modifier.

SEARING VENGEANCE

Starting at 14th level, the radiant energy you channel allows you to resist death. When you have to make a death saving throw at the start of your turn, you can instead spring back to your feet with a burst of radiant energy. You regain hit points equal to half your hit point maximum, and then you stand up if you so choose. Each creature of your choice that is within 30 feet of you takes radiant damage equal to 2d8 + your Charisma modifier, and is blinded until the end of the current turn.

Once you use this feature, you can't use it again until you finish a long rest.

PART 3

SPELLS AND ITEMS

CHAPTER 4: ITEM INDEX

ITEM LIST

This section lists the items that Oulton owns.

BACKPACK

Adventuring Gear

Weight: 5 lb.

A backpack can hold one cubic foot or 30 pounds of gear. You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

CRYSTAL (ARCANES FOCUS)

Adventuring gear

Weight: 1 lb.

Cost: 10 gp

An arcane focus is a special item—an orb, a crystal, a rod, a specifically constructed staff, a wand-like length of wood, or some similar item designed to channel the power of arcane spells. A sorcerer, warlock, or wizard can use such an item as a spellcasting focus, using it in place of any material component which does not list a cost.

CROSSBOW BOLTS

Ammunition

Weight: 1½ / 20 bolts

Cost: 1 gp / 20 bolts

You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

CROWBAR

Adventuring Gear

Weight: 5 lb.

Cost: 2 gp

DAGGER

Melee Weapon (Simple)

Damage: 1d4

Damage Type: Piercing

Properties: Finesse, Light, Range, Thrown

Range: 20/60

Weight: 1 lb.

Cost: 2 gp

DUNGEONEER'S PACK

Equipment Pack

Item Rarity: Standard

Contents: Backpack, crowbar, hammer, piton (10), torch (10), tinderbox, rations (10), waterskin, hempen rope (50 ft)

Cost: 12 gp

HAMMER

Adventuring Gear

Item Rarity: Standard

Weight: 3lb.

Cost: 1 gp

HEMPEN ROPE

Adventuring Gear

Item Rarity: Standard

Weight: 10 lb.

Cost: 1 gp

Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

LEATHER ARMOR

Light Armor

AC: 11 + Dex modifier

Item Rarity: Standard

Weight: 10 lb.

Cost: 10 gp

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

LIGHT CROSSBOW

Ranged Weapon (Simple)

Damage: 1d8

Damage Type: Piercing

Item Rarity: Standard

Properties: Loading, Range, Two-Handed

Range: 80/320

Weight: 5 lb.

PITON

Adventuring Gear

Weight: ¼ lb.

Cost: 5 cp

QUARTERSTAFF

Melee Weapon (Simple)

Damage: 1d6 (1d8)

Damage Type: Bludgeoning

Item Rarity: Standard

Properties: Versatile

Weight: 4 lb.

RATIONS

Adventuring Gear

Item Rarity: Standard

Weight: 2 lb.

Cost: 5 sp

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

TINDERBOX

Adventuring Gear

Weight: 1 lb.

Cost: 5 sp

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch - or anything else with abundant, exposed fuel - takes an action. Lighting any other fire takes 1 minute.

TORCH

Adventuring Gear

Damage: 1

Damage Type: Fire

Duration: 1 Hour

Item Rarity: Standard

Range: 20/40

Weight: 1 lb.

Cost: 1 cp

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

WATERSKIN

Adventuring Gear

Item Rarity: Standard

Weight: 5 lb.

Cost: 2 sp

A waterskin can hold up to 4 pints of liquid.

ITEM PROPERTIES

AMMUNITION

You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack. At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section). A sling must be loaded to deal any damage when used in this way.

FINESSE

When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

LIGHT

A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

LOADING

Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

RANGE

A weapon that can be used to make a ranged attack has a range in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

THROWN

If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

TWO-HANDED

This weapon requires two hands when you attack with it.

VERSATILE

This weapon can be used with one or two hands. A damage value in parentheses appears with the propertythe damage when the weapon is used with two hands to make a melee attack.

CHAPTER 5: SPELL INDEX

WARLOCK SPELL LIST

CANTRIPS

Spell Name	School	Casting Time	Range	Duration	Components
Blade Ward	Abjuration	1 Action	Self	1 round	V, S
Booming Blade	Evocation	1 Action	Self (5-foot radius)	1 round	S, M
Chill Touch	Necromancy	1 Action	120 feet	1 round	V, S
Create Bonfire	Conjuration	1 Action	60 Feet	Concentration, up to 1 minute	V, S
Eldritch Blast	Evocation	1 Action	120 Feet	Instantaneous	V, S
Friends	Enchantment	1 Action	Self	Concentration, up to 1 minute	S, M
Frostbite	Evocation	1 Action	60 feet	Instantaneous	V, S
Green-Flame Blade	Evocation	1 Action	Self (5-foot radius)	Instantaneous	S, M
Infestation	Conjuration	1 Action	30 feet	Instantaneous	V, S, M
Lightning Lure	Evocation	1 Action	Self (15-foot radius)	Instantaneous	V
Mage Hand	Conjuration	1 Action	30 feet	1 minute	V, S
Magic Stone	Transmutation	1 Bonus Action	Touch	1 minute	V, S
Mind Sliver	Enchantment	1 Action	60 feet	1 round	V
Minor Illusion	Illusion	1 Action	30 feet	1 minute	S, M
Poison Spray	Conjuration	1 Action	10 feet	Instantaneous	V, S
Prestidigitation	Transmutation	1 Action	10 feet	Up to 1 hour	V, S
Sword Burst	Conjuration	1 Action	Self (5-foot radius)	Instantaneous	V
Thunderclap	Evocation	1 Action	Self (5-foot radius)	Instantaneous	S
Toll the Dead	Necromancy	1 Action	60 feet	Instantaneous	V, S
True Strike	Divination	1 Action	30 feet	Concentration up to 1 round	S

1ST LEVEL

Spell Name	School	Casting Time	Range	Duration	Components
Armor of Agathys	Abjuration	1 Action	Self	1 hour	V, S, M
Arms of Hadar	Conjuration	1 Action	Self (10-foot radius)	Instantaneous	V, S
Cause Fear	Necromancy	1 Action	60 feet	Concentration, up to 1 minute	V, S
Charm Person	Enchantment	1 Action	30 feet	1 hour	V, S
Comprehend Languages	Divination	1 Action ^R	Self	1 hour	V, S, M
Distort Value	Illusion	1 Minute	Touch	8 hours	V
Expedition's Retreat	Transmutation	1 Bonus Action	Self	Concentration, up to 10 minutes	V, S
Hellish Rebuke	Evocation	1 Reaction	60 feet	Instantaneous	V, S
Hex	Enchantment	1 Bonus Action	90 feet	Concentration, up to 1 hour	V, S, M
Id Insinuation (UA)	Enchantment	1 Action	60 feet	Concentration, up to 1 minute	V, S
Illusory Script	Illusion	1 Minute ^R	Touch	10 days	S, M
Protection from Evil and Good	Abjuration	1 Action	Touch	Concentration, up to 10 minutes	V, S, M
Puppet (UA)	Enchantment	1 Action	120 feet	Instantaneous	V
Sense Emotion (UA)	Divination	1 Action	Self	Concentration, up to 1 minute	V, S
Unseen Servant	Conjuration	1 Action ^R	60 feet	1 hour	V, S, M
Witch Bolt	Evocation	1 Action	30 feet	Concentration, up to 1 minute	V, S, M

SPELL DESCRIPTIONS

CANTRIPS

BLADE WARD

Abjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

BOOMING BLADE

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

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

Duration: 1 round

You brandish the weapon used in the spells casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attacks normal effects and then becomes sheathed in booming energy until the start of your next turn. If the target willingly moves 5 feet or more before then, the target takes 1d8 thunder damage, and the spell ends.

At Higher Levels. At 5th level, the melee attack deals an extra 1d8 thunder damage to the target on a hit, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level (2d8 and 3d8) and again at 17th level (3d8 and 4d8).

CHILL TOUCH

Necromancy cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

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.

At Higher Levels. This spells damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

CREATE BONFIRE

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a bonfire on ground that you can see within range. Until the spell ends, the bonfire fills a 5-foot cube. Any creature in the bonfires space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it enters the bonfires space for the first time on a turn or ends its turn there.

At Higher Levels. The spells damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

ELDRITCH BLAST

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

At Higher Levels. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

FRIENDS

Enchantment cantrip

Casting Time: 1 action

Range: Self

Components: S, M (a small amount of makeup applied to the face as this spell is cast)

Duration: Concentration, up to 1 minute

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

FROSTBITE

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

At Higher Levels. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

GREEN-FLAME BLADE

Evocation cantrip

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 fire 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 fire 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).

INFESTATION

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a living flea)

Duration: Instantaneous

You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.

At Higher Levels. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

LIGHT

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, M (a firefly or phosphorescent moss)

Duration: 1 hour

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.

LIGHTNING LURE

Evocation cantrip

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V

Duration: Instantaneous

You create a lash of lightning energy that strikes at one creature of your choice that you can see within 15 feet of you. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and then take 1d8 lightning damage if it is within 5 feet of you.

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

MAGE HAND

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

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.

MAGIC STONE

Transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 minute

You touch one to three pebbles and imbue them with magic. You or someone else can make a ranged spell attack with one of the pebbles by throwing it or hurling it with a sling. If thrown, it has a range of 60 feet. If someone else attacks with the pebble, that attacker adds your spellcasting ability modifier, not the attackers, to the attack roll. On a hit, the target takes bludgeoning damage equal to 1d6 + your spellcasting ability modifier. Hit or miss, the spell then ends on the stone.

If you cast this spell again, the spell ends early on any pebbles still affected by it.

MIND SLIVER

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 round

You drive a disorienting spike of psychic energy into 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.

At Higher Levels. This spells damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

MINOR ILLUSION

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Components: S, M (a bit of fleece)

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.

POISON SPRAY

Conjuration cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

At Higher Levels. This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

PRESTIDIGITATION

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range: - You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. - You instantaneously light or snuff out a candle, a torch, or a small campfire. - You instantaneously clean or soil an object no larger than 1 cubic foot. - You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. - You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. - You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

SACRED FLAME

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

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

SWORD BURST

Conjuration cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V

Duration: Instantaneous

You create a momentary circle of spectral blades that sweep around you. All other creatures within 5 feet of you must succeed on a Dexterity saving throw or take 1d6 force damage.

At Higher Levels. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

THUNDERCLAP

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: S

Duration: Instantaneous

You create a burst of thunderous sound, which can be heard 100 feet away. Each creature other than you within 5 feet of you must make a Constitution saving throw. On a failed save, the creature takes 1d6 thunder damage.

At Higher Levels. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

TOLL THE DEAD

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.

At Higher Levels. The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

TRUE STRIKE

Divination cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 round

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.

1ST LEVEL

ARMOR OF AGATHYS

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a cup of water)

Duration: 1 hour

A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot.

ARMS OF HADAR

1st-level conjuration

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Instantaneous

You invoke the power of Hadar, the Dark Hunger. Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

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.

CAUSE FEAR

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You awaken the sense of mortality in one creature you can see within range. A construct or an undead is immune to this effect. The target must succeed on a Wisdom saving throw or become frightened of you until the spell ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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. The creatures must be within 30 feet of each other when you target them.

CHARM PERSON

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

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. The creatures must be within 30 feet of each other when you target them.

COMPREHEND LANGUAGES

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of soot and salt)

Duration: 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or glyph, such as an arcane sigil, that isn't part of a written language.

CURE WOUNDS

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + 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 1d8 for each slot level above 1st.

DISTORT VALUE

1st-level Illusion

Casting Time: 1 minute

Range: Touch

Components: V

Duration: 8 hours

You cast this spell on an object no more than 1 foot on a side, doubling the object's perceived value by adding illusionary flourish or reducing its perceived value by half with the help of illusionary dents and scratches. Anyone examining the object must roll an Investigation check against your spell DC.

At Higher Levels. When you cast this spell using a higher spell slot, you increase the size of the object by 1 foot per spell slot over 1st.

EXPEDITIOUS RETREAT

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

FAERIE FIRE

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice).

Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

FIND FAMILIAR

1st-level conjuration (ritual)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)

Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again. As an action, you can temporarily dismiss your familiar to a pocket dimension. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. Whenever the familiar drops to 0 hit points or disappears into the pocket dimension, it leaves behind in its space anything it was wearing or carrying.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

GUIDING BOLT

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

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.

HELLISH REBUKE

1st-level evocation

Casting Time: 1 reaction, which you take when you are damaged by a creature within 60 feet of you that you can see

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

HEX

1st-level enchantment

Casting Time: 1 bonus action

Range: 90 feet

Components: V, S, M (the petrified eye of a newt)

Duration: Concentration, up to 1 hour

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability.

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 curse a new creature.

A Remove Curse cast on the target ends this spell early.

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.

ID INSINUATION (UA)

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You unleash a torrent of conflicting desires in the mind of one creature you can see within range, impairing its ability to make decisions. The target must succeed on a Wisdom saving throw or be incapacitated. At the end of each of its turns, it takes 1d12 psychic damage, and it can then make another Wisdom saving throw. On a success, the spell ends on the target.

ILLUSORY SCRIPT

1st-level illusion (ritual)

Casting Time: 1 minute

Range: Touch

Components: S, M (a lead-based ink worth at least 10 gp, which the spell consumes)

Duration: 10 days

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration.

To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know.

Should the spell be dispelled, the original script and the illusion both disappear. A creature with truesight can read the hidden message.

PROTECTION FROM EVIL AND GOOD

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (holy water or powdered silver and iron, which the spell consumes)

Duration: Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has

advantage on any new saving throw against the relevant effect.

PUPPET (UA)

1st-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Instantaneous

Your gesture forces one humanoid you can see within range to make a Constitution saving throw. On a failed save, the target must move up to its speed in a direction you choose. In addition, you can cause the target to drop whatever it is holding. This spell has no effect on a humanoid that is immune to being charmed.

Edit: removed disarming ability which makes spell a bit overpowered.

SENSE EMOTION (UA)

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You attune your senses to pick up the emotions of others for the duration. When you cast the spell, and as your action on each turn until the spell ends, you can focus your senses on one humanoid you can see within 30 feet of you. You instantly learn the targets prevailing emotion, whether its love, anger, pain, fear, calm, or something else. If the target isn't actually humanoid or it is immune to being charmed, you sense that it is calm.

SLEEP

1st-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)

Duration: 1 minute

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.

UNSEEN SERVANT

1st-level conjuration (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of string and a bit of wood)

Duration: 1 hour

This spell creates an invisible, mindless, shapeless, Medium force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

WITCH BOLT

1st-level evocation

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.

2ND LEVEL

BORROWED KNOWLEDGE

2nd-level Divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a book worth at least 25 gp)

Duration: 1 hour

You draw on knowledge from spirits of the past. Choose one skill in which you lack proficiency. For the spell's duration, you have proficiency in the chosen skill. The spell ends early if you cast it again.

CALM EMOTIONS

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.

CLOUD OF DAGGERS

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a sliver of glass)

Duration: Concentration, up to 1 minute

You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

CROWN OF MADNESS

2nd-level enchantment

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.

DARKNESS

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, M (bat fur and a drop of pitch or piece of coal)

Duration: Concentration, up to 10 minutes

Magical darkness spreads from a point you choose within range to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

EARTHBIND

2nd-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V

Duration: Concentration, up to 1 minute

Choose one creature you can see within range. Yellow strips of magical energy loop around the creature. The target must succeed on a Strength saving throw or its flying speed (if any) is reduced

to 0 feet for the spell's duration. An airborne creature affected by this spell descends at 60 feet per round until it reaches the ground or the spell ends.

ENTHRALL

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.

FLAMING SPHERE

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)

Duration: Concentration, up to 1 minute

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

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

FLOCK OF FAMILIARS

2nd-level conjuration

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You temporarily summon three familiars—spirits that take animal forms of your choice. Each familiar uses the same rules and options for a familiar conjured by the Find Familiar spell. All the familiars conjured by this spell must be the same type of creature (celestials, fey, or fiends; your choice). If you already have a familiar conjured by the Find Familiar spell or similar means, then one fewer familiars are conjured by this spell.

Familiars summoned by this spell can telepathically communicate with you and share their visual or auditory senses while they are within 1 mile of you.

When you cast a spell with a range of touch, one of the familiars conjured by this spell can deliver the spell, as normal. However, you can cast a touch spell through only one familiar per turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you conjure an additional familiar for each slot level above 2nd.

HOLD PERSON

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small, straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

INVISIBILITY

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (an eyelash encased in gum arabic)

Duration: Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

LESSER RESTORATION

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

MENTAL BARRIER (UA)

2nd-level abjuration

Casting Time: 1 reaction, which you take when you are forced to make an Intelligence, a Wisdom, or a Charisma saving throw

Range: Self

Components: V

Duration: 1 round

You protect your mind with a wall of looping, repetitive thought. Until the start of your next turn, you have advantage on Intelligence, Wisdom, and Charisma saving throws, and you have resistance to psychic damage.

MIND SPIKE

2nd-level divination

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 hour

You reach into the mind of one creature you can see within range. The target must make a Wisdom saving throw, taking 3d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, you also always know the target's location until the spell ends, but only while the two of you are on the same plane of existence. While you have this knowledge, the target can't become hidden from you, and if it's invisible, it gains no benefit from that condition against you.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

MIND THRUST (UA)

2nd-level enchantment

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: 1 round

You thrust a lance of psychic disruption into the mind of one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 3d6 psychic damage, and it can't take a reaction until the end of its next turn. Moreover, on its next turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. On a successful save, the target takes half as much damage and suffers none of the spells' other effects.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

MIRROR IMAGE

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

MISTY STEP

2nd-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

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

PHANTASMAL FORCE

2nd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 1 minute

You craft an illusion that takes root in the mind of a creature that you can see within range. The target must make an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This spell has no effect on undead or constructs.

The phantasm includes sound, temperature, and other stimuli, also evident only to the creature.

The target can use its action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends.

While a target is affected by the spell, the target treats the phantasm as if it were real. The target rationalizes any illogical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall; it was pushed, it slipped, or a strong wind might have knocked it off.

An affected target is so convinced of the phantasms' reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target if it is in the phantasms' area or within 5 feet of the phantasm, provided that the illusion is of a creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the illusion.

RAY OF ENFEEBLEMENT

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends.

At the end of each of the targets turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

SHADOW BLADE

2nd-level illusion

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You weave together threads of shadow to create a sword of solidified gloom in your hand. This magic sword lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d8 psychic damage on a hit and has the finesse, light, and thrown properties (range 20/60). In addition, when you use the sword to attack a target that is in dim light or darkness, you make the attack roll with advantage.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d8. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 4d8. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d8.

SHATTER

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a chip of mica)

Duration: Instantaneous

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 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

SPIDER CLIMB

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of bitumen and a spider)

Duration: Concentration, up to 1 hour

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

SPRAY OF CARDS

2nd-level conjuration

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a deck of cards)

Duration: Instantaneous

You spray a 15-foot cone of spectral cards. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 2d10 force damage and has the blinded condition until the end of its next turn. On a successful save, a creature takes half as much damage only.

****At Higher Levels.**** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

SUGGESTION

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)

Duration: Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For

example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends.

THOUGHT SHIELD (UA)

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

You weave a clouding veil over the mind of one creature you touch. For the duration, the targets mind can't be read or detected, creatures can't telepathically communicate with the target unless the target allows it, and the target has advantage on saving throws against any effect that would determine whether it is telling the truth.

WARP SENSE

2nd-Level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a razorvine leaf)

Duration: Concentration, up to 1 minute

For the duration, you sense the presence of portals, even inactive ones, within 30 feet of yourself. If you detect a portal in this way, you can use your action to study it. Make a DC 15 ability check using your spellcasting ability. On a successful check, you learn the destination plane of the portal and what portal key it requires, then the spell ends. On a failed check, you learn nothing and can't study that portal again using this spell until you cast it again. 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.

3RD LEVEL

BLINK

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane).

At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you

return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creature that aren't there can't perceive you or interact with you, unless they have the ability to do so.

DAYLIGHT

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 hour

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object with and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

PLANT GROWTH

3rd-level transmutation

Casting Time: 1 action or 8 hours

Range: 150 feet

Components: V, S

Duration: Instantaneous

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits.

If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves.

You can exclude one or more areas of any size within the spell's area from being affected.

If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1

year. The plants yield twice the normal amount of food when harvested.

REMOVE CURSE

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owners attunement to the object so it can be removed or discarded.

REVIVIFY

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamonds worth 300 gp, which the spell consumes)

Duration: Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

4TH LEVEL

DOMINATE BEAST

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as Attack that creature, Run over there, or Fetch that object. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you

choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell with a 5th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 6th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 7th level or higher, the duration is concentration, up to 8 hours.

GREATER INVISIBILITY

4th-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

GUARDIAN OF FAITH

4th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 8 hours

A Large spectral guardian appears and hovers for the duration in an unoccupied space of your choice that you can see within range. The guardian occupies that space and is indistinct except for a gleaming sword and shield emblazoned with the symbol of your deity.

Any creature hostile to you that moves to a space within 10 feet of the guardian for the first time on a turn must succeed on a Dexterity saving throw. The creature takes 20 radiant damage on a failed save, or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 60 damage.

WALL OF FIRE

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small piece of phosphorus)

Duration: Concentration, up to 1 minute

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot

thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save.

One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

5TH LEVEL

DOMINATE PERSON

5th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature", "Run over there", or "Fetch that object". If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration,

up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

FLAME STRIKE

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (pinch of sulfur)

Duration: Instantaneous

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10-foot radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each slot level above 5th.

GREATER RESTORATION

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamond dust worth at least 100 gp, which the spell consumes)

Duration: Instantaneous

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the targets exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed or petrified the target
- One curse, including the targets attunement to a cursed magic item
- Any reduction to one of the targets ability scores
- One effect reducing the targets hit point maximum

SEEMING

5th-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 8 hours

This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell.

The spell disguises physical appearances as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in-between. You

can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this spell fail to hold up to physical inspections. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.