**Eldritch Blast**

*cantrip evocation*

* **Casting Time:**1 action
* **Range:**120 feet
* **Target:**A creature within range
* **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.  
  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.

**Mage Hand**

*cantrip conjuration*

* **Casting Time:**1 action
* **Range:**30 feet
* **Target:**A point you choose within range
* **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 magic items, or carry more than 10 pounds.

**Prestidigitation**

*cantrip transmutation*

* **Casting Time:**1 action
* **Range:**10 feet
* **Target:**See text
* **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.

**Guidance**

*cantrip divination*

* **Casting Time:**1 action
* **Range:**Touch
* **Target:**One willing creature
* **Duration:**Up to 1 minute
* You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

**Spare The Dying**

*cantrip necromancy*

* **Casting Time:**1 action
* **Range:**Touch
* **Target:**A living creature that has 0 hit points
* **Duration:**Instantaneous
* You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

**True Strike**

*cantrip divination*

* **Casting Time:**1 action
* **Range:**30 feet
* **Target:**A target in range
* **Duration:**ConcentrationUp 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.

**Misty Step**

*2nd level conjuration*

* **Casting Time:**1 bonus action
* **Range:**Self
* **Target:**Self
* **Duration:**Instantaneous
* Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

**Detect Magic**

*1st level divination (ritual)*

* **Casting Time:**1 action
* **Range:**Self
* **Target:**Self
* **Duration:**ConcentrationUp to 10 minutes
* For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

**Hideous Laughter**

*1st level enchantment*

* **Casting Time:**1 action
* **Range:**30 feet
* **Target:**A creature of your choice that you can see within range
* **Duration:** ConcentrationUp to 1 minute
* A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn’t affected.  
  At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it’s triggered by damage. On a success, the spell ends.

**Hellish Rebuke**

*1st level evocation*

* **Casting Time:**1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see
* **Range:**60 feet
* **Target:**The creature that damaged you
* **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.

**Crown of Madness**

*2nd-level enchantment*

* **Casting Time:** 1 action  
  **Range:** 120 feet   
  **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.

**Invisibility**

*2nd level illusion*

* **Casting Time:**1 action
* **Range:**Touch
* **Target:**A creature you touch
* **Duration:**ConcentrationUp 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.

**False Life**

*1st level necromancy*

* **Casting Time:**1 action
* **Range:**Self
* **Target:**Self
* **Duration:**1 hour
* Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.
* **At Higher Levels:**When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional Temporary Hit Points for each slot level above 1st.

**Find Vehicle (UA)**

* Source: Unearthed Arcana 7 - Modern Magic
* *2nd-level conjuration (technomagic)*
* **Casting Time:** 10 minutes  
  **Range:** 30 feet  
  **Duration:** 8 hours
* You summon a spirit that assumes the form of a nonmilitary land vehicle of your choice, appearing in an unoccupied space within range. The vehicle has the statistics of a normal vehicle of its sort, though it is celestial, fey, or fiendish (your choice in origin). The physical characteristics of the vehicle reflect its origin to some degree. For example, a fiendish SUV might be jet black in color, with tinted windows and a sinister-looking front grille.
* You have a supernatural bond with the conjured vehicle that allows you to drive beyond your normal ability. While driving the conjured vehicle, you are considered proficient with vehicles of its type, and you add double your proficiency bonus to ability checks related to driving the vehicle. While driving the vehicle, you can make any spell you cast that targets only you also target the vehicle.
* If the vehicle drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss the vehicle at any time as an action, causing it to disappear.
* You can't have more than one vehicle bonded by this spell at a time. As an action, you can release the vehicle from its bond at any time, causing it to disappear.
* ***At Higher Levels.*** When you cast this spell using a spell slot of 3rd level or higher, you can conjure a nonmilitary water vehicle large enough to carry six Medium creatures. When you cast this spell using a spell slot of 5th level or higher, you can conjure a nonmilitary air vehicle large enough to carry ten Medium creatures. When you cast this spell using a spell slot of 7th level or higher, you can conjure any type of vehicle, subject to the DM's approval.

### **Awakened Mind**

Starting at 1st level, your alien knowledge gives you the ability to touch the minds of other creatures. You can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

**Armor of Shadows**

You can cast [*mage armor*](https://www.aidedd.org/dnd/sorts.php?vo=mage-armor) on yourself at will, without expending a spell slot or material components.

**Mage Armor**

*level 1 – abjuration*

* **Casting Time**: 1 action
* **Range**: Touch
* **Duration**: 8 hours
* You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

**Speak With Animals**

*1st level divination (ritual)*

* **Casting Time:**1 action
* **Range:**Self
* **Target:**Self
* **Duration:**10 minutes
* You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM’s discretion.

**Darkvision**

*2nd level transmutation*

* **Casting Time:**1 action
* **Range:**Touch
* **Target:**A willing creature
* **Components:**V S M (Either a pinch of dried carrot or an agate)
* **Duration:**8 hours
* **Classes:**Druid, Ranger, Sorcerer, Wizard
* You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

**Fey Ancestry:**

You have [advantage](https://roll20.net/compendium/dnd5e/Rules:Ability%20Scores?expansion=0#toc_2) on saving throws against being [charmed](https://roll20.net/compendium/dnd5e/Rules:Conditions?expansion=0#toc_2), and magic can’t put you to sleep.

**Fey Touched**

Source: Tasha's Cauldron of Everything

Your exposure to the Feywild's magic has changed you, granting you the following benefits:

* Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
* You learn the [Misty Step](http://dnd5e.wikidot.com/spell:misty-step) spell and one 1st-level spell of your choice. The 1st-level spell must be from the [Divination](http://dnd5e.wikidot.com/spells:divination) or [Enchantment](http://dnd5e.wikidot.com/spells:enchantment) school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

**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](https://app.roll20.net/compendium/dnd5e/Spells%20List?sort=Level&Classes%5B%5D=Warlock#content), 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.

**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.