







Chill Touch

Warlock Cantrip Necromancy DC 12 Spell Mod +4







1 Rnd

Toll the Dead

Warlock Cantrip Necromancy DC 12 Spell Mod +4







Cause Fear

Warlock Level 1 Necromancy DC 12 Spell Mod +4







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 Id8 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. This spell's damage increases by Id8 when you reach 5th level (2d8), IIth level (3d8), and I7th level (4d8).

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 Id8 necrotic damage. If the target is missing any of its hit points, it instead takes Id12 necrotic damage. The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), I1th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

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.

Disguise Self

Warlock Level 1 Illusion DC 12 Spell Mod +4









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Hellish Rebuke

Warlock Level 1 Evocation DC 12 Spell Mod +4









Speak with Animals (ritual)

Warlock Level 1 Divination DC 12 Spell Mod +4









You make yourself—including your clothing. armor, weapons, and other belongings on your person look different until the spell ends or until you use your action to dismiss it. You can seem I foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your 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. To discern that you are

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 increase by

Id10 for each slot level above 1st.

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.

Mind Spike

Warlock Level 2 Divination DC 12 Spell Mod +4



above 2nd.

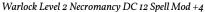








Ray of Enfeeblement









Conc, 1 min

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 1d6 for each slot level

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 target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

Page I (reverse)			
			Disguise Self (reverse) disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.