

## BLADE WARD

**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.

Warlock

Abjuration cantrip

## BOOMING BLADE

**CASTING TIME**  
1 action

**RANGE**  
Self (5-foot radius)

**COMPONENTS**  
S, M

**DURATION**  
1 round

*a melee weapon worth at least 1 sp*

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 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).

Warlock (TCE)

Evocation cantrip

## BOOMING BLADE

**CASTING TIME**  
1 action

**RANGE**  
5 feet

**COMPONENTS**  
V, M

**DURATION**  
1 round

*a weapon*

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and it becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d8 thunder damage, and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 thunder damage to the target, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

Warlock (SCAG)

Evocation cantrip

## CHILL TOUCH

**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.

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

Warlock

Necromancy cantrip

## CREATE BONFIRE

**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 spells ends, the magic bonfire fills a 5-foot cube. Any creature in the bonfire's 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 bonfire's space for the first time on a turn or ends its turn there. The bonfire ignites flammable objects in its area that aren't being worn or carried.

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

Warlock (XGE)

Conjuration cantrip

## ELDRITCH BLAST

**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.

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.

Warlock

Evocation cantrip

## FRIENDS

**CASTING TIME**  
1 action

**RANGE**  
Self

**COMPONENTS**  
S, M

**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.

Warlock

Enchantment cantrip

## FROSTBITE

**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.

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

Warlock (XGE)

Evocation cantrip

## GREEN-FLAME BLADE

**CASTING TIME**  
1 action

**RANGE**  
Self (5-foot radius)

**COMPONENTS**  
S, M

**DURATION**  
Instantaneous

*a melee weapon worth at least 1 sp*

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).

Warlock (TCE)

Evocation cantrip



GREEN-FLAME BLADE	
CASTING TIME 1 action	RANGE 5 feet
COMPONENTS V, M	DURATION 1 round
<i>a weapon</i>	
As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and green fire leaps 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. This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.	
Warlock (SCAG)	Evocation cantrip

INFESTATION	
CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V, S, M	DURATION Instantaneous
<i>a living flea</i>	
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. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).	
Warlock (XGE)	Conjuration cantrip

LIGHTNING LURE	
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. <b>At Higher Levels:</b> This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).	
Warlock (TCE)	Evocation cantrip

MAGE HAND	
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.	
Warlock	Conjuration cantrip

MAGIC STONE	
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, a pebble has a range of 60 feet. If someone else attacks with a pebble, that attacker adds your spellcasting ability modifier, not the attacker's, to the attack roll. On a hit, the target takes bludgeoning damage equal to 1d6 + your spellcasting ability modifier. Whether the attack hits or misses, the spell then ends on the stone. If you cast this spell again, the spell ends on any pebbles still affected by your previous casting.	
Warlock (XGE)	Transmutation cantrip

MIND SLIVER	
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. <b>At Higher Levels:</b> This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).	
Warlock (TCE)	Enchantment cantrip

MINOR ILLUSION	
CASTING TIME 1 action	RANGE 30 feet
COMPONENTS S, M	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.	
Warlock	Illusion cantrip

POISON SPRAY	
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. This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17 level (4d12).	
Warlock	Conjuration cantrip



PRESTIDIGITATION	
CASTING TIME 1 action	RANGE 10 feet
COMPONENTS V, S	DURATION Up to 1 hour
<p>This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range.</p> <ul style="list-style-type: none"><li>• You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.</li><li>• You instantaneously light or snuff out a candle, a torch, or a small campfire.</li><li>• You instantaneously clean or soil an object no larger than 1 cubic foot.</li><li>• You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.</li><li>• You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.</li><li>• 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.</li></ul> <p>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.</p>	
Warlock	Transmutation cantrip

SWORD BURST	
CASTING TIME 1 action	RANGE Self (5-foot radius)
COMPONENTS V	DURATION Instantaneous
<p>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.</p> <p><b>At Higher Levels:</b> This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).</p>	
Warlock (TCE)	Conjuration cantrip

SWORD BURST	
CASTING TIME 1 action	RANGE 5 feet
COMPONENTS V	DURATION Instantaneous
<p>You create a momentary circle of spectral blades that sweep around you. Each creature within range, other than you, must succeed on a Dexterity saving throw or take 1d6 force damage.</p> <p>The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).</p>	
Warlock (SCAG)	Conjuration cantrip

THUNDERCLAP	
CASTING TIME 1 action	RANGE 5 feet
COMPONENTS S	DURATION Instantaneous
<p>You create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, must make a Constitution saving throw or take 1d6 thunder damage.</p> <p>The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).</p>	
Warlock (XGE)	Evocation cantrip

TOLL THE DEAD	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S	DURATION Instantaneous
<p>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.</p> <p>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).</p>	
Warlock (XGE)	Necromancy cantrip

TRUE STRIKE	
CASTING TIME 1 action	RANGE 30 feet
COMPONENTS S	DURATION Concentration, up to 1 round
<p>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.</p>	
Warlock	Divination cantrip

ARMOR OF AGATHYS	
CASTING TIME 1 action	RANGE Self
COMPONENTS V, S, M	DURATION 1 hour
<p><i>a cup of water</i></p> <p>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.</p> <p><b>At Higher Levels:</b> 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 level above 1st.</p>	
Warlock	1st level Abjuration

ARMS OF HADAR	
CASTING TIME 1 action	RANGE Self (10-foot radius)
COMPONENTS V, S	DURATION Instantaneous
<p>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.</p> <p><b>At Higher Levels:</b> 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.</p>	
Warlock	1st level Conjuration

BURNING HANDS	
CASTING TIME 1 action	RANGE Self (15-foot cone)
COMPONENTS V, S	DURATION Instantaneous
<p>As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.</p> <p>The fire ignites any flammable objects in the area that aren't being worn or carried.</p> <p><b>At Higher Levels:</b> 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.</p>	
Warlock (Fiend)	1st level Evocation





## CAUSE FEAR

**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.

Warlock (XGE)

1st level Necromancy

## CHARM PERSON

**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.

Warlock

1st level Enchantment

## COMMAND [1/2]

**CASTING TIME**  
1 action

**RANGE**  
60 feet

**COMPONENTS**  
V

**DURATION**  
1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.

**Approach:** The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

**Drop:** The target drops whatever it is holding and then ends its turn.

**Flee:** The target spends its turn moving away from you by the fastest available means.

**Grovel:** The target falls prone and then ends its turn.

**Halt:** The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can affect

Warlock (Fiend)

1st level Enchantment

## COMMAND [2/2]

**CASTING TIME**  
1 action

**RANGE**  
60 feet

**COMPONENTS**  
V

**DURATION**  
1 round

one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Warlock (Fiend)

1st level Enchantment

## COMPREHEND LANGUAGES (RITUAL)

**CASTING TIME**  
1 action

**RANGE**  
Self

**COMPONENTS**  
V, S, M

**DURATION**  
1 hour

*a pinch of soot and salt*

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface of 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.

Warlock

1st level Divination

## DISSONANT WHISPERS

**CASTING TIME**  
1 action

**RANGE**  
60 feet

**COMPONENTS**  
V

**DURATION**  
Instantaneous

You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

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

Warlock (Great Old One)

1st level Enchantment

## EXPEDITIOUS RETREAT

**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.

Warlock

1st level Transmutation

## FAERIE FIRE

**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.

Warlock (Archfey)

1st level Evocation

## FALSE LIFE

**CASTING TIME**  
1 action

**RANGE**  
Self

**COMPONENTS**  
V, S, M

**DURATION**  
1 hour

*a small amount of alcohol or distilled spirits*

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.

Warlock (Undying)

1st level Necromancy





## GUIDING BOLT

**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.

Warlock

1st level Evocation

## HELLISH REBUKE

**CASTING TIME**  
1 reaction

**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.

Warlock

1st level Evocation

## HEX

**CASTING TIME**  
1 bonus action

**RANGE**  
90 feet

**COMPONENTS**  
V, S, M

**DURATION**  
Concentration, up to 1 hour

*the petrified eye of a newt*

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.

Warlock

1st level Enchantment

## ILLUSORY SCRIPT (RITUAL)

**CASTING TIME**  
1 minute

**RANGE**  
Touch

**COMPONENTS**  
S, M

**DURATION**  
10 days

*a lead-based ink worth at least 10 gp, which the spell consumes*

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.

Warlock

1st level Illusion

## PROTECTION FROM EVIL AND GOOD

**CASTING TIME**  
1 action

**RANGE**  
Touch

**COMPONENTS**  
V, S, M

**DURATION**  
Concentration, up to 10 minutes

*holy water or powdered silver and iron, which the spell consumes*

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.

Warlock

1st level Abjuration

## RAY OF SICKNESS

**CASTING TIME**  
1 action

**RANGE**  
60 feet

**COMPONENTS**  
V, S

**DURATION**  
Instantaneous

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

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

Warlock (Undying)

1st level Necromancy

## SHIELD

**CASTING TIME**  
1 reaction

**RANGE**  
Self

**COMPONENTS**  
V, S

**DURATION**  
1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *magic missile*.

Warlock

1st level Abjuration

## SLEEP

**CASTING TIME**  
1 action

**RANGE**  
90 feet

**COMPONENTS**  
V, S, M

**DURATION**  
1 minute

*a pinch of fine sand, rose petals, or a cricket*

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.

Warlock (Archfey)

1st level Enchantment

## TASHA'S HIDEOUS LAUGHTER

**CASTING TIME**  
1 action

**RANGE**  
30 feet

**COMPONENTS**  
V, S, M

**DURATION**  
Concentration, up to 1 minute

*tiny tarts and a feather that waved in the air*

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw of 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.

Warlock (Great Old One)

1st level Enchantment



UNSEEN SERVANT (RITUAL)	
CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S, M	1 hour

*a piece of string and a bit of wood*

This spell creates an invisible, mindless, shapeless 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.

Warlock1st level Conjunction

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

*a twig from a tree that has been struck by lightning*

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.

Warlock1st level Evocation

WRATHFUL SMITE	
CASTING TIME	RANGE
1 bonus action	Self
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d6 psychic damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

Warlock1st level Evocation

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

*a small silver mirror*

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

Warlock (Dao)1st level Abjuration

THUNDERWAVE	
CASTING TIME	RANGE
1 action	Self (15-foot cube)
COMPONENTS	DURATION
V, S	Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

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

Warlock (Djinni)1st level Evocation

BURNING HANDS	
CASTING TIME	RANGE
1 action	Self (15-foot cone)
COMPONENTS	DURATION
V, S	Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried. **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.

Warlock (Efreeti)1st level Evocation

CREATE OR DESTROY WATER	
CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S, M	Instantaneous

*a drop of water if creating water or a few grains of sand if destroying it*

You either create or destroy water. **Create Water:** You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. **Destroy Water:** You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range. **At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Warlock (Fathomless)1st level Transmutation

THUNDERWAVE	
CASTING TIME	RANGE
1 action	Self (15-foot cube)
COMPONENTS	DURATION
V, S	Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

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

Warlock (Fathomless)1st level Evocation

DETECT EVIL AND GOOD	
CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V, S	Concentration, up to 10 minutes

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place of object within 30 feet of you that has been magically consecrated or desecrated. 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.

Warlock (Genie)1st level Divination



## FOG CLOUD

**CASTING TIME**  
1 action

**RANGE**  
120 feet

**COMPONENTS**  
V, S

**DURATION**  
Concentration, up to 1 hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.  
**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Warlock (Marid)

1st level Conjunction

## BLINDNESS/DEAFNESS

**CASTING TIME**  
1 action

**RANGE**  
30 feet

**COMPONENTS**  
V

**DURATION**  
1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

**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.

Warlock (Fiend)(Undying)

2nd level Necromancy

## BLUR

**CASTING TIME**  
1 action

**RANGE**  
Self

**COMPONENTS**  
V

**DURATION**  
Concentration, up to 1 minute

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Warlock

2nd level Illusion

## BRANDING SMITE

**CASTING TIME**  
1 bonus action

**RANGE**  
Self

**COMPONENTS**  
V

**DURATION**  
Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it is invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

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

Warlock

2nd level Evocation

## CALM EMOTIONS

**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 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.

Warlock (Archfey)

2nd level Enchantment

## CLOUD OF DAGGERS

**CASTING TIME**  
1 action

**RANGE**  
60 feet

**COMPONENTS**  
V, S, M

**DURATION**  
Concentration, up to 1 minute

*a sliver of glass*

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.

Warlock

2nd level Conjunction

## CROWN OF MADNESS

**CASTING TIME**  
1 action

**RANGE**  
120 feet

**COMPONENTS**  
V, S

**DURATION**  
Concentration, up to 1 minute

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes.

The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach.

On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

Warlock

2nd level Enchantment

## DARKNESS

**CASTING TIME**  
1 action

**RANGE**  
60 feet

**COMPONENTS**  
V, M

**DURATION**  
Concentration, up to 10 minutes

*bat fur and a drop of pitch or piece of coal*

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 or lower, the spell that created the light is dispelled.

Warlock

2nd level Evocation

## DETECT THOUGHTS [1/2]

**CASTING TIME**  
1 action

**RANGE**  
Self

**COMPONENTS**  
V, S, M

**DURATION**  
Concentration, up to 1 minute

*a copper piece*

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature - what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to

Warlock (Great Old One)

2nd level Divination







<div>DETECT THOUGHTS [2/2]</div>		<div>EARTHBIND</div>		<div>ENTHRALL</div>	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	Self	1 action	300 feet	1 action	60 feet
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute	V	Concentration, up to 1 minute	V, S	1 minute
<div><div>a copper piece</div><p>make an Intelligence check contested by your Intelligence check if it succeeds, the spell ends. Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.</p><p>You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language. Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.</p></div>		<div><p>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 safely descends at 60 feet per round until it reaches the ground or the spell ends.</p></div>		<div><p>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.</p></div>	
Warlock (Great Old One)2nd level Divination		Warlock (XGE)2nd level Transmutation		Warlock2nd level Enchantment	

<div>FLAMING SPHERE</div>		<div>HOLD PERSON</div>		<div>INVISIBILITY</div>	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	60 feet	1 action	60 feet	1 action	Touch
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute	V, S, M	Concentration, up to 1 minute	V, S, M	Concentration, up to 1 hour
<div><div>a bit of tallow, a pinch of brimstone, and a dusting of powdered iron</div><p>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.</p><p>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.</p><p>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.</p><p><b>At Higher Levels:</b> 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.</p></div>		<div><div>a small, straight piece of iron</div><p>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.</p><p><b>At Higher Levels:</b> When you cast this spell using a spell slot of 3rd level or higher, you can target on additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.</p></div>		<div><div>an eyelash encased in gum arabic</div><p>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.</p><p><b>At Higher Levels:</b> 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.</p></div>	
Warlock2nd level Conjuration		Warlock2nd level Enchantment		Warlock2nd level Illusion	

<div>LESSER RESTORATION</div>		<div>MIND SPIKE</div>		<div>MIRROR IMAGE</div>	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	Touch	1 action	60 feet	1 action	Self
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S	Instantaneous	S	Concentration, up to 1 hour	V, S	1 minute
<div><p>You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.</p></div>		<div><p>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.</p><p><b>At Higher Levels:</b> 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.</p></div>		<div><p>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.</p><p>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.</p></div>	
Warlock (Celestial)2nd level Abjuration		Warlock (XGE)2nd level Divination		Warlock2nd level Illusion	



### MISTY STEP

<b>CASTING TIME</b> 1 bonus action	<b>RANGE</b> Self
<b>COMPONENTS</b> V	<b>DURATION</b> Instantaneous

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

Warlock2nd level Conjunction

### PHANTASMAL FORCE [1/2]

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 60 feet
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> Concentration, up to 1 minute

*a bit of fleece*

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

Warlock (Archfey)(Great Old One)2nd level Illusion

### PHANTASMAL FORCE [2/2]

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 60 feet
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> Concentration, up to 1 minute

*a bit of fleece*

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 phantasm's 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 phantasm's 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.

Warlock (Archfey)(Great Old One)2nd level Illusion

### RAY OF ENFEEBLEMENT

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 60 feet
<b>COMPONENTS</b> V, S	<b>DURATION</b> 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 target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

Warlock2nd level Necromancy

### SCORCHING RAY

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 120 feet
<b>COMPONENTS</b> V, S	<b>DURATION</b> Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage. **At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

Warlock (Fiend)2nd level Evocation

### SHADOW BLADE

<b>CASTING TIME</b> 1 bonus action	<b>RANGE</b> Self
<b>COMPONENTS</b> V, S	<b>DURATION</b> 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.

Warlock (XGE)2nd level Illusion

### SHATTER

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 60 feet
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> Instantaneous

*a chip of mica*

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

Warlock2nd level Evocation

### SILENCE (RITUAL)

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 120 feet
<b>COMPONENTS</b> V, S	<b>DURATION</b> Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Warlock (Undying)2nd level Illusion

### SPIDER CLIMB

<b>CASTING TIME</b> 1 action	<b>RANGE</b> Touch
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> Concentration, up to 1 hour

*a drop of bitumen and a spider*

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.

Warlock2nd level Transmutation



SUGGESTION [1/2]		SUGGESTION [2/2]		SPIKE GROWTH	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	30 feet	1 action	30 feet	1 action	150 feet
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, M	Concentration, up to 8 hours	V, M	Concentration, up to 8 hours	V, S, M	Concentration, up to 10 minutes
<i>a snake's tongue and either a bit of honeycomb or a drop of sweet oil</i>		<i>a snake's tongue and either a bit of honeycomb or a drop of sweet oil</i>		<i>seven sharp thorns or seven small twigs, each sharpened to a point</i>	
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 purses 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 five 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.		The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.	
Warlock	2nd level Enchantment	Warlock	2nd level Enchantment	Warlock (Dao)	2nd level Transmutation

GUST OF WIND		SCORCHING RAY		GUST OF WIND	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	Self (60-foot line)	1 action	120 feet	1 action	Self (60-foot line)
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute	V, S	Instantaneous	V, S, M	Concentration, up to 1 minute
<i>a legume seed</i>				<i>a legume seed</i>	
A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.		You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.		A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.	
Warlock (Djinni)	2nd level Evocation	Warlock (Efreeti)	2nd level Evocation	Warlock (Fathomless)	2nd level Evocation

SILENCE (RITUAL)		PHANTASMAL FORCE [1/2]		PHANTASMAL FORCE [2/2]	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	120 feet	1 action	60 feet	1 action	60 feet
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S	Concentration, up to 10 minutes	V, S, M	Concentration, up to 1 minute	V, S, M	Concentration, up to 1 minute
		<i>A bit of fleece</i>		<i>A bit of fleece</i>	
For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.		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 phantasm's 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 phantasm's 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.	
Warlock (Fathomless)	2nd level Illusion	Warlock (Genie)	2nd level Illusion	Warlock (Genie)	2nd level Illusion







BLUR	
CASTING TIME 1 action	RANGE Self
COMPONENTS V	DURATION Concentration, up to 1 minute
Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.	
Warlock (Marid)	2nd level Illusion

BLINK	
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 you 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.	
Warlock (Archfey)(Hexblade)	3rd level Transmutation

CLAIRVOYANCE [1/2]	
CASTING TIME 10 minutes	RANGE 1 mile
COMPONENTS V, S, M	DURATION Concentration, up to 10 minutes
<i>a focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for scrying</i> You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with. When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing. A creature that can see the sensor (such as a creature benefitting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist. When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing. A creature that can see the sensor (such as a creature benefitting from see invisibility or truesight) sees a luminous, intangible orb about the size of your	
Warlock (Great Old One)	3rd level Divination

CLAIRVOYANCE [2/2]	
CASTING TIME 10 minutes	RANGE 1 mile
COMPONENTS V, S, M	DURATION Concentration, up to 10 minutes
<i>a focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for scrying</i> fist. A creature that can see the sensor (such as a creature benefitting from <i>see invisibility</i> or truesight) sees a luminous, intangible orb about the size of your fist.	
Warlock (Great Old One)	3rd level Divination

COUNTERSPELL	
CASTING TIME 1 reaction	RANGE 60 feet
COMPONENTS S	DURATION Instantaneous
You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.	
Warlock	3rd level Abjuration

DAYLIGHT	
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 or lower, the spell that created the darkness is dispelled.	
Warlock	3rd level Evocation

DISPEL MAGIC	
CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S	DURATION Instantaneous
Choose any creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.	
Warlock	3rd level Abjuration

ELEMENTAL WEAPON	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S	DURATION Concentration, up to 1 hour
A nonmagical weapon you touch becomes a magic weapon. Choose one of the following damage types - acid, cold, fire, lightning, or thunder. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 5th or 6th level, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4. When you use a spell slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.	
Warlock	3rd level Transmutation

ENEMIES ABOUND	
CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S	DURATION Concentration, up to 1 minute
You reach into the mind of one creature you can see and force it to make an Intelligence saving throw. A creature automatically succeeds if it is immune to being frightened. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies until the spell ends. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success. Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.	
Warlock (XGE)	3rd level Enchantment



## FEAR

**CASTING TIME**  
1 action

**RANGE**  
Self (30-foot cone)

**COMPONENTS**  
V, S, M

**DURATION**  
Concentration, up to 1 minute

*a white feather or the heart of a hen*

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

Warlock

3rd level Illusion

## FEIGN DEATH (RITUAL)

**CASTING TIME**  
1 action

**RANGE**  
Touch

**COMPONENTS**  
V, S, M

**DURATION**  
1 hour

*a pinch of graveyard dirt*

You touch a willing creature and put it into a cataleptic state that is indistinguishable from death.

For the spell's duration, or until you use an action to touch the target and dismiss the spell, the target appears dead to all outward inspection and to spells used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0. The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you cast the spell, or becomes diseased or poisoned while under the spell's effect, the disease and poison have no effect until the spell ends.

Warlock (Undying)

3rd level Necromancy

## FIREBALL

**CASTING TIME**  
1 action

**RANGE**  
150 feet

**COMPONENTS**  
V, S, M

**DURATION**  
Instantaneous

*a tiny ball of bat guano and sulfur*

A bright streak flashes from your pointing finger to a point you choose within range then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot radius must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Warlock (Fiend)

3rd level Evocation

## FLY

**CASTING TIME**  
1 action

**RANGE**  
Touch

**COMPONENTS**  
V, S, M

**DURATION**  
Concentration, up to 10 minutes

*a wing feather from any bird*

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Warlock

3rd level Transmutation

## GASEOUS FORM

**CASTING TIME**  
1 action

**RANGE**  
Touch

**COMPONENTS**  
V, S, M

**DURATION**  
Concentration, up to 1 hour

*a bit of gauze and a wisp of smoke*

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected. While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated. While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

Warlock

3rd level Transmutation

## HUNGER OF HADAR

**CASTING TIME**  
1 action

**RANGE**  
150 feet

**COMPONENTS**  
V, S, M

**DURATION**  
Concentration, up to 1 minute

*a pickled octopus tentacle*

You open a gateway to the dark between the stars, a region infested with unknown horrors. A 20-foot-radius sphere of blackness and bitter cold appears, centered on a point with range and lasting for the duration. This void is filled with a cacophony of soft whispers and slurping noises that can be heard up to 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures fully within the area are blinded. The void creates a warp in the fabric of space, and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 cold damage. Any creature that ends its turn in the area must succeed on a Dexterity saving throw or take 2d6 acid damage as milky, otherworldly tentacles rub against it.

Warlock

3rd level Conjuration

## HYPNOTIC PATTERN

**CASTING TIME**  
1 action

**RANGE**  
120 feet

**COMPONENTS**  
S, M

**DURATION**  
Concentration, up to 1 minute

*a glowing stick of incense or a crystal vial filled with phosphorescent material*

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Warlock

3rd level Illusion

## INTELLECT FORTRESS

**CASTING TIME**  
1 action

**RANGE**  
30 feet

**COMPONENTS**  
V

**DURATION**  
Concentration, up to 1 hour

For the duration, you or one willing creature you can see within range has resistance to psychic damage, as well as advantage on Intelligence, Wisdom, and Charisma saving throws.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.

Warlock (TCE)

3rd-level abjuration

## MAGIC CIRCLE [1/2]

**CASTING TIME**  
1 minute

**RANGE**  
10 feet

**COMPONENTS**  
V, S, M

**DURATION**  
1 hour

*holy water or powdered silver and iron worth at least 100 gp, which the spell consumes*

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface.

Choose one or more of the following types of creatures - celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways.

- The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.

- The creature has disadvantage on attack rolls against targets within the cylinder.

- Targets within the cylinder can't be charmed, frightened, or possessed by the creature. When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

**At Higher Levels:** When you cast this spell

Warlock

3rd level Abjuration



MAGIC CIRCLE [2/2]		MAJOR IMAGE [1/2]		MAJOR IMAGE [2/2]	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 minute	10 feet	1 action	120 feet	1 action	120 feet
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S, M	1 hour	V, S, M	Concentration, up to 10 minutes	V, S, M	Concentration, up to 10 minutes
holy water or powdered silver and iron worth at least 100 gp, which the spell consumes		a bit of fleece		a bit of fleece	
using a spell slot of 4th level or higher, the duration increases by 1 hour for each slot level above 3rd.		You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench). As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example. Physical interaction with the image		reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image 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 creature can see through the image, and its other sensory qualities become faint to the creature. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.	
Warlock	3rd level Abjuration	Warlock	3rd level Illusion	Warlock	3rd level Illusion

PLANT GROWTH		REMOVE CURSE		REVIVIFY	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action or 8 hours	150 feet	1 action	Touch	1 action	Touch
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S	Instantaneous	V, S	Instantaneous	V, S, M	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.		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 owner's attunement to the object so it can be removed or discarded.		diamonds worth 300 gp, which the spell consumes	
				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.	
Warlock (Archfey)	3rd level Transmutation	Warlock	3rd level Abjuration	Warlock (Celestial)	3rd level Necromancy

SENDING		SPEAK WITH DEAD		SPIRIT SHROUD	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	Unlimited	1 action	10 feet	1 bonus action	Self
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S, M	1 round	V, S, M	10 minutes	V, S	Concentration, up to 1 minute
A short piece of fine copper wire		burning incense			
You send a short message of twenty-five words or less to a creature with you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message. You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.		You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The spell fails if the corpse was the target of this spell within the last 10 days. Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.		You call forth spirits of the dead, which lit around you for the spell's duration. The spirits are intangible and invulnerable. Until the spell ends, any attack you make deals 1d8 extra damage when you hit a creature within 10 feet of you. This damage is radiant, necrotic, or cold (your choice when you cast the spell). Any creature that takes this damage can't regain hit points until the start of your next turn. In addition, any creature of your choice that you can see that starts its turn within 10 feet of you has its speed reduced by 10 feet until the start of your next turn. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for every two slot levels above 3rd.	
Warlock (Great Old One)	3rd level Evocation	Warlock (Undying)	3rd level Necromancy	Warlock (TCE)	3rd-level necromancy







STINKING CLOUD	
CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute
a rotten egg or several skunk cabbage leaves	
You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration. Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.	
Warlock (Fiend)	3rd level Conjunction

SUMMON FEY	
CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour
a gilded flower worth at least 300 gp	
You call forth a fey spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Fey Spirit stat block. When you cast the spell, choose a mood. Fuming, Mirthful, or Tricksy. The creature resembles a fey creature of your choice marked by the chosen mood, which determines one of the traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends. The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger. At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block.	
Warlock (TCE)	3rd-level conjuration

SUMMON LESSER DEMONS [1/2]	
CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour
a vial of blood from a humanoid killed within the past 24 hours	
You utter foul words, summoning demons from the chaos of the Abyss. Roll a d6 to determine what appears. 1-2: Two demons of challenge rating 1 or lower. 3-4: Four demons of challenge rating 1/2 or lower. 5-6: Eight demons of challenge rating 1/4 or lower. The DM chooses the demons, such as manes or dretches, and you choose the unoccupied spaces you can see within range where they appear. A summoned demon disappears when it drops to 0 hit points or when the spell ends. The demons are hostile to all creatures, including you. Roll initiative for the summoned demons as a group, which has its own turns. The demons pursue and attack the nearest non-demons to the best of their ability. As part of casting the spell, you can form a circle on the ground with the blood used as a material component. The circle is large enough to encompass your space. While the spell lasts, the summoned demons can't cross the circle or harm it, and they can't target anyone within it. Using the material component in this manner consumes it when the	
Warlock (XGE)	3rd level Conjunction

SUMMON LESSER DEMONS [2/2]	
CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour
a vial of blood from a humanoid killed within the past 24 hours	
spell ends. At Higher Levels: When you cast this spell using a spell slot of 6th or 7th level, you summon twice as many demons. If you cast it using a spell slot of 8th or 9th level, you summon three times as many demons.	
Warlock (XGE)	3rd level Conjunction

SUMMON SHADOWSPAWN	
CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour
tears inside a crystal vial worth at least 300 gp	
You call forth a shadowy spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Shadow Spirit stat block. When you cast the spell, choose an emotion: Fury, Despair, or Fear. The creature resembles a misshapen biped marked by the chosen emotion, which determines certain traits in its stat block. The creature determines when it drop to 0 hit points or when the spell ends. The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and it uses its move to avoid danger. At Higher Levels: When you cast the spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears on the stat block.	
Warlock (TCE)	3rd-level conjuration

SUMMON UNDEAD	
CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour
a gilded skull worth at least 300 gp	
You call forth an undead spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Undead Spirit stat block. When you cast the spell, choose the creature's form: Ghostly, Putrid, or Skeletal. The spirit resembles an undead creature with the chosen form, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends. The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger. At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block.	
Warlock (TCE)	3rd-level necromancy

THUNDER STEP	
CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V	Instantaneous
You teleport yourself to an unoccupied space you can see within range. Immediately after you disappear, a thunderous boom sounds, and each creature within 10 feet of the space you left must make a Constitution saving throw, taking 3d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away. You can bring along objects as long as their weight doesn't exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in. Otherwise, the creature is left behind. At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.	
Warlock (XGE)	3rd level Conjunction

TONGUES	
CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V, M	1 hour
a small clay model of a ziggurat	
This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.	
Warlock	3rd level Divination

VAMPIRIC TOUCH	
CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V, S	Concentration, up to 1 minute
The touch of your shadow-wreathed hand can siphon force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action. At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.	
Warlock	3rd level Necromancy



MELD INTO STONE (RITUAL)	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S	DURATION 8 hours
You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses. While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move. Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.	
Warlock (Dao)	3rd level Transmutation

WIND WALL	
CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
a tiny fan and a feather of exotic origin  A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration. When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one. The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.	
Warlock (Djinni)	3rd level Evocation

FIREBALL	
CASTING TIME 1 action	RANGE 150 feet
COMPONENTS V, S, M	DURATION Instantaneous
a tiny ball of bat guano and sulfur  A bright streak flashes from your pointing finger to a point you choose within range then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot radius must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.	
Warlock (Efreeti)	3rd level Evocation

LIGHTNING BOLT	
CASTING TIME 1 action	RANGE Self (100-foot line)
COMPONENTS V, S, M	DURATION Instantaneous
a bit of fur and a rod of amber, crystal, or glass  A stroke of lightning forming a line of 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot above 3rd.	
Warlock (Fathomless)	3rd level Evocation

SLEET STORM	
CASTING TIME 1 action	RANGE 150 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
a pinch of dust and a few drops of water  Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone. If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.	
Warlock (Fathomless)	3rd level Conjunction

CREATE FOOD AND WATER	
CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V, S	DURATION Instantaneous
You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.	
Warlock (Genie)	3rd level Conjunction

SLEET STORM	
CASTING TIME 1 action	RANGE 150 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
a pinch of dust and a few drops of water  Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone. If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.	
Warlock (Marid)	3rd level Conjunction

AURA OF LIFE	
CASTING TIME 1 action	RANGE Self (30-foot radius)
COMPONENTS V	DURATION Concentration, up to 10 minutes
Life-preserving energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each non-hostile creature in the aura (including you) has resistance to necrotic damage, and its hit point maximum can't be reduced. In addition, a non-hostile, living creature regains 1 hit point when it starts its turn in the aura with 0 hit points.	
Warlock (Undying)	4th level Abjuration

BANISHMENT	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
an item distasteful to the target  You attempt to send one creature that you can see within range to another place of existence. The target must succeed on a Charisma saving throw or be banished. If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.	
Warlock	4th level Abjuration



BLIGHT	
CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V, S	DURATION Instantaneous
Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs. If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw, it simply withers and dies. <b>At Higher Levels:</b> 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.	
Warlock	4th level Necromancy

CHARM MONSTER	
CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V, S	DURATION 1 hour
You attempt to charm a creature you can see within range. It must make a Wisdom saving throw, and it 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 is friendly to you. When the spell ends, the creature knows it was charmed by you. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.	
Warlock (XGE)	4th level Enchantment

DEATH WARD	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S	DURATION 8 hours
You touch a creature and grant it a measure of protection from death. The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends. If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spells ends.	
Warlock (Undying)	4th level Abjuration

DIMENSION DOOR	
CASTING TIME 1 action	RANGE 500 feet
COMPONENTS V	DURATION Instantaneous
You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as 200 feet straight downward or upward to the northwest at a 45-degree angle, 300 feet. You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell. If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.	
Warlock	4th level Conjuration

DOMINATE BEAST [1/2]	
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	
Warlock (Archfey)(Great Old One)	4th level Enchantment

DOMINATE BEAST [2/2]	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S	DURATION Concentration, up to 1 minute
succeeds, the spell ends. <b>At Higher Levels:</b> 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.	
Warlock (Archfey)(Great Old One)	4th level Enchantment

ELEMENTAL BANE	
CASTING TIME 1 action	RANGE 90 feet
COMPONENTS V, S	DURATION Concentration, up to 1 minute
Choose one creature you can see within range, and choose one of the following damage types - acid, cold, fire, lightning, or thunder. The target must succeed on a Constitution saving throw or be affected by the spell for its duration. The first time each turn the affected target takes damage of the chosen type, the target takes an extra 2d6 damage of that type. Moreover, the target loses any resistance to that damage type until the spell ends. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.	
Warlock (XGE)	4th level Transmutation

EVARD'S BLACK TENTACLES	
CASTING TIME 1 action	RANGE 90 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
<i>a piece of tentacle from a giant octopus or a giant squid</i> Squirming, ebony tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage. A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.	
Warlock (Great Old One)	4th level Conjuration

FIRE SHIELD	
CASTING TIME 1 action	RANGE Self
COMPONENTS V, S, M	DURATION 10 minutes
<i>a bit of phosphorous or a firefly</i> Thin and wispy flames wreathe your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it. The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.	
Warlock (Fiend)	4th level Evocation







GREATER INVISIBILITY	
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.	
Warlock (Archfey)4th level Illusion	

GUARDIAN OF FAITH	
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.	
Warlock (Celestial)4th level Conjunction	

HALLUCINATORY TERRAIN	
CASTING TIME 10 minutes	RANGE 300 feet
COMPONENTS V, S, M	DURATION 24 hours
a stone, a twig, and a bit of green plant	
You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.	
Warlock4th level Illusion	

PHANTASMAL KILLER	
CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S	DURATION Concentration, up to 1 minute
You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.	
Warlock (Hexblade)4th level Illusion	

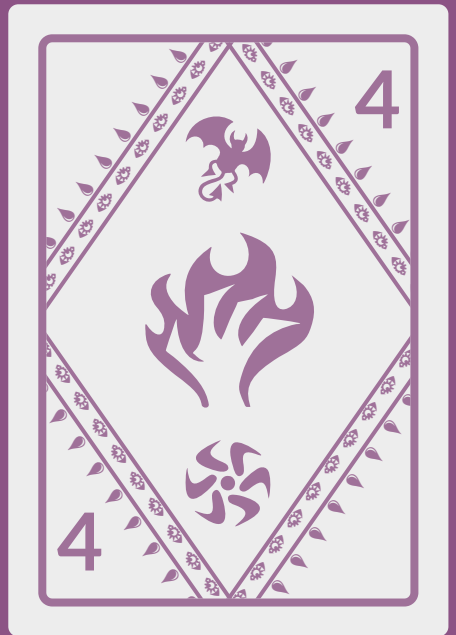
SHADOW OF MOIL	
CASTING TIME 1 action	RANGE Self
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
an undead eyeball encased in a gem worth at least 150 gp	
Flame-like shadows wreathe your body until the spell ends, causing you to become heavily obscured to others. The shadows turn dim light within 10 feet of you into darkness, and bright light in the same area to dim light. Until the spell ends, you have resistance to radiant damage. In addition, whenever a creature within 10 feet of you hits you with an attack, the shadows lash out at that creature, dealing it 2d8 necrotic damage.	
Warlock (XGE)4th level Necromancy	

SICKENING RADIANCE	
CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S	DURATION Concentration, up to 10 minutes
Dim, greenish light spreads within a 30-foot-radius sphere centered on a point you choose within range. The light spreads around corners, and it lasts until the spell ends. When a creature moves into the spell's area for the first time on a turn or starts its turn there, that creature must succeed on a Constitution saving throw or take 4d10 radiant damage, and it suffers one level of exhaustion and emits a dim, greenish light in a 5-foot radius. This light makes it impossible for the creature to benefit from being invisible. The light and any levels of exhaustion caused by this spell go away when the spell ends.	
Warlock (XGE)4th level Evocation	

STAGGERING SMITE	
CASTING TIME 1 bonus action	RANGE Self
COMPONENTS V	DURATION Concentration, up to 1 minute
The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon pierces both body and mind, and the attack deals an extra 4d6 psychic damage to the target. The target must make a Wisdom saving throw. On a failed save, it has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn.	
Warlock (Hexblade)4th level Evocation	

SUMMON ABERRATION	
CASTING TIME 1 action	RANGE 90 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 hour
a pickled tentacle and an eyeball in a platinum inlaid vial worth at least 400 gp	
You call forth an aberrant spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Aberrant Spirit stat block. When you cast the spell, choose Beholderkin, Slaad, or Star Spawn. The creature resembles an aberration of that kind, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends. The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it take the Dodge action and uses its move to avoid danger. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 5th level or higher, use the higher level wherever the spell's level appears on the stat block.	
Warlock (TCE)4th-level conjuration	

SUMMON GREATER DEMON [1/2]	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 hour
a vial of blood from a humanoid killed within the past 24 hours	
You utter foul words, summoning one demon from the chaos of the Abyss. You choose the demon's type, which must be one of challenge rating 5 or lower, such as a shadow demon or a barlgura. The demon appears in an unoccupied space you can see within range, and the demon disappears when it drops to 0 hit points or when the spell ends. Roll initiative for the demon, which has its own turns. When you summon it and on each of your turns thereafter, you can issue a verbal command to it (requirng no action on your part), telling it what it must do on its next turn. If you issue no command, it spends its turn attacking any creature within reach that has attacked it. At the end of each of the demon's turns, it makes a Charisma saving throw. The demon has disadvantage on this saving throw if you say its true name. On a failed save, the demon continues to obey you. On a successful save, your control of the demon ends for the rest of the duration, and the demon spends its turns pursuing and attacking the nearest non-demons to the best	
Warlock (XGE)4th level Conjunction	



SUMMON GREATER DEMON [2/2]		WALL OF FIRE		STONE SHAPE	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	60 feet	1 action	120 feet	1 action	Touch
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour	V, S, M	Concentration, up to 1 minute	V, S, M	Instantaneous
<i>a vial of blood from a humanoid killed within the past 24 hours</i>		<i>a small piece of phosphorus</i>		<i>soft clay, which must be worked into roughly the desired shape of the stone object</i>	
of its ability. If you stop concentrating on the spell before it reaches its full duration, an uncontrolled demon doesn't disappear for 1d6 rounds if it still has hit points. As part of casting the spell, you can form a circle on the ground with the blood used as a material component. The circle is large enough to encompass your space. While the spell lasts, the summoned demon can't cross the circle or harm it, and it can't target anyone within it. Using the material component in this manner consumes it when the spell ends. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 5th level or higher, the challenge rating increases by 1 for each slot level above 4th.		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. <b>At Higher Levels:</b> 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.		You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.	
Warlock (XGE)4th level Conjuration		Warlock (Celestial)(Fiend)4th level Evocation		Warlock (Dao)4th level Transmutation	
GREATER INVISIBILITY		FIRE SHIELD		CONTROL WATER [1/3]	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	Touch	1 action	Self	1 action	300 feet
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S	Concentration, up to 1 minute	V, S, M	10 minutes	V, S, M	Concentration, up to 10 minutes
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.		<i>a bit of phosphorous or a firefly</i> Thin and wispy flames wreathe your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it. The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.		<i>a drop of water and a pinch of dust</i> Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one. <b>Flood:</b> You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing. The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts. <b>Part Water:</b> You cause	
Warlock (Djinni)4th level Illusion		Warlock (Efreeti)4th level Evocation		Warlock (Fathomless)4th level Transmutation	
CONTROL WATER [2/3]		CONTROL WATER [3/3]		SUMMON ELEMENTAL	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	300 feet	1 action	300 feet	1 action	90 feet
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S, M	Concentration, up to 10 minutes	V, S, M	Concentration, up to 10 minutes	V, S, M	Concentration, up to 1 hour
<i>a drop of water and a pinch of dust</i> water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored. <b>Redirect Flow:</b> You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect. <b>Whirlpool:</b> This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall.		<i>a drop of water and a pinch of dust</i> Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC. When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so. The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage, this damage occurs each round it remains in the vortex.		<i>air, a pebble, ash, and water inside a crystal vial worth at least 400 gp</i> You call forth an elemental spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Elemental Spirit stat block. When you cast the spell, choose an element: Air, Earth, Fire, or Water. The creature resembles a bipedal form wreathed in the chosen element, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends. The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 5th level or higher, use the higher level wherever the spell's level appears in the stat block.	
Warlock (Fathomless)4th level Transmutation		Warlock (Fathomless)4th level Transmutation		Warlock (Fathomless)4th-level conjuration	





PHANTASMAL KILLER	
CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S	DURATION Concentration, up to 1 minute
You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.	
Warlock (Genie)	4th level Illusion

CONTROL WATER [1/3]	
CASTING TIME 1 action	RANGE 300 feet
COMPONENTS V, S, M	DURATION Concentration, up to 10 minutes
<i>a drop of water and a pinch of dust</i> Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one. <b>Flood:</b> You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing. The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts. <b>Part Water:</b> You cause	
Warlock (Marid)	4th level Transmutation

CONTROL WATER [2/3]	
CASTING TIME 1 action	RANGE 300 feet
COMPONENTS V, S, M	DURATION Concentration, up to 10 minutes
<i>a drop of water and a pinch of dust</i> water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored. <b>Redirect Flow:</b> You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect. <b>Whirlpool:</b> This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall.	
Warlock (Marid)	4th level Transmutation

CONTROL WATER [3/3]	
CASTING TIME 1 action	RANGE 300 feet
COMPONENTS V, S, M	DURATION Concentration, up to 10 minutes
<i>a drop of water and a pinch of dust</i> Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC. When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so. The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage, this damage occurs each round it remains in the vortex.	
Warlock (Marid)	4th level Transmutation

BANISHING SMITE	
CASTING TIME 1 bonus action	RANGE Self
COMPONENTS V	DURATION Concentration, up to 1 minute
The next time you hit a creature with a weapon attack before this spell ends, your weapon crackles with force, and the attack deals an extra 5d10 force damage to the target. Additionally, if this attack reduces the target to 50 hit points or fewer, you banish it. If the target is native to a different plane of existence than the one you're on, the target disappears, returning to its home plane. If the target is native to the plane you're on, the creature vanishes into a harmless demiplane. While there, the target is incapacitated. It remains there until the spell ends, at which point the tart reappears in the space it left or in the nearest unoccupied space if that space is occupied.	
Warlock (Hexblade)	5th level Abjuration

CONTACT OTHER PLANE (RITUAL)	
CASTING TIME 1 minute	RANGE Self
COMPONENTS V	DURATION 1 minute
You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A greater restoration spell cast on you ends this effect. On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The DM answers each question with one word, such as yes, no, maybe, never, irrelevant, unclear (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.	
Warlock	5th level Divination

CONTAGION [1/2]	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S	DURATION 7 days
Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice from any of the ones described below. At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends. Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it. <b>Blinding Sickness:</b> Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded. <b>Filth Fever:</b> A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength. <b>Flesh Rot:</b> The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage. <b>Mindfire:</b> The creature's mind becomes	
Warlock (Undying)	5th level Necromancy

CONTAGION [2/2]	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S	DURATION 7 days
feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the confusion spell during combat. <b>Seizure:</b> The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity. <b>Slimy Doom:</b> The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.	
Warlock (Undying)	5th level Necromancy

DANSE MACABRE [1/2]	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S	DURATION Concentration, up to 1 hour
Threads of dark power leap from your fingers to pierce up to five Small or Medium corpses you can see within range. Each corpse immediately stands up and becomes undead. You decide whether it is a zombie or a skeleton (the statistics for zombies and skeletons are in the <i>Monster Manual</i> ), and it gains a bonus to its attack and damage rolls equal to your spellcasting ability modifier. You can use a bonus action to mentally command the creatures you make with this spell, issuing the same command to all of them. To receive the command, a creature must be within 60 feet of you. You decide what action the creatures will take and where they will move during their next turn, or you can issue a general command, such as to guard a chamber or passageway against your foes. If you issue no commands, the creatures do nothing except defend themselves against hostile creatures. Once given an order, the creatures continue to follow it until their task is complete. The creatures are under your control until the spell ends, after which they become inanimate once more. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 6th level or higher, you animate up to two	
Warlock (XGE)	5th level Necromancy





DANSE MACABRE [2/2]	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S	DURATION Concentration, up to 1 hour
level above 5th.	
Warlock (XGE)5th level Necromancy	

DOMINATE PERSON [1/2]	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S	DURATION Concentration, up to 1 minute
<p>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.</p> <p>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.</p> <p>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.</p> <p>During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.</p> <p>Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving</p>	
Warlock (Archfey)(Great Old One)5th level Enchantment	

DOMINATE PERSON [2/2]	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S	DURATION Concentration, up to 1 minute
<p>throw succeeds, the spell ends.</p> <p><b>At Higher Levels:</b> 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.</p>	
Warlock (Archfey)(Great Old One)5th level Enchantment	

DREAM [1/2]	
CASTING TIME 1 minute	RANGE Special
COMPONENTS V, S, M	DURATION 8 hours
<i>a handful of sand, a dab of ink, and a writing quill plucked from a sleeping bird</i>	
<p>This spell shapes a creature's dreams. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. Creatures that don't sleep, such as elves, can't be contacted by this spell. You, or a willing creature you touch, enters a trance state, acting as a messenger. While in the trance, the messenger is aware of his or her surroundings, but can't take actions or move. If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the spell. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the spell early. The target recalls the dream perfectly upon waking. If the target is awake when you cast the spell, the messenger knows it, and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the messenger appears in the</p>	
Warlock5th level Illusion	

DREAM [2/2]	
CASTING TIME 1 minute	RANGE Special
COMPONENTS V, S, M	DURATION 8 hours
<i>a handful of sand, a dab of ink, and a writing quill plucked from a sleeping bird</i>	
<p>target's dreams.</p> <p>You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must make a Wisdom saving throw. On a failed save, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, it takes 3d6 psychic damage.</p> <p>If you have a body part, lock of hair, clipping from a nail, or similar portion of the target's body, the target makes its saving throw with disadvantage.</p>	
Warlock5th level Illusion	

ENERVATION	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S	DURATION Concentration, up to 1 minute
<p>A tendril of inky darkness reaches out from you, touching a creature you can see within range to drain life from it. The target must make a Dexterity saving throw. On a successful save, the target takes 2d8 necrotic damage, and the spell ends. On a failed save, the target takes 4d8 necrotic damage, and until the spell ends, you can use your action on each of your turns to automatically deal 4d8 necrotic damage to the target. The spell ends if you use your action to do anything else, if the target is ever outside the spell's range, or if the target has total cover from you.</p> <p>Whenever the spell deals damage to a target, you regain hit points equal to half the amount of necrotic damage the target takes.</p> <p><b>At Higher Levels:</b> When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.</p>	
Warlock (XGE)5th level Necromancy	

FAR STEP	
CASTING TIME 1 bonus action	RANGE Self
COMPONENTS V	DURATION Concentration, up to 1 minute
<p>You teleport up to 60 feet to an unoccupied space you can see. On each of your turns before the spell ends, you can use a bonus action to teleport in this way again.</p>	
Warlock (XGE)5th level Conjuration	

FLAME STRIKE	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION Instantaneous
<i>pinch of sulfur</i>	
<p>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.</p> <p><b>At Higher Levels:</b> 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.</p>	
Warlock (Celestial)(Fiend)5th level Evocation	

GREATER RESTORATION	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION Instantaneous
<i>diamond dust worth 100 gp, which the spell consumes</i>	
<p>You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target.</p> <ul style="list-style-type: none"><li>• One effect that charmed or petrified the target</li><li>• One curse, including the target's attunement to a cursed magic item</li><li>• Any reduction to one of the target's ability scores</li><li>• One effect reducing the target's hit point maximum</li></ul>	
Warlock (Celestial)5th level Abjuration	



## HALLOW [1/3]

**CASTING TIME**  
24 hours**RANGE**  
Touch**COMPONENTS**  
V, S, M**DURATION**  
Until dispelled*herbs, oils, and incense worth at least 1,000 gp, which the spell consumes*

You touch a point and infuse an area around it with holy (or unholy) power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect a *hallow* spell. The affected area is subject to the following effects. First, celestials, elementals, fey, fiends, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. You can exclude one or more of those types of creatures from this effect. Second, you can bind an extra effect to the area. Choose the effect from the following list, or choose an effect offered by the DM. Some of these effects apply to creatures in the area, you can designate whether the effect applies to all creatures, creatures that follow a specific deity or leader, or creatures of a specific sort, such as ores or trolls. When a creature that would be affected enters the

Warlock (Fiend)

5th level Evocation

## HALLOW [2/3]

**CASTING TIME**  
24 hours**RANGE**  
Touch**COMPONENTS**  
V, S, M**DURATION**  
Until dispelled*herbs, oils, and incense worth at least 1,000 gp, which the spell consumes*

spell's area for the first time on a turn or starts its turn there, it can make a Charisma saving throw. On a success, the creature ignores the extra effect until it leaves the area.  
**Courage:** Affected creatures can't be frightened while in the area.  
**Darkness:** Darkness fills the area. Normal light, as well as magical light created by spells of a lower level than the slot you used to cast this spell, can't illuminate the area.  
**Daylight:** Bright light fills the area. Magical darkness created by spells of a lower level than the slot you used to cast this spell can't extinguish the light.  
**Energy Protection:** Affected creatures in the area have resistance to one damage type of your choice, except for bludgeoning, piercing, or slashing.  
**Energy Vulnerability:** Affected creatures in the area have vulnerability to one damage type of your choice, except for bludgeoning, piercing, or slashing.  
**Everlasting Rest:** Dead bodies interred in the area can't be turned into undead.

Warlock (Fiend)

5th level Evocation

## HALLOW [3/3]

**CASTING TIME**  
24 hours**RANGE**  
Touch**COMPONENTS**  
V, S, M**DURATION**  
Until dispelled*herbs, oils, and incense worth at least 1,000 gp, which the spell consumes*

**Extradimensional Interference:** Affected creatures can't move or travel using teleportation or by extradimensional or interplanar means.  
**Fear:** Affected creatures are frightened while in the area.  
**Silence:** No sound can emanate from within the area, and no sound can reach into it.  
**Tongues:** Affected creatures can communicate with any other creature in the area, even if they don't share a common language.

Warlock (Fiend)

5th level Evocation

## HOLD MONSTER

**CASTING TIME**  
1 action**RANGE**  
90 feet**COMPONENTS**  
V, S, M**DURATION**  
Concentration, up to 1 minute*a small, straight piece of iron*

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. 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 6th level or higher, you can target on additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

Warlock

5th level Enchantment

## INFERNAL CALLING [1/3]

**CASTING TIME**  
1 minute**RANGE**  
90 feet**COMPONENTS**  
V, S, M**DURATION**  
Concentration, up to 1 hour*a ruby worth at least 999 gp*

Uttering a dark incantation, you summon a devil from the Nine Hells. You choose the devil's type, which must be one of challenge rating 6 or lower, such as a barbed devil or a bearded devil. The devil appears in an unoccupied space that you can see within range. The devil disappears when it drops to 0 hit points or when the spell ends.

The devil is unfriendly toward you and your companions. Roll initiative for the devil, which has its own turns. It is under the Dungeon Master's control and acts according to its nature on each of its turns, which might result in its attacking you if it thinks it can prevail, or trying to tempt you to undertake an evil act in exchange for limited service. The DM has the creature's statistics.

On each of your turns, you can try to issue a verbal command to the devil (no action required by you). It obeys the command if the likely outcome is in accordance with its desires, especially if the result would draw you toward evil. Otherwise, you must make a Charisma (Deception, Intimidation, or

Warlock (XGE)

5th level Conjuration

## INFERNAL CALLING [2/3]

**CASTING TIME**  
1 minute**RANGE**  
90 feet**COMPONENTS**  
V, S, M**DURATION**  
Concentration, up to 1 hour*a ruby worth at least 999 gp*

Persuasion) check contested by its Wisdom (Insight) check. You make the check with advantage if you say the devil's true name. If your check fails, the devil becomes immune to your verbal commands for the duration of the spell, though it can still carry out your commands if it chooses. If your check succeeds, the devil carries out your command- such as attack my enemies, explore the room ahead, or bear this message to the queen- until it completes the activity, at which point it returns to you to report having done so.

If your concentration ends before the spell reaches its full duration, the devil doesn't disappear if it has become immune to your verbal commands. Instead, it acts in whatever manner it chooses for 3d6 minutes, and then it disappears.

If you possess an individual devil's talisman, you can summon that devil if it is of the appropriate challenge rating plus 1, and it obeys all your commands, with no Charisma checks required.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level

Warlock (XGE)

5th level Conjuration

## INFERNAL CALLING [3/3]

**CASTING TIME**  
1 minute**RANGE**  
90 feet**COMPONENTS**  
V, S, M**DURATION**  
Concentration, up to 1 hour*a ruby worth at least 999 gp*

or higher, the challenge rating increases by 1 for each slot level above 5th.

Warlock (XGE)

5th level Conjuration

## LEGEND LORE

**CASTING TIME**  
10 minutes**RANGE**  
Self**COMPONENTS**  
V, S, M**DURATION**  
Instantaneous*incense worth at least 250 gp, which the spell consumes, and four ivory strips worth at least 50 gp each*

Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is.

The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand, the spell might yield this information - Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a true Child of Stone, lover and beloved of Moradin, may awaken the true powers of the axe, and only with the sacred word *Rudnogg* on the lips.

Warlock (Undying)

5th level Divination

## NEGATIVE ENERGY FLOOD

**CASTING TIME**  
1 action**RANGE**  
60 feet**COMPONENTS**  
V, M**DURATION**  
Instantaneous*a broken bone and a square of black silk*

You send ribbons of negative energy at one creature you can see within range. Unless the target is undead, it must make a Constitution saving throw, taking 5d12 necrotic damage on a failed save, or half as much damage on a successful one. A target killed by this damage rises up as a zombie at the start of your next turn. The zombie pursues whatever creature it can see that is closest to it. Statistics for the zombie are in the *Monster Manual*. If you target an undead with this spell, the target doesn't make a saving throw. Instead, roll 5d12. The target gains half the total as temporary hit points.

Warlock (XGE)

5th level Necromancy





SCRYING [1/2]	
CASTING TIME 10 minutes	RANGE Self
COMPONENTS V, S, M	DURATION Concentration, up to 10 minutes
<i>a focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water</i>	
You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed. <b>Knowledge</b> - Secondhand (you have heard of the target) +5. Firsthand (you have met the target) +0. Familiar (you know the target well) -5. <b>Connection</b> Likeness or picture -2. Possession or garment -4. Body part, lock of hair, bit of nail, or the like -10. On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours. On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a	
Warlock	5th level Divination

SCRYING [2/2]	
CASTING TIME 10 minutes	RANGE Self
COMPONENTS V, S, M	DURATION Concentration, up to 10 minutes
<i>a focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water</i>	
luminous orb about the size of your fist. Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.	
Warlock	5th level Divination

SEEMING [1/2]	
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	
Warlock (Archfey)	5th level Illusion

SEEMING [2/2]	
CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V, S	DURATION 8 hours
(Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.	
Warlock (Archfey)	5th level Illusion

SYNAPTIC STATIC	
CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S	DURATION Instantaneous
You choose a point within range and cause psychic energy to explode there. Each creature in a 20-foot-radius sphere centered on that point must make an Intelligence saving throw. A creature with an Intelligence score of 2 or lower can't be affected by this spell. A target takes 8d6 psychic damage on a failed save, or half as much damage on a successful one. After a failed save, a target has muddled thoughts for 1 minute. During that time, it rolls a d6 and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can make an Intelligence saving throw at the end of each of its turns, ending the effect on itself on a success.	
Warlock (XGE)	5th level Enchantment

TELEKINESIS [1/2]	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S	DURATION Concentration, up to 10 minutes
You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell. <b>Creature:</b> You can try to move a Huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air. On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest. <b>Object:</b> You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell. If the	
Warlock (Great Old One)	5th level Transmutation

TELEKINESIS [2/2]	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S	DURATION Concentration, up to 10 minutes
object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell. You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.	
Warlock (Great Old One)	5th level Transmutation

WALL OF LIGHT [1/2]	
CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S, M	DURATION Concentration, up to 10 minutes
<i>a hand mirror</i> A shimmering wall of bright light appears at a point you choose within range. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It can be free floating, or it can rest on a solid surface. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall blocks line of sight, but creatures and objects can pass through it. It emits bright light out to 120 feet and dim light for an additional 120 feet. When the wall appears, each creature in its area must make a Constitution saving throw. On a failed save, a creature takes 4d8 radiant damage, and it is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded. A blinded creature can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that ends its turn in the wall's area takes 4d8 radiant damage. Until the spell ends, you can use an action to launch a beam of radiance from the wall at one creature you can see within 60 feet of	
Warlock (XGE)	5th level Evocation

WALL OF LIGHT [2/2]	
CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S, M	DURATION Concentration, up to 10 minutes
<i>a hand mirror</i> it. Make a ranged spell attack. On a hit, the target takes 4d8 radiant damage. Whether you hit or miss, reduce the length of the wall by 10 feet. If the wall's length drops to 0 feet, the spell ends. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.	
Warlock (XGE)	5th level Evocation



WALL OF STONE [1/2]		WALL OF STONE [2/2]		SEEMING [1/2]	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	120 feet	1 action	120 feet	1 action	30 feet
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S, M	Concentration, up to 10 minutes	V, S, M	Concentration, up to 10 minutes	V, S	8 hours
a small block of granite		a small block of granite		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	
Warlock (Dao)	5th level Evocation	Warlock (Dao)	5th level Evocation	Warlock (Djinni)	5th level Illusion

SEEMING [2/2]		FLAME STRIKE		BIGBY'S HAND (APPEARS AS A TENTACLE) [1/3]	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	30 feet	1 action	60 feet	1 action	120 feet
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S	8 hours	V, S, M	Instantaneous	V, S, M	Concentration, up to 1 minute
(Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.		a pinch of sulfur		an eggshell and a snakeskin glove	
		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. <b>At Higher Levels:</b> 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.		You create a Large hand of shimmering, translucent force in an unoccupied space that you can see within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand. The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space. When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it. <b>Clenched Fist.</b> The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 4d8 force damage. <b>Forceful Hand.</b> The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or	
Warlock (Djinni)	5th level Illusion	Warlock (Efreeti)	5th level Evocation	Warlock (Fathomless)	5th level Evocation

BIGBY'S HAND (APPEARS AS A TENTACLE) [2/3]		BIGBY'S HAND (APPEARS AS A TENTACLE) [3/3]		CONE OF COLD	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	120 feet	1 action	120 feet	1 action	Self (60-foot cone)
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute	V, S, M	Concentration, up to 1 minute	V, S, M	Instantaneous
an eggshell and a snakeskin glove		an eggshell and a snakeskin glove		a small crystal or glass cone	
smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target to remain within 5 feet of it. <b>Grasping Hand.</b> The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting ability modifier. <b>Interposing Hand.</b> The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score		is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is difficult terrain for the target. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 6th level or higher, the damage from the clenched fist option increases by 2d8 and the damage from the grasping hand increases by 2d6 for each slot level above 5th.		A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.	
Warlock (Fathomless)	5th level Evocation	Warlock (Fathomless)	5th level Evocation	Warlock (Fathomless)	5th level Evocation





## CREATION

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

*a tiny piece of matter of the same type of the item you plan to create*

You pull wisps of shadow material from the Shadowfell to create a nonliving object of vegetable matter within range - soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5-foot cube, and the object must be of a form and material that you have seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

**Duration:** Vegetable matter - 1 day. Stone/crystal - 12 hours. Precious metals - 1 hour. Gems - 10 minutes. Adamantine/Mithral - 1 minute.

Using any material created by this spell as another spell's material component causes that spell to fail.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the cube increases by 5 feet for each slot level above 5th.

Warlock (Genie)

5th level Illusion

## CONE OF COLD

CASTING TIME	RANGE
1 action	Self (60-foot cone)
COMPONENTS	DURATION
V, S, M	Instantaneous

*a small crystal or glass cone*

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d6 cold damage on a failed save, or half as much damage on a successful one.

A creature killed by this spell becomes a frozen statue until it thaws.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Warlock (Marid)

5th level Evocation

## MISLEAD

CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
S	Concentration, up to 1 hour

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell. You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.

You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Warlock (TCE)

5th level Illusion

## PLANAR BINDING [1/2]

CASTING TIME	RANGE
1 hour	60 feet
COMPONENTS	DURATION
V, S, M	24 hours

*A jewel worth at least 1,000 gp. Consumed*

With this spell, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted *magic circle* in order to keep it trapped while this spell is cast.) At the completion of the casting, the target must make a Charisma saving throw. On a failed save, it is bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell.

A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this

Warlock (TCE)

5th level Abjuration

## PLANAR BINDING [2/2]

CASTING TIME	RANGE
1 hour	60 feet
COMPONENTS	DURATION
V, S, M	24 hours

*A jewel worth at least 1,000 gp. Consumed*

fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of a higher level, the duration increases to 10 days with a 6th-level slot, to 30 days with a 7th-level slot, to 180 days with an 8th-level slot, and to a year and a day with a 9th-level spell slot.

Warlock (TCE)

5th level Abjuration

## TELEPORTATION CIRCLE [1/2]

CASTING TIME	RANGE
1 minute	10 feet
COMPONENTS	DURATION
V, M	1 round

*Rare chalks and inks infused with precious gems with 50 gp. Consumed*

As you cast the spell, you draw a 10-foot-diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied.

Many major temples, guilds, and other important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence - a string of magical runes arranged in a particular pattern. When you first gain the ability to cast this spell, you learn the sigil sequences for 2 destinations on the Material Plane, determined by the DM. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1

Warlock (TCE)

5th level Conjuration

## TELEPORTATION CIRCLE [2/2]

CASTING TIME	RANGE
1 minute	10 feet
COMPONENTS	DURATION
V, M	1 round

*Rare chalks and inks infused with precious gems with 50 gp. Consumed*

minute.

You can create a permanent teleportation circle by casting this spell in the same location every day for 1 year. You need not use the circle to teleport when you cast the spell in this way.

Warlock (TCE)

5th level Conjuration

## ARCANE GATE

CASTING TIME	RANGE
1 action	500 feet
COMPONENTS	DURATION
V, S	Concentration, up to 10 minutes

You create linked teleportation portals that remain open for the duration. Choose two points on the ground that you can see, one point within 10 feet of you and one point within 500 feet of you. A circular portal, 10 feet in diameter, opens over each point. If the portal would open in the space occupied by a creature, the spell fails, and the casting is lost.

The portals are two-dimensional glowing rings filled with mist, hovering inches from the ground and perpendicular to it at the points you choose. A ring is visible only from one side (your choice), which is the side that functions as a portal.

Any creature or object entering the portal exits from the other portal as if the two were adjacent to each other, passing through a portal from the non-portal side has no effect. The mist that fills each portal is opaque and blocks vision through it. On your turn, you can rotate the rings as a bonus action so that the active side faces in a different direction.

Warlock

6th level Conjuration

## CIRCLE OF DEATH

CASTING TIME	RANGE
1 action	150 feet
COMPONENTS	DURATION
V, S, M	Instantaneous

*the powder of a crushed black pearl worth at least 500 gp*

A sphere of negative energy ripples out in a 60-foot-radius sphere from a point within range. Each creature in that area must make a Constitution saving throw. A target takes 8d6 necrotic 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 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

Warlock

6th level Necromancy





## CONJURE FEY

**CASTING TIME**  
1 minute

**RANGE**  
90 feet

**COMPONENTS**  
V, S

**DURATION**  
Concentration, up to 1 hour

You summon a fey creature of challenge rating 6 or lower, or a fey spirit that takes the form of a beast of challenge rating 6 or lower. It appears in an unoccupied space that you can see within range. The fey creature disappears when it drops to 0 hit points or when the spell ends.  
The fey creature is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the fey creature, it defends itself from hostile creatures but otherwise takes no actions.  
If your concentration is broken, the fey creature doesn't disappear. Instead, you lose control of the fey creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled fey creature can't be dismissed by you, and it disappears 1 hour after you summoned it.  
The DM has the fey creature's statistics.  
**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the challenge rating increases by 1 for each slot level above 6th.

Warlock 6th level Conjunction

## CREATE UNDEAD [1/2]

**CASTING TIME**  
1 minute

**RANGE**  
10 feet

**COMPONENTS**  
V, S, M

**DURATION**  
Instantaneous

*one clay pot filled with grave dirt, one clay pot filled with brackish water, and one 150 gp black onyx stone for each corpse.*

You can cast this spell only at night. Choose up to three corpses of Medium or Small humanoids within range. Each corpse becomes a ghoul under your control. (The DM has game statistics for these creatures.)  
As a bonus action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.  
The creature is under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the creature for another 24 hours, you must cast this spell on the

Warlock 6th level Necromancy

## CREATE UNDEAD [2/2]

**CASTING TIME**  
1 minute

**RANGE**  
10 feet

**COMPONENTS**  
V, S, M

**DURATION**  
Instantaneous

*one clay pot filled with grave dirt, one clay pot filled with brackish water, and one 150 gp black onyx stone for each corpse.*

creature before the current 24-hour period ends. This use of the spell reasserts your control over up to three creatures you have animated with this spell, rather than animating new ones.  
**At Higher Levels:** When you cast this spell using a 7th-level spell slot, you can animate or reassert control over four ghouls. When you cast this spell using an 8th-level spell slot, you can animate or reassert control over five ghouls or two ghouls or wights. When you cast this spell using a 9th-level spell slot, you can animate or reassert control over six ghouls, three ghouls or wights, or two mummies

Warlock 6th level Necromancy

## EYEBITE

**CASTING TIME**  
1 action

**RANGE**  
Self

**COMPONENTS**  
V, S

**DURATION**  
Concentration, up to 1 minute

For the spell's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of *eyebite*.  
**Asleep:** The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.  
**Panicked:** The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.  
**Sickened:** The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

Warlock 6th level Necromancy

## FLESH TO STONE

**CASTING TIME**  
1 action

**RANGE**  
60 feet

**COMPONENTS**  
V, S, M

**DURATION**  
Concentration, up to 1 minute

*a pinch of lime, water, and earth*

You attempt to turn one creature that you can see within range into stone. If the targets body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected.  
A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive, keep track of both until the target collects three of a kind.  
If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.  
If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.

Warlock 6th level Transmutation

## INVESTITURE OF FLAME

**CASTING TIME**  
1 action

**RANGE**  
Self

**COMPONENTS**  
V, S

**DURATION**  
Concentration, up to 10 minutes

Flames race across your body, shedding bright light in a 30-foot radius and dim light for an additional 30 feet for the spell's duration. The flames don't harm you. Until the spell ends, you gain the following benefits:  
• You are immune to fire damage and have resistance to cold damage.  
• Any creature that moves within 5 feet of you for the first time on a turn or ends its turn there takes 1d10 fire damage.  
• You can use your action to create a line of fire 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 fire damage on a failed save, or half as much damage on a successful one.

Warlock (XGE) 6th level Transmutation

## INVESTITURE OF ICE

**CASTING TIME**  
1 action

**RANGE**  
Self

**COMPONENTS**  
V, S

**DURATION**  
Concentration, up to 10 minutes

Until the spell ends, ice rimes your body, and you gain the following benefits:  
• You are immune to cold damage and have resistance to fire damage.  
• You can move across difficult terrain created by ice or snow without spending extra movement.  
• The ground in a 10-foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you.  
• You can use your action to create a 15-foot cone of freezing wind extending from your outstretched hand in a direction you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 4d6 cold damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.

Warlock (XGE) 6th level Transmutation

## INVESTITURE OF STONE

**CASTING TIME**  
1 action

**RANGE**  
Self

**COMPONENTS**  
V, S

**DURATION**  
Concentration, up to 10 minutes

Until the spell ends, bits of rock spread across your body, and you gain the following benefits:  
• You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.  
• You can use your action to create a small earthquake on the ground in a 15-foot radius centered on you. Other creatures on that ground must succeed on a Dexterity saving throw or be knocked prone.  
• You can move across difficult terrain made of earth or stone without spending extra movement. You can move through solid earth or stone as if it was air and without destabilizing it, but you can't end your movement there. If you do so, you are ejected to the nearest unoccupied space, this spell ends, and you are stunned until the end of your next turn.

Warlock (XGE) 6th level Transmutation

## INVESTITURE OF WIND

**CASTING TIME**  
1 action

**RANGE**  
Self

**COMPONENTS**  
V, S

**DURATION**  
Concentration, up to 10 minutes

Until the spell ends, wind whirls around you, and you gain the following benefits:  
• Ranged weapon attacks made against you have disadvantage on the attack roll.  
• You gain a flying speed of 60 feet. If you are still flying when the spell ends, you fall, unless you can somehow prevent it.  
• You can use your action to create a 15-foot cube of swirling wind centered on a point you can see within 60 feet of you. Each creature in that area must make a Constitution saving throw. A creature takes 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one. If a Large or smaller creature fails the save, that creature is also pushed up to 10 feet away from the center of the cube.

Warlock (XGE) 6th level Transmutation



MASS SUGGESTION [1/2]

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, M	24 hours

a snake's tongue and either a bit of honeycomb or a drop of sweet oil

You suggest a course of activity (limited to a sentence or two) and magically influence up to twelve creatures of your choice that you can see within range and 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 automatically negates the effect of the spell. Each 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 group of soldiers give all their money to the first beggar

Warlock6th level Enchantment

MASS SUGGESTION [2/2]

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, M	24 hours

a snake's tongue and either a bit of honeycomb or a drop of sweet oil

they meet. If the condition isn't met before the spell ends, the activity isn't performed. If you or any of your companions damage a creature affected by this spell, the spell ends for that creature.

**At Higher Levels:** When you cast this spell using a 7th-level spell slot, the duration is 10 days. When you use an 8th-level spell slot, the duration is 30 days. When you use a 9th-level spell slot, the duration is a year and a day.

Warlock6th level Enchantment

MENTAL PRISON

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
S	Concentration, up to 1 minute

You attempt to bind a creature within an illusory cell that only it perceives. One creature you can see within range must make an Intelligence saving throw. The target succeeds automatically if it is immune to being charmed. On a successful save, the target takes 5d10 psychic damage, and the spell ends. On a failed save, the target takes 5d10 psychic damage, and you make the area immediately around the target's space appear dangerous to it in some way. You might cause the target to perceive itself as being surrounded by fire, floating razors, or hideous maws filled with dripping teeth. Whatever form the illusion takes, the target can't see or hear anything beyond it and is restrained for the spell's duration. If the target is moved out of the illusion, makes a melee attack through it, or reaches any part of its body through it, the target takes 10d10 psychic damage, and the spell ends.

Warlock (XGE)6th level Illusion

SCATTER

CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V	Instantaneous

The air quivers around up to five creatures of your choice that you can see within range. An unwilling creature must succeed on a Wisdom saving throw to resist this spell. You teleport each affected target to an unoccupied space that you can see within 120 feet of you. That space must be on the ground or on a floor.

Warlock (XGE)6th level Conjuration

SOUL CAGE [1/2]

CASTING TIME	RANGE
1 reaction, which you take when a humanoid you can see within 60 feet of you dies	60 feet
COMPONENTS	DURATION
V, S, M	8 hours

a tiny silver cage worth 100 gp

This spell snatches the soul of a humanoid as it dies and traps it inside the tiny cage you use for the material component. A stolen soul remains inside the cage until the spell ends or until you destroy the cage, which ends the spell. While you have a soul inside the cage, you can exploit it in any of the ways described below. You can use a trapped soul up to six times. Once you exploit a soul for the sixth time, it is released, and the spell ends. While a soul is trapped, the dead humanoid it came from can't be revived.

**Steal Life:** You can use a bonus action to drain vigor from the soul and regain 2d8 hit points.

**Query Soul:** You ask the soul a question (no action required) and receive a brief telepathic answer, which you can understand regardless of the language used. The soul knows only what it knew in life, but it must answer you truthfully and to the best of its ability. The answer is no more than a sentence or two and might be cryptic.

**Borrow Experience:** You can use a bonus action to

Warlock (XGE)6th level Necromancy

SOUL CAGE [2/2]

CASTING TIME	RANGE
1 reaction, which you take when a humanoid you can see within 60 feet of you dies	60 feet
COMPONENTS	DURATION
V, S, M	8 hours

a tiny silver cage worth 100 gp

yourself with the soul's life experience, making your next attack roll, ability check, or saving throw with advantage. If you don't use this benefit before the start of your next turn, it is lost.

**Eyes of the Dead:** You can use an action to name a place the humanoid saw in life, which creates an invisible sensor somewhere in that place if it is on the plane of existence you're currently on. The sensor remains for as long as you concentrate, up to 10 minutes (as if you were concentrating on a spell). You receive visual and auditory information from the sensor as if you were in its space using your senses. A creature that can see the sensor (such as one using *see invisibility* or truesight) sees a translucent image of the tormented humanoid whose soul you caged.

Warlock (XGE)6th level Necromancy

SUMMON FIEND

CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour

humanoid blood inside a ruby vial worth at least 600 gp

You call forth a fiendish spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Fiendish Spirit stat block. When you cast the spell, choose Demon, Devil, or Yugoloth. The creature resembles a fiend of the chosen type, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, use the higher level wherever the spell's level appears in the stat block.

Warlock (TCE)6th-level conjuration

TASHA'S OTHERWORLDLY GUISE

CASTING TIME	RANGE
1 bonus action	Self
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

an object engraved with a symbol of the Outer Planes, worth at least 500 gp

Uttering an incantation, you draw on the magic of the Lower Planes or Upper Planes (your choice) to transform yourself. You gain the following benefits until the spell ends:

- You are immune to fire and poison damage (Lower Planes) or radiant and necrotic damage (Upper Planes).
- You are immune to the poisoned condition (Lower Planes) or the charmed condition (Upper Planes).
- Spectral wings appear on your back, giving you a flying speed of 40 feet.
- You have a +2 bonus to AC.
- All your weapon attacks are magical, and when you make a weapon attack, you can use your spell casting ability modifier instead of Strength or Dexterity for the attack and damage rolls.
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that lets you attack more than once when you take the Attack action on your turn.

Warlock (TCE)6th-level transmutation

TRUE SEEING

CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V, S, M	1 hour

an ointment for the eyes that costs 25 gp, is made from mushroom powder, saffron, and fat, and is consumed by the spell

This spell gives the willing creature you touch the ability to see things as they actually are. For the duration, the creature has truesight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.

Warlock6th level Divination





CROWN OF STARS	
CASTING TIME 1 action	RANGE Self
COMPONENTS V, S	DURATION 1 hour
Seven star-like motes of light appear and orbit your head until the spell ends. You can use a bonus action to send one of the motes streaking toward one creature or object within 120 feet of you. When you do so, make a ranged spell attack. On a hit, the target takes 4d12 radiant damage. Whether you hit or miss, the mote is expended. The spell ends early if you expend the last mote. If you have four or more motes remaining, they shed bright light in a 30-foot radius and dim light for an additional 30 feet. If you have one to three motes remaining, they shed dim light in a 30-foot radius. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 8th level or higher, the number of motes created increases by two for each slot level above 7th.	
Warlock (XGE)	7th level Evocation

DREAM OF THE BLUE VEIL [1/2]	
CASTING TIME 10 minutes	RANGE 20 feet
COMPONENTS V, S, M	DURATION 6 hours
<i>a magic item or a willing creature from the destination world</i>	
You and up to eight willing creatures within range fall unconscious for the spells' duration and experience visions of another world on the Material Plane, such as Oerth, Toril, Krynn, or Eberron. If the spell reaches its full duration, the visions conclude with each of you encountering and pulling back a mysterious blue curtain. The spell then ends with you mentally and physically transported to the world that was in the visions. To cast this spell, you must have a magic item that originated on the world you wish to reach, and you must be aware of the world's existence, even if you don't know the world's name. Your destination in the other world is a safe location within 1 mile of where the magic item was created. Alternatively, you can cast the spell if one of the affected creatures was born on the other world, which causes your destination to be a safe location within 1 mile of where that creature was born. The spell ends early on a creature if that creature takes any damage, and the creature isn't transported. If you take	
Warlock (TCE)	7th-level conjuration

DREAM OF THE BLUE VEIL [2/2]	
CASTING TIME 10 minutes	RANGE 20 feet
COMPONENTS V, S, M	DURATION 6 hours
<i>a magic item or a willing creature from the destination world</i>	
any damage, the spell ends for you and all other creatures, with none of you being transported.	
Warlock (TCE)	7th-level conjuration

ETHEREALNESS [1/2]	
CASTING TIME 1 action	RANGE Self
COMPONENTS V, S	DURATION Up to 8 hours
You step into the border regions of the Ethereal Plane, in the area where it overlaps with your current plane. You remain in the Border Ethereal for the duration or until you use your action to dismiss the spell. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away. While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so. You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plaen you originated from. When the spell ends, you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are	
Warlock	7th level Transmutation

ETHEREALNESS [2/2]	
CASTING TIME 1 action	RANGE Self
COMPONENTS V, S	DURATION Up to 8 hours
moved. This spell has no effect if you cast it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 8th level or higher, you can target up to three willing creatures (including you) for each slot level above 7th. The creatures must be within 10 feet of you when you cast the spell.	
Warlock	7th level Transmutation

FINGER OF DEATH	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S	DURATION Instantaneous
You send negative energy coursing through a creature that you can see within range, causing it searing pain. The target must make a Constitution saving throw. It takes 7d8+30 necrotic damage on a failed save, or half as much damage on a successful one. A humanoid killed by this spell rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability.	
Warlock	7th level Necromancy

FORCECAGE [1/2]	
CASTING TIME 1 action	RANGE 100 feet
COMPONENTS V, S, M	DURATION 1 hour
<i>ruby dust worth 1,500 gp</i>	
An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box as you choose. A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart. A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out of the area. When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area. A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or interplanar travel to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that magic to exit the cage. On a	
Warlock	7th level Evocation

FORCECAGE [2/2]	
CASTING TIME 1 action	RANGE 100 feet
COMPONENTS V, S, M	DURATION 1 hour
<i>ruby dust worth 1,500 gp</i>	
failure, the creature can't exit the cage and wastes the use of the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel. This spell can't be dispelled by <i>dispel magic</i> .	
Warlock	7th level Evocation

PLANE SHIFT [1/2]	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION Instantaneous
<i>a forked, metal rod worth at least 250 gp, attuned to a particular plane of existence</i>	
You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispater on the second level of the Nine Hells, and you appear in or near that destination. If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the DM's discretion. Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle. You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw.	
Warlock	7th level Conjuration



PLANE SHIFT [2/2]	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION Instantaneous
<i>a forked, metal rod worth at least 250 gp, attuned to a particular plane of existence</i>	
If the creature fails the save, it is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.	
Warlock	7th level Conjuration

POWER WORD PAIN	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V	DURATION Instantaneous
You speak a word of power that causes waves of intense pain to assail one creature you can see within range. If the target has 100 hit points or fewer, it is subject to crippling pain. Otherwise, the spell has no effect on it. A target is also unaffected if it is immune to being charmed. While the target is affected by crippling pain, any speed it has can be no higher than 10 feet. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target tries to cast a spell, it must first succeed on a Constitution saving throw, or the casting fails and the spell is wasted. A target suffering this pain can make a Constitution saving throw at the end of each of its turns. On a successful save, the pain ends.	
Warlock (XGE)	7th level Enchantment

DEMIPLANE	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS S	DURATION 1 hour
You create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a demiplane that appears to be an empty room 30 feet in each dimension, made of wood or stone. When the spell ends, the door disappears, and any creatures or objects inside the demiplane remain trapped there, as the door also disappears from the other side. Each time you cast this spell, you can create a new demiplane, or have the shadowy door connect to a demiplane you created with a previous casting of this spell. Additionally, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can have the shadowy door connect to its demiplane instead.	
Warlock	8th level Conjuration

DOMINATE MONSTER [1/2]	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S	DURATION Concentration, up to 1 hour
You attempt to beguile a creature 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 creature 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	
Warlock	8th level Enchantment

DOMINATE MONSTER [2/2]	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S	DURATION Concentration, up to 1 hour
throw succeeds, the spell ends. <b>At Higher Levels:</b> When you cast this spell with a 9th-level spell slot, the duration is concentration, up to 8 hours.	
Warlock	8th level Enchantment

FEEBLEMIND	
CASTING TIME 1 action	RANGE 150 feet
COMPONENTS V, S, M	DURATION Instantaneous
<i>a handful of clay, crystal, glass, or mineral spheres</i>	
You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an Intelligence saving throw. On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends. The spell can also be ended by <i>greater restoration</i> , <i>heal</i> or <i>wish</i> .	
Warlock	8th level Enchantment

GLIBNESS	
CASTING TIME 1 action	RANGE Self
COMPONENTS V	DURATION 1 hour
Until the spell ends, when you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful.	
Warlock	8th level Transmutation

MADDENING DARKNESS	
CASTING TIME 1 action	RANGE 150 feet
COMPONENTS V, M	DURATION Concentration, up to 10 minutes
<i>a drop of pitch mixed with a drop of mercury</i>	
Magical darkness spreads from a point you choose within in range to fill a 60-foot-radius sphere until the spell ends. The darkness spreads around corners. A creature with darkvision can't see through this darkness. Nonmagical light, as well as light created by spells of 8th level or lower, can't illuminate the area. Shrieks, gibbering, and mad laughter can be heard within the sphere. Whenever a creature starts its turn in the sphere, it must make a Wisdom saving throw, taking 8d8 psychic damage on a failed save, or half as much damage on a successful one.	
Warlock (XGE)	8th level Evocation

POWER WORD STUN	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V	DURATION Instantaneous
You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the spell has no effect. The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.	
Warlock	8th level Enchantment

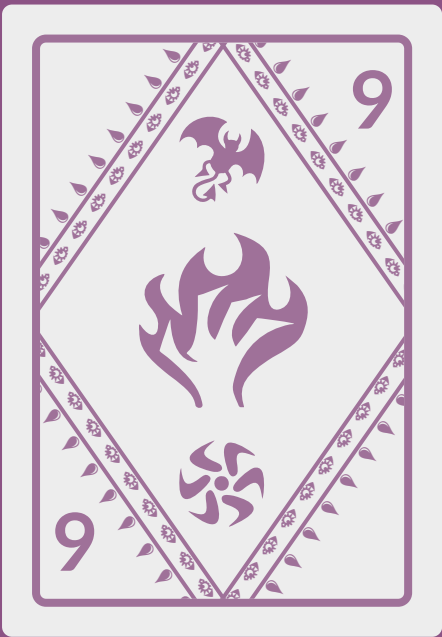


ASTRAL PROJECTION [1/3]		ASTRAL PROJECTION [2/3]		ASTRAL PROJECTION [3/3]	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 hour	10 feet	1 hour	10 feet	1 hour	10 feet
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S, M	Special	V, S, M	Special	V, S, M	Special
for each creature you affect with this spell, you must provide one jacinth worth at least 1,000 gp and one ornately carved bar of silver worth at least 100 gp, all of which the spell consumes		for each creature you affect with this spell, you must provide one jacinth worth at least 1,000 gp and one ornately carved bar of silver worth at least 100 gp, all of which the spell consumes		for each creature you affect with this spell, you must provide one jacinth worth at least 1,000 gp and one ornately carved bar of silver worth at least 100 gp, all of which the spell consumes	
You and up to eight willing creatures within range project your astral bodies into the Astral Plane (the spell fails and the casting is wasted if you are already on that plane). The material body you leave behind is unconscious and in a state of suspended animation, it doesn't need food or air and doesn't age. Your astral body resembles your mortal form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut—something that can happen only when an effect specifically states that it does—your soul and body are separated, killing you instantly. Your astral form can freely travel through the Astral Plane and can pass through portals there leading to any other plane. If you enter a new plane or return to the plane you		were on when casting this spell, your body and possessions are transported along the silver cord, allowing you to re-enter your body as you enter the new plane. Your astral form is a separate incarnation. Any damage or other effects that apply to it have no effect on your physical body, nor do they persist when you return to it. The spell ends for you and your companions when you use your action to dismiss it. When the spell ends, the affected creature returns to its physical body, and it awakens. The spell might also end early for you or one of your companions. A successful <i>dispel magic</i> spell used against an astral or physical body ends the spell for that creature. If a creature's original body or its astral form drops to 0 hit points, the spell ends for that creature. If the spell ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation. If you are returned to your body prematurely, your companions remain in their astral forms and must		find their own way back to their bodies, usually by dropping to 0 hit points.	
Warlock	9th level Necromancy	Warlock	9th level Necromancy	Warlock	9th level Necromancy

BLADE OF DISASTER		FORESIGHT		IMPRISONMENT [1/3]	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 bonus action	60 feet	1 minute	Touch	1 minute	30 feet
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S	Concentration, up to 1 minute	V, S, M	8 hours	V, S, M	Until dispelled
You create a blade-shaped planar rift about 3 feet long in an unoccupied space you can see within range. The blade lasts for the duration. When you cast this spell, you can make up to two melee spell attacks with the blade, each one against a creature, loose object, or structure within 5 feet of the blade. On a hit, the target takes 4d12 force damage. This attack scores a critical hit if the number on the d20 is 18 or higher. On a critical hit, the blade deals an extra 8d12 force damage (for a total of 12d12 force damage). As a bonus action on your turn, you can move the blade up to 30 feet to an unoccupied space you can see and then make up to two melee spell attacks with it again. The blade can harmlessly pass through any barrier, including a Wall of Force.		You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration. This spell immediately ends if you cast it again before its duration ends.		a vellum depiction or a carved statuette in the likeness of the target, and a special component that varies according to the version of the spell you choose, worth at least 500 gp per Hit Die of the target	
You create a magical restraint to hold a creature that you can see within range. The target must succeed on a Wisdom saving throw or be bound by the spell, if it succeeds, it is immune to this spell if you cast it again. While affected by this spell, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the target. When you cast the spell, you choose one of the following forms of imprisonment. <b>Burial:</b> The target is entombed far beneath the earth in a sphere of magical force that is just large enough to contain the target. Nothing can pass through the sphere, nor can any creature teleport or use planar travel to get into or out of it. The special component for this version of the spell is a small mithral orb. <b>Chaining:</b> Heavy chains, firmly rooted in the ground, hold the target in place. The target is restrained until the spell ends, and it can't move or be moved by any means until then. The special component for this version of the spell		a hummingbird feather		You create a magical restraint to hold a creature that you can see within range. The target must succeed on a Wisdom saving throw or be bound by the spell, if it succeeds, it is immune to this spell if you cast it again. While affected by this spell, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the target. When you cast the spell, you choose one of the following forms of imprisonment. <b>Burial:</b> The target is entombed far beneath the earth in a sphere of magical force that is just large enough to contain the target. Nothing can pass through the sphere, nor can any creature teleport or use planar travel to get into or out of it. The special component for this version of the spell is a small mithral orb. <b>Chaining:</b> Heavy chains, firmly rooted in the ground, hold the target in place. The target is restrained until the spell ends, and it can't move or be moved by any means until then. The special component for this version of the spell	
Warlock (TCE)	9th-level conjuration	Warlock	9th level Divination	Warlock	9th level Abjuration

IMPRISONMENT [2/3]		IMPRISONMENT [3/3]		POWER WORD KILL	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
1 minute	30 feet	1 minute	30 feet	1 action	60 feet
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
V, S, M	Until dispelled	V, S, M	Until dispelled	V	Instantaneous
a vellum depiction or a carved statuette in the likeness of the target, and a special component that varies according to the version of the spell you choose, worth at least 500 gp per Hit Die of the target		a vellum depiction or a carved statuette in the likeness of the target, and a special component that varies according to the version of the spell you choose, worth at least 500 gp per Hit Die of the target		You utter a word of power that can compel one creature you can see within range to die instantly. If the creature you chose has 100 hit points or fewer, it dies. Otherwise, the spell has no effect.	
is a fine chain of precious metal. <b>Hedged Prison:</b> The spell transports the target into a tiny demiplane that is warded against teleportation and planar travel. The demiplane can be a labyrinth, a cage, a tower, or any similar confined structure or area of your choice. The special component for this version of the spell is a miniature representation of the prison made from jade. <b>Minimus Containment:</b> The target shrinks to a height of 1 inch and is imprisoned inside a gemstone or similar object. Light can pass through the gemstone normally (allowing the target to see out and other creatures to see in), but nothing else can pass through, even by means of teleportation or planar travel. The gemstone can't be cut or broken while the spell remains in effect. The special component for this version of the spell is a large, transparent gemstone, such as a corundum, diamond, or ruby. <b>Silumber:</b> The target falls asleep and can't be awoken		rare soporific herbs. <b>Ending the Spell:</b> During the casting of the spell, in any of its versions, you can specify a condition that will cause the spell to end and release the target. The condition can be as specific or as elaborate as you choose, but the DM must agree that the condition is reasonable and has a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or deity but otherwise must be based on observable actions or qualities and not based on intangibles such as level, class, or hit points. A <i>dispel magic</i> spell can end the spell only if it is cast as a 9th-level spell, targeting either the prison or the special component used to create it. You can use a particular special component to create only one prison at a time. If you cast the spell again using the same component, the target of the first casting is immediately freed from its binding.			
Warlock	9th level Abjuration	Warlock	9th level Abjuration	Warlock	9th level Enchantment





PSYCHIC SCREAM	
CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
S	Instantaneous
You unleash the power of your mind to blast the intellect of up to ten creatures of your choice that you can see within range. Creatures that have an Intelligence score of 2 or lower are unaffected. Each target must make an Intelligence saving throw. On a failed save, a target takes 14d6 psychic damage and is stunned. On a successful save, a target takes half as much damage and isn't stunned. If a target is killed by this damage, its head explodes, assuming it has one. A stunned target can make an Intelligence saving throw at the end of each of its turns. On a successful save, the stunning effect ends.	
Warlock (XGE)	9th level Enchantment

TRUE POLYMORPH [1/3]	
CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour
a drop of mercury, a dollop of gum arabic, and a wisp of smoke	
Choose one creature with at least 1 hit point or nonmagical object that you can see within range. You transform the creature into a different creature, the creature into an object, or the object into a creature (the object must be neither worn nor carried by another creature). The transformation lasts for the duration, or until the target drops to 0 hit points or dies. If you concentrate on this spell for the full duration, the transformation becomes permanent. Shapechangers aren't affected by this spell. An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell. <b>Creature into Creature:</b> If you turn a creature into another kind of creature, the new form can be any kind you choose whose challenge rating is equal to or less than the target's (or its level, if the target doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the new form. It retains its alignment and personality. The target	
Warlock	9th level Transmutation

TRUE POLYMORPH [2/3]	
CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour
a drop of mercury, a dollop of gum arabic, and a wisp of smoke	
assumes the hit points of its new form, and when it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech unless its new form is capable of such actions. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment. <b>Object into Creature:</b> You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature's challenge rating is 9 or lower. The creature is friendly to you and your companions. It acts on each of your turns. You decide what	
Warlock	9th level Transmutation

TRUE POLYMORPH [3/3]	
CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour
a drop of mercury, a dollop of gum arabic, and a wisp of smoke	
action it takes and how it moves. The DM has the creature's statistics and resolves all of its actions and movement. If the spell becomes permanent, you no longer control the creature. It might remain friendly to you, depending on how you have treated it. <b>Creature into Object:</b> If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form. The creature's statistics become those of the object, and the creature has no memory of time spent in this form, after the spell ends and it returns to its normal form.	
Warlock	9th level Transmutation

WISH [1/3]	
CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V, S, M	Instantaneous
Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires. The basic use of this spell is to duplicate any other spell of 8th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect. Alternatively, you can create one of the following effects of your choice. <ul style="list-style-type: none"><li>• You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.</li><li>• You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the <i>greater restoration</i> spell.</li><li>• You grant up to ten creatures that you can see resistance to a damage type you choose.</li><li>• You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack.</li><li>• You undo a single recent event by forcing a reroll of any roll made within the last round (including your</li></ul>	
Warlock (Genie)	9th level Conjunction

WISH [2/3]	
CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V, S, M	Instantaneous
last turn). Reality reshapes itself to accommodate the new result. For example, a <i>wish</i> spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll. You might be able to achieve something beyond the scope of the above examples. State your wish to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance, the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded the wish. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner. The stress of casting this spell to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you	
Warlock (Genie)	9th level Conjunction

WISH [3/3]	
CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V, S, M	Instantaneous
cast a spell until you finish a long rest, you take 1d10 necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength drops to 3, if it isn't 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast <i>wish</i> ever again if you suffer this stress.	
Warlock (Genie)	9th level Conjunction

GATE [1/2]	
CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute
a diamond worth at least 5,000 gp	
You conjure a portal linking an unoccupied space you can see within range to a precise location on a different plane of existence. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration. The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal. Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains. When you cast this spell, you can speak the name of a specific creature (a pseudonym, title, or nickname doesn't work). If that creature is on a plane other than the one you are on, the portal opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on your side of the portal.	
Warlock (TCE)	9th level Conjunction

GATE [2/2]	
CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute
a diamond worth at least 5,000 gp	
You gain no special power over the creature, and it is free to act as the DM deems appropriate. It might leave, attack you, or help you.	
Warlock (TCE)	9th level Conjunction



WEIRD

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

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature in a 30-foot-radius sphere centered on a point of your choice within range must make a Wisdom saving throw. On a failed save, a creature becomes frightened for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends for that creature.

Warlock (TCE)9th level Illusion

RAULOTHIM'S PSYCHIC LANCE

CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V	DURATION Instantaneous

You unleash a shimmering lance of psychic power from your forehead at a creature that you can see within range. Alternatively, you can utter a creature's name. If the named target is within range, it becomes the spell's target even if you can't see it. If the named target isn't within range, the lance dissipates without effect. The target must make an Intelligence saving throw. On a failed save, the target takes 7d6 psychic damage and is incapacitated until the start of your next turn. On a successful save, the creature takes half as much damage and isn't incapacitated.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Warlock(FToD)4th Level Enchantment





