



DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH	PROFICIENCY BONUS
DEXTERITY	Strength ○ Dexterity ○ Constitution ○ Intelligence ○ Wisdom ○ Charisma <small>CONDITIONAL</small>
CONSTITUTION	SAVING THROWS
INTELLIGENCE	Acrobatics (Dex) Animal Handling (Wis) Arcana (Int) Athletics (Str) Deception (Cha) History (Int) Insight (Wis) Intimidation (Cha) Investigation (Int) Medicine (Wis) Nature (Int) Perception (Wis) Performance (Cha) Persuasion (Cha) Religion (Int) Sleight of Hand (Dex) Stealth (Dex) Survival (Wis) <small>SKILLS</small>
WISDOM	PASSIVE PERCEPTION
CHARISMA	INITIATIVE

ARMOR	STEALTH DISADVANTAGE
SHIELD	AC
ARMOR CLASS	

MAXIMUM	HIT DICE	TEMPORARY
CURRENT HIT POINTS		
DEATH SAVING THROWS		

SPEED	FLY	CLIMB	SWIM
VISION	INSPIRATION	EXHAUSTION	
SPEED, SENSES, & CONDITIONS			

RACIAL TRAITS

NAME	RANGE	ATTACK	DAMAGE / TYPE

Arcanist. You learn the prestidigitation and detect magic spells. You can cast detect magic once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

Dual-Focused. You can hold two concentration spells. When you do you must make a Constitution save at the end of every round that you hold the two spells in which the DC is $10 + \text{total level}$ of the spells cast.

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 2.

Conjuration Savant. The gold and time you must spend to copy a conjuration spell into your spellbook is halved.

Minor Conjunction (Action). You can conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that you have seen. The object is visibly magical, radiating dim light out to 5 feet. The object disappears after 1 hour, when you use this feature again, or if it takes or deals any damage.

Eldritch Invocations.

Eldritch Mind. You have advantage on Constitution saves that you make to maintain your concentration on a spell.

Eldritch Sight. You can cast detect magic at will, without expending a spell slot.

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

Poisoned Mind. When you forge this pact at 1st level, your patron teaches you the first lie ever told. You gain proficiency in the Deception skill, and gain 1d4 temporary hit points whenever you make a Deception skill check. Also, whenever you cast a spell of 1st level or higher that targets a single hostile creature, you can use a bonus action to force the target to make a Constitution saving throw. If it fails, it is poisoned for one round.

Features & Traits

Armor Proficiencies. Light Armor

Weapon Proficiencies. Dagger, Dart, Sling, Quarterstaff, Crossbow, Light, Simple Melee Weapons

Tool Proficiencies. –

Languages. Common, Celestial, Elvish, Infernal

ATTACKS & SPELLCASTING

PROFICIENCIES & LANGUAGES



CHARACTER NAME	GENDER	AGE	HEIGHT	WEIGHT
	EYES	SKIN		HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I am horribly, horribly awkward in social situations.
I'm convinced that people are always trying to steal
my secrets.

PERSONALITY TRAITS

Power. Knowledge is the path to power and
domination. (Evil)

IDEAL

I sold my soul for knowledge. I hope to do great
deeds and win it back.

BOND

I can't keep a secret to save my life, or anyone else's.

FLAW

BACKGROUND STORY

When you attempt to learn or recall a piece of lore, if
you do not know that information, you often know
where and from whom you can obtain it. Usually,
this information comes from a library, scriptorium,
university, or a sage or other learned person or
creature. Your DM might rule that the knowledge
you seek is secreted away in an almost inaccessible
place, or that it simply cannot be found. Unearthing
the deepest secrets of the multiverse can require an
adventure or even a whole campaign

BACKGROUND FEATURE

TRINKET

ADDITIONAL FEATURES

ADVENTURING GEAR

lb.

MAGIC ITEMS

lb.

The Book of Lolth. This book was weaved in the pits of the underdark by the spider goddess of Lolth. This book gives immense power to its wielder at the cost of a mysterious curse.

ATTUNED MAGIC ITEMS

/

VALUABLES — GEMS, ART OBJECTS, TRADE GOODS

lb.

COPPER SILVER ELECTRUM GOLD PLATINUM

ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIED

CARRY CAPACITY

PUSH, DRAG, LIFT

INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

ADDITIONAL TREASURE

INVENTORY — ITEM DESCRIPTIONS & NOTES

STORED ITEM

lb.

STORED ITEM

lb.

STORED ITEMS

QUEST ITEMS & TRINKETS

LV 3 - Cursed Spellcasting

You are permanently under the effects of spider climb.

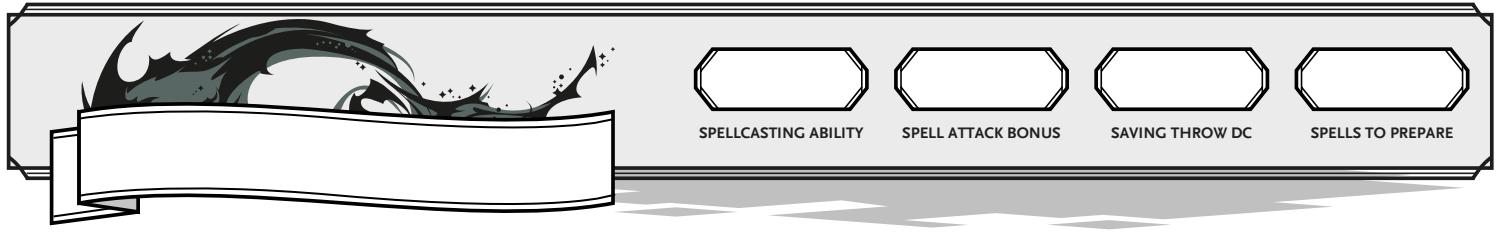
Whenever you use a warlock spell slot, you gain advantage on all saving throws that turn.

NOTES

LV 3 - Curse of Lolth

Whenever you cast a spell that uses a spell slot, you must make an arcana check. The DC is $10 + \text{the spell level}$. If you fail, 2 giant spiders spawn within 5 feet of you. If they summon, you must make a wisdom saving throw for being frightened with the same DC. If you pass this save the spiders are under your control. If you fail, they are hostile toward you.

NOTES



SPELLCASTING ABILITY

SPELL ATTACK BONUS

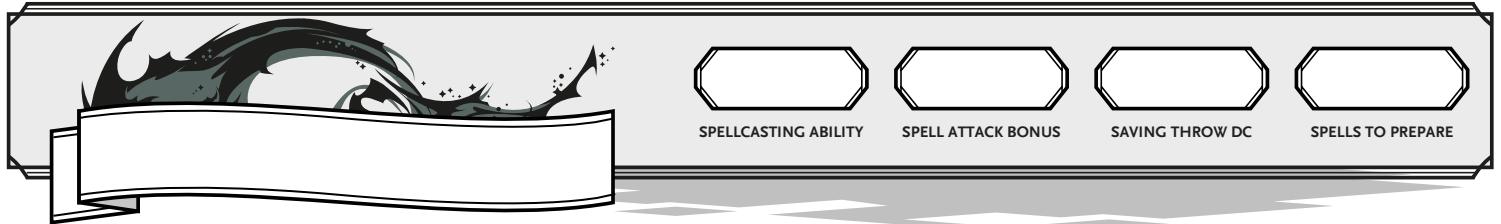
SAVING THROW DC

SPELLS TO PREPARE

CANTRIPS	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

1ST LEVEL	4 SPELL SLOTS	<input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="checkbox"/>
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2ND LEVEL	3 SPELL SLOTS	<input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="checkbox"/>
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SPELLCASTING ABILITY

SPELL ATTACK BONUS

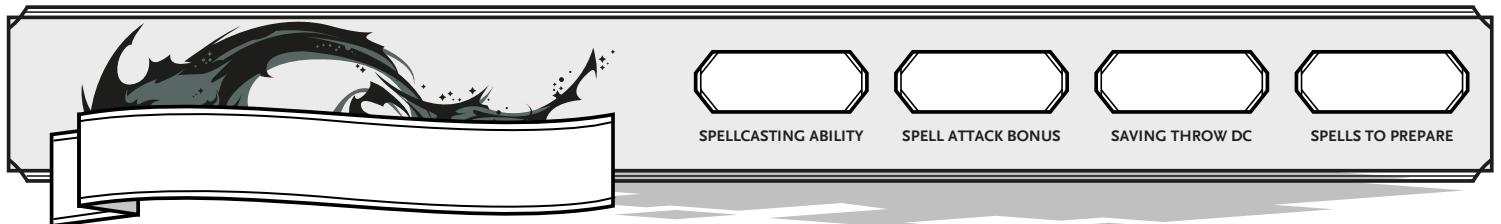
SAVING THROW DC

SPELLS TO PREPARE

CANTRIPS	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

1ST LEVEL	<input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="checkbox"/>
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2ND LEVEL	2 SPELL SLOTS	<input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="checkbox"/>
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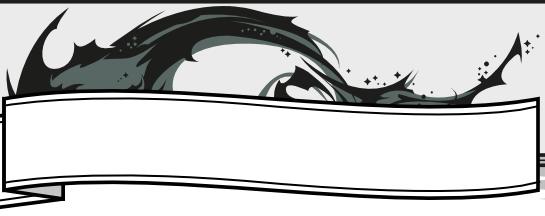
SPELLCASTING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE

CANTRIPS	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



SPELLCASTING ABILITY



SPELL ATTACK BONUS



SAVING THROW DC



SPELLS TO PREPARE

1ST LEVEL



Blazing Starfall

Conjuration Cantrip

CASTING TIME 1 action

RANGE 60 feet

DURATION 1 round

COMPONENTS V, S

A shower of radiance falls upon your enemies and then bursts out, creating a cage of burning embers that are painful to pass through. Choose a 10-foot cube within range. Each creature in the cube must make a Dexterity saving throw, taking 1d4 radiant damage if it fails. Until the start of your next turn, the area of the cube is lightly obscured, and the next time a creature leaves the area, it takes 1d4 fire damage and the spell ends.

At Higher Levels. This spell's radiant damage and fire damage both increase at 5th level to 2d4, both damage rolls increase to 3d4 at 11th level, and 4d4 at 17th level.

Pact of the Tome (Warlock)

The Blackstaff's Codex

Eidolic Chains

Conjuration Cantrip

CASTING TIME 1 action

RANGE 30 feet

DURATION Concentration, up to 1 minute

COMPONENTS V, S

A creature that you can see within range must succeed on a Strength (Athletics) or Dexterity (Acrobatics) skill check (target's choice) vs your spell DC or become grappled. The target may attempt another skill check at the start of each of its turns to break the grapple.

Spellcasting (Wizard)

Grimlore's Grimoire

Mage Hand

Conjuration Cantrip

CASTING TIME 1 action

RANGE 30 feet

DURATION 1 minute

COMPONENTS V, S

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

Spellcasting (Wizard)

Player's Handbook

Blood Siphon

Necromancy Cantrip

CASTING TIME 1 action

RANGE Touch

DURATION Instantaneous

COMPONENTS V, S

You touch a creature with the tip of your finger and attempt to siphon their life force to strengthen your own. Make a melee spell attack against a target, with a successful attack dealing 1d4 necrotic damage and granting you half of the damage dealt as temporary hit points.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Pact of the Tome (Warlock)

Grimlore's Grimoire

Infestation

Conjuration Cantrip

CASTING TIME 1 action

RANGE 30 feet

DURATION Instantaneous

COMPONENTS V, S, M (a living flea)

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).

Pact Magic (Warlock)

Xanathar's Guide to Everything

Chill Touch

Necromancy Cantrip

CASTING TIME 1 action

RANGE 120 feet

DURATION 1 round

COMPONENTS V, S

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).

Spellcasting (Wizard)

Player's Handbook

Jolt

Evocation Cantrip

CASTING TIME 1 action

RANGE 30 feet

DURATION Instantaneous

COMPONENTS V, S

A fraction of the storm's power can give life, or take it.

Sparks fly from your fingertips, shocking a creature within range. If the target is unconscious and reduced to 0 hit points, they gain advantage on their next death saving throw, and any ability check made to aid them also gains advantage. If you target a hostile creature, they must make a Constitution saving throw. If they fail, they take 1d8 lightning damage.

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

Pact Magic (Warlock)

The Compendium of Forgotten Secrets

Night Terror

Conjuration Cantrip

CASTING TIME 1 action

RANGE 60 feet

DURATION Concentration, up to 1 minute

COMPONENTS S, M (a pinch of salt)

You conjure an Small shadowy figure in an area that you can see within range that remains until it is slain or the spell ends. The shadowy figure has 10 hit Points, an Armor Class of 14 and a movement speed of 0. When you cast the spell, you can command the shadowy figure to assault the mind of a creature within 30 feet of it that you can see. The target must succeed on an Intelligence saving throw or take 1d8 psychic damage.

As an action, you can repeat the attack against a creature within 30 feet of it that you can see.

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

Spellcasting (Wizard)

Grimlore's Grimoire

Poison Spray

Conjuration Cantrip

CASTING TIME 1 action

RANGE 10 feet

DURATION Instantaneous

COMPONENTS V, S

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 17th level (4d12).

Pact Magic (Warlock)

Player's Handbook

Prestidigitation

Transmutation Cantrip

CASTING TIME 1 action

RANGE 10 feet

DURATION Up to 1 hour

COMPONENTS V, S

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

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

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

Arcanist

Player's Handbook

Bone Storm

1st-level conjuration

CASTING TIME 1 action

RANGE Self (15-foot cone)

DURATION Instantaneous

COMPONENTS V, S

You conjure shards of bone to shoot forth from your hand in a 15-foot cone in front of you. Creatures in the area must make a Dexterity saving throw or take 5d4 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 and the size of the cone increases by 5 feet for each spell slot level above 1st.

Pact Magic (Warlock)

Grimlore's Grimoire

Death's Grasp

1st-level necromancy

CASTING TIME 1 action

RANGE 60 feet

DURATION Concentration, up to 1 minute

COMPONENTS V, S

Grasping spectral hands sprout from the ground in a 10-foot square starting from a point within range. For the duration, these hands turn the ground in the area into difficult terrain. Creatures ending their turn in the area must succeed on a Dexterity saving throw or take 3d6 necrotic damage from the spectral hands.

At Higher Levels. When you cast this spell using certain higher-level spell slots, the area covered by the spell increases. With a 3rd-level slot, the area covered becomes a 20-foot square. With a 5th-level slot, the area covered becomes a 30-foot square. With a 7th-level slot, the area covered becomes a 40-foot square. With a 9th-level slot, the area covered becomes a 50-foot square.

Spellcasting (Wizard)

Grimlore's Grimoire

Shadowthorn

Conjuration Cantrip

CASTING TIME 1 action

RANGE 10 feet

DURATION Instantaneous

COMPONENTS V, S

The shadowed planes hold many cruelties left unspoken.

You rear back and summon a spike of shadow, attempting to stab and push a creature within range. Make a melee spell attack roll. If you hit, the target takes 1d6 piercing damage and is shoved 5 feet directly away from you.

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

Pact of the Tome (Warlock) *The Compendium of Forgotten Secrets*

Cause Fear

1st-level necromancy

CASTING TIME 1 action

RANGE 60 feet

DURATION Concentration, up to 1 minute

COMPONENTS V

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.

Spellcasting (Wizard) *Xanathar's Guide to Everything*

Alarm

1st-level abjuration (ritual)

CASTING TIME 1 minute

RANGE 30 feet

DURATION 8 hours

COMPONENTS V, S, M (a tiny bell and a piece of fine silver wire)

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

Spellcasting (Wizard)

Player's Handbook

Chromatic Orb

1st-level evocation

CASTING TIME 1 action

RANGE 90 feet

DURATION Instantaneous

COMPONENTS V, S, M (a diamond worth at least 50 gp)

You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you choose.

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.

Spellcasting (Wizard)

Player's Handbook

Death's Grasp

1st-level necromancy

CASTING TIME 1 action

RANGE 60 feet

DURATION Concentration, up to 1 minute

COMPONENTS V, S

Grasping spectral hands sprout from the ground in a 10-foot square starting from a point within range. For the duration, these hands turn the ground in the area into difficult terrain. Creatures ending their turn in the area must succeed on a Dexterity saving throw or take 3d6 necrotic damage from the spectral hands.

At Higher Levels. When you cast this spell using certain higher-level spell slots, the area covered by the spell increases. With a 3rd-level slot, the area covered becomes a 20-foot square. With a 5th-level slot, the area covered becomes a 30-foot square. With a 7th-level slot, the area covered becomes a 40-foot square. With a 9th-level slot, the area covered becomes a 50-foot square.

Detect Magic

1st-level divination (ritual)

CASTING TIME 1 action

RANGE Self

DURATION Concentration, up to 10 minutes

COMPONENTS V, S

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

Eldritch Sight (Warlock)

Player's Handbook

Find Familiar

1st-level conjuration (ritual)

CASTING TIME 1 hour

RANGE 10 feet

DURATION Instantaneous

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

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

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

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

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

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

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

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

Spellcasting (Wizard)

Player's Handbook

Hex

1st-level enchantment

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

Pact Magic (Warlock)

Player's Handbook

Rot

1st-level necromancy

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S

You extend your hand toward a humanoid creature you can see within range and infect the target with a horrible disease, causing their flesh to form pustules and smell of decay. The creature must succeed on a Constitution saving throw or take 1d12 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st.

Pact Magic (Warlock)

Grimlore's Grimoire

Blindness/Deafness

2nd-level necromancy

CASTING TIME	1 action
RANGE	30 feet
DURATION	1 minute
COMPONENTS	V

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 or higher, you can target one additional creature for each slot level above 2nd.

Spellcasting (Wizard)

Player's Handbook

Last Breath

1st-level conjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (a vial of water)

You raise your hands in a grasping gesture around a creature's neck and begin to fill their lungs with water. The target must succeed on a Constitution saving throw or take 1d8 cold damage, and on your turn(s), you can use your action to deal 1d8 cold damage to the target automatically.

While the target is affected by the spell, it is considered to be holding its breath. The target can hold its breath for 1 + its Constitution modifier minutes (minimum of 30 seconds), then begins choking. The spell ends if you use your action to do anything else or the target moves more than 30 feet away from you or dies. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

This spell has no effect on creatures who don't need to breathe or can breathe underwater.

Spellcasting (Wizard)

Grimlore's Grimoire

Misery

1st-level necromancy

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

You extend your hand and touch a creature while muttering a trillulation under your breath; one that dwells in a plane of anguish. Upon casting this spell, the target must succeed on a Constitution saving throw or take 1d6 necrotic damage and have its soul become tainted. You regain hit points equal to half the amount of necrotic damage dealt.

Until the spell ends, if the target is within 30 feet of you at the start of your turns, using your action, you can force it to succeed on a Constitution saving throw or take 1d6 necrotic damage. A creature of your choosing within 5 feet of the target regains hit points equal to half the amount of necrotic damage dealt. A successful saving throw ends the spell.

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

Spellcasting (Wizard)

Grimlore's Grimoire

Rot

1st-level necromancy

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S

You extend your hand toward a humanoid creature you can see within range and infect the target with a horrible disease, causing their flesh to form pustules and smell of decay. The creature must succeed on a Constitution saving throw or take 1d12 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st.

Pact Magic (Warlock)

Grimlore's Grimoire

Spider's Kiss

1st-level illusion

CASTING TIME	1 action
RANGE	10 feet
DURATION	1 round
COMPONENTS	V, S

The love of a widow is not made false by the consequences.

When you cast this spell, choose a creature you can see within range. An illusory veil covers you, making you appear as the perfect paramour to the target. The target must make a Wisdom saving throw. If they fail, they are charmed by you, and move to grapple you during their next turn. If they succeed, you can use your reaction to deliver a deadly corrosive touch, breaking the grapple, ending the spell, and dealing 2d10 acid damage to the target.

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

Spellcasting (Wizard)

The Compendium of Forgotten Secrets

Witch Bolt

1st-level evocation

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

Pact Magic (Warlock)

Player's Handbook

Cloud of Daggers

2nd-level conjuration

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (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.

Pact Magic (Warlock)

Player's Handbook

Levitate

2nd-level transmutation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end)

One creature or loose object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range. When the spell ends, the target floats gently to the ground if it is still aloft.

Spellcasting (Wizard)

Player's Handbook

Misty Step

2nd-level conjuration

CASTING TIME 1 bonus action

RANGE Self

DURATION Instantaneous

COMPONENTS V

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

Web

2nd-level conjuration

CASTING TIME 1 action

RANGE 60 feet

DURATION Concentration, up to 1 hour

COMPONENTS V, S, M (a bit of spiderweb)

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its actions to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Spellcasting (Wizard)

Player's Handbook

Spellcasting (Wizard)

Player's Handbook

RANGE

ATTACK

DAMAGE

RANGE

ATTACK

DAMAGE

You study the arcane arts, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20
- You gain proficiency in the Arcana skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
 - You learn the
 - prestidigitation
 - and
 - detect magic
 - spells. You can cast
 - detect magic
 - once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

Prerequisite: *The ability to cast at least one spell*

Countless hours have been spent training your mind to maintain focus on concurrent incantations, taxing as the process may be.

- If you attempt to cast a spell that requires concentration while already concentrating on an existing spell, you can maintain concentration on both spells simultaneously. You must spend a standard action each subsequent round on maintaining this concentration, or lose concentration for both spells.
- At the end of each turn where you have two spells you are concentrating on, you must make a Constitution saving throw (DC equals 10 + the number of complete rounds you've been concentrating on two spells). On a failure, you lose concentration for both spells. You can drop concentration on one of your spells during your turn as a free action to avoid this saving throw.
- Any time you would be forced to make a Constitution saving throw to maintain concentration due to taking damage, the DC equals 10 + both spells' levels combined, or half the damage you take, whichever number is higher. On a failure, you lose concentration on both spells.

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a conjuration spell into your spellbook is halved.

Starting at 2nd level when you select this school, you can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that you have seen. The object is visibly magical, radiating dim light out to 5 feet.

The object disappears after 1 hour, when you use this feature again, or if it takes or deals any damage.

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

At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table.

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

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

You can cast *detect magic* at will, without expending a spell slot.

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

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

When you forge this pact at 1st level, your patron teaches you the first lie ever told. You gain proficiency in the Deception skill, and gain 1d4 temporary hit points whenever you make a Deception skill check. Also, whenever you cast a spell of 1st level or higher that targets a single hostile creature, you can use a bonus action to force the target to make a Constitution saving throw. If it fails, it is poisoned for one round.