1. Cantrips
   1. Dancing Lights
      1. Casting Time: 1 action
      2. Range: 120 feet
      3. Components: V, S, M (a bit of phosphorus or wychwood, or a glowworm)
      4. Duration: Concentration, up to 1 minute
      5. You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

* 1. Eldritch Blast
     1. Casting Time: 1 action
     2. Range: 120 feet
     3. Components: V, S
     4. Duration: Instantaneous
     5. 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.
  2. Frostbite
     1. Casting Time: 1 action
     2. Range: 60 feet
     3. Components: V, S
     4. Duration: Instantaneous
     5. 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).
  3. Guidance
     1. Casting Time: 1 action
     2. Range: Touch
     3. Components: V, S
     4. Duration: Concentration, up to 1 minute
     5. You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.
  4. Green-Flame Blade
     1. Casting Time: 1 action
     2. Range: 5 feet
     3. Components: V, M (a weapon)
     4. Duration: Instantaneous
     5. 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.
  5. Light
     1. Casting Time: 1 action
     2. Range: Touch
     3. Components: V, M (a firefly or phosphorescent moss)
     4. Duration: 1 hour
     5. You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.
  6. Sacred Flame
     1. Casting Time: 1 action
     2. Range: 60 feet
     3. Components: V, S
     4. Duration: Instantaneous
     5. Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8)
  7. Spare the Dying
     1. Casting Time: 1 action
     2. Range: Touch
     3. Components: V, S
     4. Duration: Instantaneous
     5. You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.
  8. Toll the Dead
     1. Casting Time: 1 action
     2. Range: 60 feet
     3. Components: V, S
     4. Duration: Instantaneous
     5. 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. 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).

1. Lv. 1
   1. Armor of Agathys
      1. Casting Time: 1 action
      2. Range: Self
      3. Components: V, S, M (a cup of water)
      4. Duration: 1 hour
      5. A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot level above 1st.
   2. Arms of Hadar
      1. Casting Time: 1 action
      2. Range: Self (10-foot radius)
      3. Components: V, S
      4. Duration: Instantaneous
      5. You invoke the power of Hadar, the Dark Hunger. Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.
   3. Cure Wounds
      1. Casting Time: 1 action
      2. Range: Touch
      3. Components: V, S
      4. Duration: Instantaneous
      5. A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.
   4. Guiding Bolt
      1. Casting Time: 1 action
      2. Range: 120 feet
      3. Components: V, S
      4. Duration: 1 round
      5. 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.
   5. Hex
      1. Casting Time: 1 bonus action
      2. Range: 90 feet
      3. Components: V, S, M (the petrified eye of a newt)
      4. Duration: Concentration, up to 1 hour
      5. 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.
2. Lv.2
   1. Flaming Sphere
      1. Casting Time: 1 action
      2. Range: 60 feet
      3. Components: V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)
      4. Duration: Concentration, up to 1 minute
      5. A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.
   2. Lesser Restoration
      1. Casting Time: 1 action
      2. Range: Touch
      3. Components: V, S
      4. Duration: Instantaneous
      5. You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.
   3. Shadow Blade
      1. Casting Time: 1 bonus action
      2. Range: Self
      3. Components: V, S
      4. Duration: Concentration, up to 1 minute
      5. 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.
   4. Spider Climb
      1. Casting Time: 1 action
      2. Range: Touch
      3. Components: V, S, M (a drop of bitumen and a spider)
      4. Duration: Concentration, up to 1 hour
      5. 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.
3. Lv.3
   1. Daylight
      1. Casting Time: 1 action
      2. Range: 60 feet
      3. Components: V, S
      4. Duration: 1 hour
      5. 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 and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light. If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.
   2. Hunger of Hadar
      1. Casting Time: 1 action
      2. Range: 150 feet
      3. Components: V, S, M (a pickled octopus tentacle)
      4. Duration: Concentration, up to 1 minute
      5. 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 within 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.
   3. Revivify
      1. Casting Time: 1 action
      2. Range: Touch
      3. Components: V, S, M (diamonds worth 300 gp, which the spell consumes)
      4. Duration: Instantaneous
      5. 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.