

ACIDCOLDFIREFORCE



ALL CANTRIPS AND ELDRITCH INVOCATIONS ON THIS PAGE DO NOT REQUIRE SPELL SLOTS TO CAST

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.

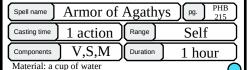
Material: petrified eye of a newt

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 3<sup>rd</sup> or 4<sup>th</sup> level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of  $5^{\text{th}}$  level or higher, you can maintain your concentration on the spell for up to 24 hours.

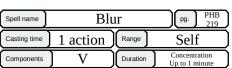


The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d6 PSYCHIC damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the spell ends. As an action, the creature can make a Wisdom check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



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.



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.

| Spell name   | Darkness |          | pg.                            | PHB<br>230 |
|--------------|----------|----------|--------------------------------|------------|
| Casting time | 1 action | Range    | 60 feet                        |            |
| Components   | ) V,M    | Duration | Concentration Up to 10 minutes |            |

Material: 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

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 2<sup>nd</sup> level or lower, the spell that created the light is dispelled.

ALL SPELLS IN THIS COLUMN REQUIRE SPELL SLOTS TO CAST

## More Spells Known



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.



You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of  $3^{\text{rd}}$  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.

At Higher Levels. 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

## Spells via Patron



You make yourself – including clothing, armor, weapons and other belongings on your person - look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise the extent of the illusion is up to you.

The changes wrought by this spell fail to live up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the had of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save

This spell is available as part of the Legacy of Malbolge trait of Glasya Tieflings. It is not considered a known spell, and is always cast as 1st level. Once cast, you regain the ability to do so when you finish a long rest.





Material: an eyelash encased in gum arabic

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.

This spell is available as part of the Legacy of Malbolge trait of Glasya Tieflings. It is not considered a known spell, and is always cast as 2nd level. Once cast, you regain the ability to do so when you finish a long rest.

Number of times used 0

ALL SPELLS IN THIS COLUMN MAY BE CAST ONCE PER LONG REST WITHOUT USING A SPELL **SLOT** 

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**U** LIGHTNING NECROTIC PSYCHIC

FORCE

THUNDER

ALL SPELLS IN THIS COLUMN REQUIRE SPELL SLOTS TO CAST