

Cantrips Known

Manifest minor wonder, sign of supernatural power within range.

- voice booms up to 3x
- flames flicker, brighten, dim, change color
- harmless tremors in ground
- sound originating from point in range
- unlocked door or window slam shut or fly open
- alter appearance of your eyes
- If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time and you can dismiss such an effect as an action



Material: a melee weapon worth as least 1sp [required]

Brandish weapon used in spell's casting, make a melee attack against one creature within 5 feet. On hit, target suffers weapon attack's normal effects, and you cause green fire to be leap from target to another creature of your choice you see within 5 feet of it. Second creature takes FIRE damage equal your spellcasting ability modifier. At 5th level, melee attack deals extra 1d8 fire damage to target on hit, and fire damage to the second creature increases to 1d8 + your spellcasting ability modifier.

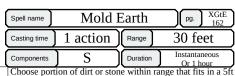


Create a ghostly, skeletal hand in space of a creature within range. Make ranged spell attack to assail it with the chill of the grave. On a hit, the target takes 1d8 NECROTIC damage, and it can't regain hit points until the start of your next turn. If you hit an undead target, it also has disadvantage 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).



Material: a short piece of copper wire

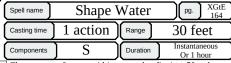
You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. Can cast this spell through solid objects if familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.



Choose portion of dirt or stone within range that fits in a 5t cube. Manipulate in one of these ways

- | Instantly excavate loose earth, move to 5 ft away
- ୍ଷି Cause shapes, color to appear in dirt spelling words, make kimages, patterns. Change lasts 1 hr.
- Cause dirt or stone on ground to become difficult terrain, or normal terrain. Change lasts 1 hr.
- If cast multiple times, can have no more than two noninstant effects active at a time, and can dismiss such effects as an action.

More Cantrips Known



Choose area of water within range that fits in a 5ft cube. Manipulate in one of these ways

- Instantly move, change flow of water up to 5 ft
- Cause water to form shapes, animate. Lasts 1 hr
- Change water's color or opacity. Lasts 1 hr.
- Freeze the water (if no creatures in it). The water unfreezes in 1 hour.

If cast multiple times, can have no more than two noninstant effects active at a time, and can dismiss such effects as an action.



Material: small amount of makeup applied to face

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.

Eldritch Invocations Known



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

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

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



Material: a bit of fleece

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

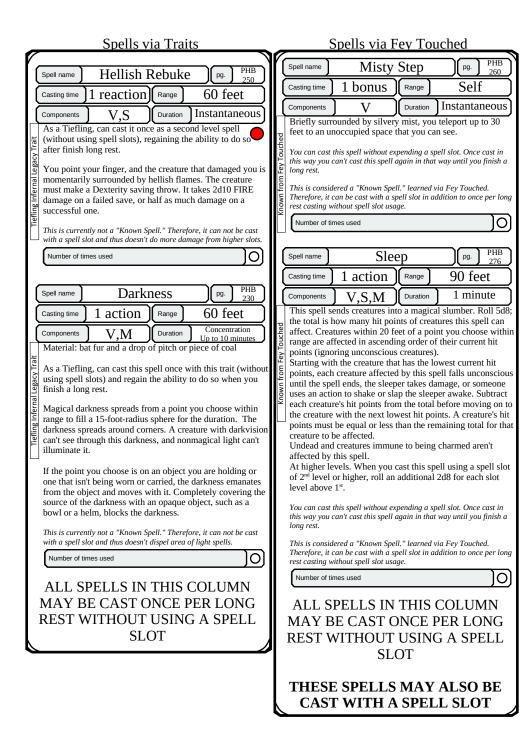
You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

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.

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



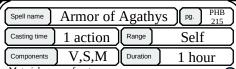








Spells Known



Material: a cup of water

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.



Material: tree twig that has been struck by lightning

Ranged spell attack against the creature. On a hit, 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. 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. 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.



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.

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.



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 3rd level or higher, the damage increases by 1d8 for each slot above 2rd.

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More Spells Known



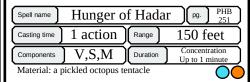
Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

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.



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 creatures 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.

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