

<div>BLADE WARD</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE Self</td></tr> <tr> <td>COMPONENTS V, S</td><td>DURATION 1 round</td></tr> </table> <div> <p>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.</p> </div> <div> <div>Warlock</div> <div>Abjuration cantrip</div> </div>		CASTING TIME 1 action	RANGE Self	COMPONENTS V, S	DURATION 1 round
CASTING TIME 1 action	RANGE Self				
COMPONENTS V, S	DURATION 1 round				
<div>CHILL TOUCH</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 120 feet</td></tr> <tr> <td>COMPONENTS V, S</td><td>DURATION 1 round</td></tr> </table> <div> <p>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.</p> <p>If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.</p> <p>This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).</p> </div> <div> <div>Warlock</div> <div>Necromancy cantrip</div> </div>		CASTING TIME 1 action	RANGE 120 feet	COMPONENTS V, S	DURATION 1 round
CASTING TIME 1 action	RANGE 120 feet				
COMPONENTS V, S	DURATION 1 round				
<div>ELDRITCH BLAST</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 120 feet</td></tr> <tr> <td>COMPONENTS V, S</td><td>DURATION Instantaneous</td></tr> </table> <div> <p>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.</p> <p>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.</p> </div> <div> <div>Warlock</div> <div>Evocation cantrip</div> </div>		CASTING TIME 1 action	RANGE 120 feet	COMPONENTS V, S	DURATION Instantaneous
CASTING TIME 1 action	RANGE 120 feet				
COMPONENTS V, S	DURATION Instantaneous				
<div>FRIENDS</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE Self</td></tr> <tr> <td>COMPONENTS S, M</td><td>DURATION Concentration, up to 1 minute</td></tr> </table> <div> <p>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.</p> </div> <div> <div>Warlock</div> <div>Enchantment cantrip</div> </div>		CASTING TIME 1 action	RANGE Self	COMPONENTS S, M	DURATION Concentration, up to 1 minute
CASTING TIME 1 action	RANGE Self				
COMPONENTS S, M	DURATION Concentration, up to 1 minute				
<div>MAGE HAND</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 30 feet</td></tr> <tr> <td>COMPONENTS V, S</td><td>DURATION 1 minute</td></tr> </table> <div> <p>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.</p> <p>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.</p> <p>The hand can't attack, activate magical items, or carry more than 10 pounds.</p> </div> <div> <div>Warlock</div> <div>Conjuration cantrip</div> </div>		CASTING TIME 1 action	RANGE 30 feet	COMPONENTS V, S	DURATION 1 minute
CASTING TIME 1 action	RANGE 30 feet				
COMPONENTS V, S	DURATION 1 minute				
<div>MINOR ILLUSION</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 30 feet</td></tr> <tr> <td>COMPONENTS S, M</td><td>DURATION 1 minute</td></tr> </table> <div> <p>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.</p> <p>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.</p> <p>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.</p> <p>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.</p> </div> <div> <div>Warlock</div> <div>Illusion cantrip</div> </div>		CASTING TIME 1 action	RANGE 30 feet	COMPONENTS S, M	DURATION 1 minute
CASTING TIME 1 action	RANGE 30 feet				
COMPONENTS S, M	DURATION 1 minute				
<div>PRESTIDIGITATION</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 10 feet</td></tr> <tr> <td>COMPONENTS V, S</td><td>DURATION Up to 1 hour</td></tr> </table> <div> <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> </div> <div> <div>Warlock</div> <div>Transmutation cantrip</div> </div>		CASTING TIME 1 action	RANGE 10 feet	COMPONENTS V, S	DURATION Up to 1 hour
CASTING TIME 1 action	RANGE 10 feet				
COMPONENTS V, S	DURATION Up to 1 hour				
<div>POISON SPRAY</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 10 feet</td></tr> <tr> <td>COMPONENTS V, S</td><td>DURATION Instantaneous</td></tr> </table> <div> <p>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.</p> <p>This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17 level (4d12).</p> </div> <div> <div>Warlock</div> <div>Conjuration cantrip</div> </div>		CASTING TIME 1 action	RANGE 10 feet	COMPONENTS V, S	DURATION Instantaneous
CASTING TIME 1 action	RANGE 10 feet				
COMPONENTS V, S	DURATION Instantaneous				
<div>TRUE STRIKE</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 30 feet</td></tr> <tr> <td>COMPONENTS S</td><td>DURATION Concentration, up to 1 round</td></tr> </table> <div> <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> </div> <div> <div>Warlock</div> <div>Divination cantrip</div> </div>		CASTING TIME 1 action	RANGE 30 feet	COMPONENTS S	DURATION Concentration, up to 1 round
CASTING TIME 1 action	RANGE 30 feet				
COMPONENTS S	DURATION Concentration, up to 1 round				