

<table><tr><th colspan="2">CONTACT OTHER PLANE</th></tr><tr><td colspan="2">(RITUAL)</td></tr><tr><th>CASTING TIME</th><th>RANGE</th></tr><tr><td>1 minute</td><td>Self</td></tr><tr><th>COMPONENTS</th><th>DURATION</th></tr><tr><td>V</td><td>1 minute</td></tr></table> You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A greater restoration spell cast on you ends this effect. On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The DM answers each question with one word, such as yes, no, maybe, never, irrelevant, unclear (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.		CONTACT OTHER PLANE		(RITUAL)		CASTING TIME	RANGE	1 minute	Self	COMPONENTS	DURATION	V	1 minute
CONTACT OTHER PLANE													
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Warlock	5th Divination												

<table><tr><th colspan="2">CONTAGION</th></tr><tr><th>CASTING TIME</th><th>RANGE</th></tr><tr><td>1 action</td><td>Touch</td></tr><tr><th>COMPONENTS</th><th>DURATION</th></tr><tr><td>V, S</td><td>7 days</td></tr></table> Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice from any of the ones described below. At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends. Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it. Blinding Sickness: Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded. Filth Fever: A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength. Flesh Rot: The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage. Mindfire: The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the confusion spell during combat. Seizure: The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.		CONTAGION		CASTING TIME	RANGE	1 action	Touch	COMPONENTS	DURATION	V, S	7 days
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Warlock (Undying)	5th Necromancy										

<table><tr><th colspan="2">FLAME STRIKE</th></tr><tr><th>CASTING TIME</th><th>RANGE</th></tr><tr><td>1 action</td><td>60 feet</td></tr><tr><th>COMPONENTS</th><th>DURATION</th></tr><tr><td>V, S, M</td><td>Instantaneous</td></tr></table> <i>pinch of sulfur</i> A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10-foot radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one. At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each slot level above 5th.		FLAME STRIKE		CASTING TIME	RANGE	1 action	60 feet	COMPONENTS	DURATION	V, S, M	Instantaneous
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V, S, M	Instantaneous										
Warlock (Fiend)	5th Evocation										

<table><tr><th colspan="2">HOLLOW</th></tr><tr><th>CASTING TIME</th><th>RANGE</th></tr><tr><td>24 hours</td><td>Touch</td></tr><tr><th>COMPONENTS</th><th>DURATION</th></tr><tr><td>V, S, M</td><td>Until dispelled</td></tr></table> <i>herbs, oils, and incense worth at least 1,000 gp, which the spell consumes</i> You touch a point and infuse an area around it with holy (or unholy) power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect a hallow spell. The affected area is subject to the following effects. First, celestials, elementals, fey, fiends, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. You can exclude one or more of those types of creatures from this effect. Second, you can bind an extra effect to the area. Choose the effect from the following list, or choose an effect offered by the DM. Some of these effects apply to creatures in the area, you can designate whether the effect applies to all creatures, creatures that follow a specific deity or leader, or creatures of a specific sort, such as ores or trolls. When a creature that would be affected enters the spell's area for the first time on a turn or starts its turn there, it can make a Charisma saving throw. On a success, the creature ignores the extra effect until it leaves the area. Courage: Affected creatures can't be frightened while in the area. Darkness: Darkness fills the area. Normal light, as well as		HOLLOW		CASTING TIME	RANGE	24 hours	Touch	COMPONENTS	DURATION	V, S, M	Until dispelled
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Warlock (Fiend)	5th Evocation										

<table><tr><th colspan="2">HOLD MONSTER</th></tr><tr><th>CASTING TIME</th><th>RANGE</th></tr><tr><td>1 action</td><td>90 feet</td></tr><tr><th>COMPONENTS</th><th>DURATION</th></tr><tr><td>V, S, M</td><td>Concentration, up to 1 minute</td></tr></table> <i>a small, straight piece of iron</i> Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, you can target on additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.		HOLD MONSTER		CASTING TIME	RANGE	1 action	90 feet	COMPONENTS	DURATION	V, S, M	Concentration, up to 1 minute
HOLD MONSTER											
CASTING TIME	RANGE										
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Warlock	5th Enchantment										

<table><tr><th colspan="2">LEGEND LORE</th></tr><tr><th>CASTING TIME</th><th>RANGE</th></tr><tr><td>10 minutes</td><td>Self</td></tr><tr><th>COMPONENTS</th><th>DURATION</th></tr><tr><td>V, S, M</td><td>Instantaneous</td></tr></table> <i>incense worth at least 250 gp, which the spell consumes, and four ivory strips worth at least 50 gp each</i> Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is. The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand, the spell might yield this information - Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a true Child of Stone, lover and beloved of Moradin, may awaken the true powers of the axe, and only with the sacred word		LEGEND LORE		CASTING TIME	RANGE	10 minutes	Self	COMPONENTS	DURATION	V, S, M	Instantaneous
LEGEND LORE											
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Warlock (Undying)	5th Divination										

<table><tr><th colspan="2">SEEMING</th></tr><tr><th>CASTING TIME</th><th>RANGE</th></tr><tr><td>1 action</td><td>30 feet</td></tr><tr><th>COMPONENTS</th><th>DURATION</th></tr><tr><td>V, S</td><td>8 hours</td></tr></table> This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell. The spell disguises physical appearances as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in-between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner. The changes wrought by this spell fail to hold up to physical inspections. For example, if you use this spell to add a hat to a creature's outfit objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's 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. A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.		SEEMING		CASTING TIME	RANGE	1 action	30 feet	COMPONENTS	DURATION	V, S	8 hours
SEEMING											
CASTING TIME	RANGE										
1 action	30 feet										
COMPONENTS	DURATION										
V, S	8 hours										
Warlock (Archfey)	5th Illusion										

SCRYING	
CASTING TIME	RANGE
10 minutes	Self
COMPONENTS	DURATION
V, S, M	Concentration, up to 10 minutes
<i>a focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water</i>	
You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed. Knowledge - Save Modifier Secondhand (you have heard of the target) - +5 Firsthand (you have met the target) +0 Familiar (you know the target well) - -5 Connection - Save Modifier Likeness or picture - -2 Possession or garment - -4 Body part, lock of hair, bit of nail, or the like - -10 On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours. On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist.	
Warlock	5th Divination

TELEKINESIS	
CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S	Concentration, up to 10 minutes
You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell. Creature: You can try to move a Huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air. On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest. Object: You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell. If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell. You can exert fine control on objects with your telekinetic grip.	
Warlock (Great Old One)	5th Transmutation