

<div>BLINDNESS/DEAFNESS</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 30 feet</td></tr> <tr> <td>COMPONENTS V</td><td>DURATION 1 minute</td></tr> </table> <div> <p>You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends. 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.</p> </div> <div> <div>Warlock (Fiend), Warlock (Undying)</div> <div>2nd Necromancy</div> </div>		CASTING TIME 1 action	RANGE 30 feet	COMPONENTS V	DURATION 1 minute
CASTING TIME 1 action	RANGE 30 feet				
COMPONENTS V	DURATION 1 minute				
<div>CLOUD OF DAGGERS</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 60 feet</td></tr> <tr> <td>COMPONENTS V, S, M</td><td>DURATION Concentration, up to 1 minute</td></tr> </table> <div> <p><i>a sliver of glass</i></p> <p>You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there. At Higher Levels: when you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.</p> </div> <div> <div>Warlock</div> <div>2nd Conjuration</div> </div>		CASTING TIME 1 action	RANGE 60 feet	COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
CASTING TIME 1 action	RANGE 60 feet				
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute				
<div>CALM EMOTIONS</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 60 feet</td></tr> <tr> <td>COMPONENTS V, S</td><td>DURATION Concentration, up to 1 minute</td></tr> </table> <div> <p>You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.</p> <p>You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.</p> <p>Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.</p> </div> <div> <div>Warlock (Archfey)</div> <div>2nd Enchantment</div> </div>		CASTING TIME 1 action	RANGE 60 feet	COMPONENTS V, S	DURATION Concentration, up to 1 minute
CASTING TIME 1 action	RANGE 60 feet				
COMPONENTS V, S	DURATION Concentration, up to 1 minute				
<div>CROWN OF MADNESS</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 120 feet</td></tr> <tr> <td>COMPONENTS V, S</td><td>DURATION Concentration, up to 1 minute</td></tr> </table> <div> <p>One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes.</p> <p>The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach. On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.</p> </div> <div> <div>Warlock</div> <div>2nd Enchantment</div> </div>		CASTING TIME 1 action	RANGE 120 feet	COMPONENTS V, S	DURATION Concentration, up to 1 minute
CASTING TIME 1 action	RANGE 120 feet				
COMPONENTS V, S	DURATION Concentration, up to 1 minute				
<div>DARKNESS</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 60 feet</td></tr> <tr> <td>COMPONENTS V, M</td><td>DURATION Concentration, up to 10 minutes</td></tr> </table> <div> <p><i>bat fur and a drop of pitch or piece of coal</i></p> <p>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 illuminate it. 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 or lower, the spell that created the light is dispelled.</p> </div> <div> <div>Warlock</div> <div>2nd Evocation</div> </div>		CASTING TIME 1 action	RANGE 60 feet	COMPONENTS V, M	DURATION Concentration, up to 10 minutes
CASTING TIME 1 action	RANGE 60 feet				
COMPONENTS V, M	DURATION Concentration, up to 10 minutes				
<div>DETECT THOUGHTS</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE Self</td></tr> <tr> <td>COMPONENTS V, S, M</td><td>DURATION Concentration, up to 1 minute</td></tr> </table> <div> <p><i>a copper piece</i></p> <p>For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.</p> <p>You initially learn the surface thoughts of the creature - what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check if it succeeds, the spell ends.</p> <p>Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.</p> <p>You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 20 feet of you.</p> </div> <div> <div>Warlock (Great Old One)</div> <div>2nd Divination</div> </div>		CASTING TIME 1 action	RANGE Self	COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
CASTING TIME 1 action	RANGE Self				
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute				
<div>ENTHRALL</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 60 feet</td></tr> <tr> <td>COMPONENTS V, S</td><td>DURATION 1 minute</td></tr> </table> <div> <p>You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.</p> </div> <div> <div>Warlock</div> <div>2nd Enchantment</div> </div>		CASTING TIME 1 action	RANGE 60 feet	COMPONENTS V, S	DURATION 1 minute
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COMPONENTS V, S	DURATION 1 minute				
<div>HOLD PERSON</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 60 feet</td></tr> <tr> <td>COMPONENTS V, S, M</td><td>DURATION Concentration, up to 1 minute</td></tr> </table> <div> <p><i>a small, straight piece of iron</i></p> <p>Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. 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 3rd level or higher, you can target on additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.</p> </div> <div> <div>Warlock</div> <div>2nd Enchantment</div> </div>		CASTING TIME 1 action	RANGE 60 feet	COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
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COMPONENTS V, S, M	DURATION Concentration, up to 1 minute				
<div>INVISIBILITY</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE Touch</td></tr> <tr> <td>COMPONENTS V, S, M</td><td>DURATION Concentration, up to 1 hour</td></tr> </table> <div> <p><i>an eyelash encased in gum arabic</i></p> <p>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.</p> </div> <div> <div>Warlock</div> <div>2nd Illusion</div> </div>		CASTING TIME 1 action	RANGE Touch	COMPONENTS V, S, M	DURATION Concentration, up to 1 hour
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COMPONENTS V, S, M	DURATION Concentration, up to 1 hour				

<div>MISTY STEP</div> <table> <tr> <td>CASTING TIME 1 bonus action</td><td>RANGE Self</td></tr> <tr> <td>COMPONENTS V</td><td>DURATION Instantaneous</td></tr> </table> <p>Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.</p> <div>Warlock2nd Conjuraction</div>		CASTING TIME 1 bonus action	RANGE Self	COMPONENTS V	DURATION Instantaneous
CASTING TIME 1 bonus action	RANGE Self				
COMPONENTS V	DURATION Instantaneous				
<div>MIRROR IMAGE</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE Self</td></tr> <tr> <td>COMPONENTS V, S</td><td>DURATION 1 minute</td></tr> </table> <p>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.</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>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.</p> <div>Warlock2nd Illusion</div>		CASTING TIME 1 action	RANGE Self	COMPONENTS V, S	DURATION 1 minute
CASTING TIME 1 action	RANGE Self				
COMPONENTS V, S	DURATION 1 minute				
<div>PHANTASMAL FORCE</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 60 feet</td></tr> <tr> <td>COMPONENTS V, S, M</td><td>DURATION Concentration, up to 1 minute</td></tr> </table> <p><i>a bit of fleece</i></p> <p>You craft an illusion that takes root in the mind of a creature that you can see within range. The target must make an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This spell has no effect on undead or constructs.</p> <p>The phantasm includes sound, temperature, and other stimuli, also evident only to the creature.</p> <p>The target can use its action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends.</p> <p>While a target is affected by the spell, the target treats the phantasm as if it were real. The target rationalizes any illogical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall - it was pushed, it slipped, or a strong wind might have knocked it off. An affected target is so convinced of the phantasm's reality that</p> <div>Warlock (Archfey), Warlock (Great Old One)2nd Illusion</div>		CASTING TIME 1 action	RANGE 60 feet	COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
CASTING TIME 1 action	RANGE 60 feet				
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute				
<div>RAY OF ENFEEBLEMENT</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 60 feet</td></tr> <tr> <td>COMPONENTS V, S</td><td>DURATION Concentration, up to 1 minute</td></tr> </table> <p>A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends.</p> <p>At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.</p> <div>Warlock2nd Necromancy</div>		CASTING TIME 1 action	RANGE 60 feet	COMPONENTS V, S	DURATION Concentration, up to 1 minute
CASTING TIME 1 action	RANGE 60 feet				
COMPONENTS V, S	DURATION Concentration, up to 1 minute				
<div>SHATTER</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 60 feet</td></tr> <tr> <td>COMPONENTS V, S, M</td><td>DURATION Instantaneous</td></tr> </table> <p><i>a chip of mica</i></p> <p>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.</p> <p>A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.</p> <p>At Higher Levels: When you cast this spell using a spell slot of or higher, the damage increases by 1d8 for each slot level above 2nd.</p> <div>Warlock2nd Evocation</div>		CASTING TIME 1 action	RANGE 60 feet	COMPONENTS V, S, M	DURATION Instantaneous
CASTING TIME 1 action	RANGE 60 feet				
COMPONENTS V, S, M	DURATION Instantaneous				
<div>SPIDER CLIMB</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE Touch</td></tr> <tr> <td>COMPONENTS V, S, M</td><td>DURATION Concentration, up to 1 hour</td></tr> </table> <p><i>a drop of bitumen and a spider</i></p> <p>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.</p> <div>Warlock2nd Transmutation</div>		CASTING TIME 1 action	RANGE Touch	COMPONENTS V, S, M	DURATION Concentration, up to 1 hour
CASTING TIME 1 action	RANGE Touch				
COMPONENTS V, S, M	DURATION Concentration, up to 1 hour				
<div>SUGGESTION</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 30 feet</td></tr> <tr> <td>COMPONENTS V, M</td><td>DURATION Concentration, up to 8 hours</td></tr> </table> <p><i>a snake's tongue and either a bit of honeycomb or a drop of sweet oil</i></p> <p>You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.</p> <p>The target must make a Wisdom saving throw. On a failed save, it purses the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight five her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't preformed.</p> <div>Warlock2nd Enchantment</div>		CASTING TIME 1 action	RANGE 30 feet	COMPONENTS V, M	DURATION Concentration, up to 8 hours
CASTING TIME 1 action	RANGE 30 feet				
COMPONENTS V, M	DURATION Concentration, up to 8 hours				
<div>SCORCHING RAY</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> <p>You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.</p> <p>Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.</p> <p>At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.</p> <div>Warlock (Fiend)2nd Evocation</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>SILENCE (RITUAL)</div> <table> <tr> <td>CASTING TIME 1 action</td><td>RANGE 120 feet</td></tr> <tr> <td>COMPONENTS V, S</td><td>DURATION Concentration, up to 10 minutes</td></tr> </table> <p>For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.</p> <div>Warlock (Undying)2nd Illusion</div>		CASTING TIME 1 action	RANGE 120 feet	COMPONENTS V, S	DURATION Concentration, up to 10 minutes
CASTING TIME 1 action	RANGE 120 feet				
COMPONENTS V, S	DURATION Concentration, up to 10 minutes				