

ARMS OF HADAR		ARMOR OF AGATHYS		BURNING HANDS	
CASTING TIME 1 action	RANGE Self (10-foot radius)	CASTING TIME 1 action	RANGE Self	CASTING TIME 1 action	RANGE Self (15-foot cone)
COMPONENTS V, S	DURATION Instantaneous	COMPONENTS V, S, M	DURATION 1 hour	COMPONENTS V, S	DURATION Instantaneous
<p>You invoke the power of Hadar, the Dark Hunger. Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.</p> <p>At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.</p>		<p><i>a cup of water</i></p> <p>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.</p> <p>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.</p>		<p>As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.</p> <p>The fire ignites any flammable objects in the area that aren't being worn or carried.</p> <p>At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.</p>	
Warlock1st Conjuraction		Warlock1st Abjuration		Warlock (Fiend)1st Evocation	
COMMAND		CHARM PERSON		COMPREHEND LANGUAGES	
CASTING TIME 1 action	RANGE 60 feet	CASTING TIME 1 action	RANGE 30 feet	(RITUAL)	
COMPONENTS V	DURATION 1 round	COMPONENTS V, S	DURATION 1 hour	CASTING TIME 1 action	RANGE Self
<p>You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.</p> <p>Approach: The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.</p> <p>Drop: The target drops whatever it is holding and then ends its turn.</p> <p>Flee: The target spends its turn moving away from you by the fastest available means.</p> <p>Grovel: The target falls prone and then ends its turn.</p> <p>Halt: The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.</p> <p>At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.</p>		<p>You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.</p> <p>At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.</p>		<p><i>a pinch of soot and salt</i></p> <p>For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface of which the words are written. It takes about 1 minute to read one page of text.</p> <p>This spell doesn't decode secret messages in a text or glyph, such as an arcane sigil, that isn't part of a written language.</p>	
Warlock (Fiend)1st Enchantment		Warlock1st Enchantment		Warlock1st Divination	
DISSONANT WHISPERS		EXPEDITIOUS RETREAT		FALSE LIFE	
CASTING TIME 1 action	RANGE 60 feet	CASTING TIME 1 bonus action	RANGE Self	CASTING TIME 1 action	RANGE Self
COMPONENTS V	DURATION Instantaneous	COMPONENTS V, S	DURATION Concentration, up to 10 minutes	COMPONENTS V, S, M	DURATION 1 hour
<p>You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.</p> <p>At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.</p>		<p>This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.</p>		<p><i>a small amount of alcohol or distilled spirits</i></p> <p>Bolstering yourself with a necromantic facsimile of life, you gain 1d4+4 temporary hit points for the duration.</p> <p>At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.</p>	
Warlock (Great Old One)1st Enchantment		Warlock1st Transmutation		Warlock (Undying)1st Necromancy	

FAERIE FIRE

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V	DURATION Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.
Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Warlock (Archfey)1st Evocation

HGX

CASTING TIME 1 bonus action	RANGE 90 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 hour

the petrified eye of a newt

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. 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 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Warlock1st Enchantment

HELLISH REBUKE

CASTING TIME 1 reaction	RANGE 60 feet
COMPONENTS V, S	DURATION Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire 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 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Warlock1st Evocation

ILLUSORY SCRIPT (RITUAL)

CASTING TIME 1 minute	RANGE Touch
COMPONENTS S, M	DURATION 10 days

a lead-based ink worth at least 10 gp, which the spell consumes

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know. Should the spell be dispelled, the original script and the illusion both disappear. A creature with truesight can read the hidden message.

Warlock1st Illusion

PROTECTION FROM EVIL AND GOOD

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION Concentration, up to 10 minutes

holy water or powdered silver and iron, which the spell consumes

Until the spell ends, one willing creature you touch is protected against certain types of creatures - aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Warlock1st Abjuration

RAY OF SICKNESS

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S	DURATION Instantaneous

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.
At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Warlock (Undying)1st Necromancy

SLEEP

CASTING TIME 1 action	RANGE 90 feet
COMPONENTS V, S, M	DURATION 1 minute

a pinch of find sand, rose petals, or a cricket

This spell sends creatures into a magical slumber. Roll 5d8, the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.
At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Warlock (Archfey)1st Enchantment

TASHA'S HIDEOUS LAUGHTER

CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute

tiny tarts and a feather that waved in the air

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

Warlock (Great Old One)1st Enchantment

UNSEEN SERVANT (RITUAL)

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION 1 hour

a piece of string and a bit of wood

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

Warlock1st Conjuraction

WITCH BOLT

CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute

a twig from a tree that has been struck by lightning

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the 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. The 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.
At Higher Levels: 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.

Warlock1st Evocation