

SPELLCASTING ABILITY: \_\_\_\_\_

SPELL SAVE DC: \_\_\_\_\_

SPELL ATTACK BONUS: \_\_\_\_\_

First      Second      Third      Forth      Fifth      Sixth      Seventh      Eight      Ninth      Tenth

# Spell slots

## Based on Alesea Ashadeep "Vita" Tiefling Warlock

### Create Bonfire

Conjuration

Level: **Cantrip**

Casting time: **1 Action**

Range: **60 feet**

Components: **V, S**

Duration: **Concentration, up to 1 minute**

You create a bonfire on ground that you can see within range. Until the spells ends, the bonfire fills a 5-foot cube. Any creature in the bonfire's space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it enters the bonfire's space for the first time on a turn or ends its turn there.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

### Eldritch Blast

Evocation

Level: **Cantrip**

Casting time: **1 Action**

Range: **120 feet**

Components: **V, S**

Duration: **Instantaneous**

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.

At higher level

The spell creates more than one beam when you reach higher levels:

Two beams at 5th level

Three beams at 11th level

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.

### Light

Evocation

Level: **Cantrip**

Casting time: **1 Action**

Range: **Touch**

Components: **V, M (a firefly or phosphorescent moss)**

Duration: **1 hour**

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

### Mending

Transmutation

Level: **Cantrip**

Casting time: **1 Minute**

Range: **Touch**

Components: **V, S, M (two lodestones)**

Duration: **Instantaneous**

This spell repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin.

As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

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## Prestidigitation

Transmutation

Level: **Cantrip**  
Casting time: **1 Action**  
Range: **10 feet**  
Components: **V, S**  
Duration: **Up to 1 hour**

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
  - You instantaneously light or snuff out a candle, a torch, or a small campfire.
  - You instantaneously clean or soil an object no larger than 1 cubic foot.
  - You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
  - You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
  - 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.
- 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.

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## Produce Flame

Conjuration

Level: **Cantrip**  
Casting time: **1 Action**  
Range: **Self**  
Components: **V, S**  
Duration: **10 minutes**

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

At higher level

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

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## Sacred Flame

Evocation

Level: **Cantrip**  
Casting time: **1 Action**  
Range: **60 feet**  
Components: **V, S**  
Duration: **Instantaneous**

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

At higher level

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

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## Spare the Dying

Necromancy

Level: **Cantrip**  
Casting time: **1 Action**  
Range: **Touch**  
Components: **V, S**  
Duration: **Instantaneous**

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

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## Thaumaturgy

Transmutation

Level: **Cantrip**  
Casting time: **1 Action**  
Range: **30 feet**  
Components: **V**  
Duration: **Up to 1 minute**

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- \* Your voice booms up to three times as loud as normal for 1 minute.
- \* You cause flames to flicker, brighten, dim, or change color for 1 minute.
- \* You cause harmless tremors in the ground for 1 minute.
- \* You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- \* You instantaneously cause an unlocked door or window to fly open or slam shut.
- \* You alter the appearance of your eyes for 1 minute.

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.

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## Hellish Rebuke

Evocation

Level: **1**  
Casting time: **Special**  
Range: **60 feet**  
Components: **V, S**  
Duration: **Instantaneous**

Reaction: you are being damaged by a creature within 60 feet of you that you can see.

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 level

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.

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## Burning Hands

Evocation

Level: **1**  
Casting time: **1 Action**  
Range: **Self (15-foot cone)**  
Components: **V, S**  
Duration: **Instantaneous**

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.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At higher level

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.

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## Hex

Enchantment

Level: **1**  
Casting time: **1 Bonus Action**  
Range: **90 feet**  
Components: **V, S, M (the petrified eye of a newt)**  
Duration: **Concentration, up to 1 hour**

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 level

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.

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## Flaming Sphere

Conjuration

Level: **2**

Casting time: **1 Action**

Range: **60 feet**

Components: **V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)**

Duration: **Concentration, up to 1 minute**

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration.

Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At higher level

When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

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## Shatter

Evocation

Level: **2**

Casting time: **1 Action**

Range: **60 feet**

Components: **V, S, M (a chip of mica)**

Duration: **Instantaneous**

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 level

When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

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## Hold Person

Enchantment

Level: **2**

Casting time: **1 Action**

Range: **60 feet**

Components: **V, S, M (a small, straight piece of iron)**

Duration: **Concentration, up to 1 minute**

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 level

When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.