


Charm Person

1st-level enchantment

 1 action

 1 hour

 30 feet

 V, S

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.


Charm Person

1st-level enchantment

At higher level: 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.


Comprehend Languages

1st-level divination (Ritual)

 1 action

 1 hour

 Self


 V, S, M (a pinch of soot and salt)


For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Expeditious Retreat

1st-level transmutation

 1 bonus action

 Concentration, up to 10 minutes


 Self

 V, S

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.

Hellish Rebuke

1st-level evocation

 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see.

 Instantaneous

 60 feet


 V, S


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.


Hex

1st-level enchantment

 1 bonus action

 Concentration, up to 1 hour

 90 feet

 V, S, M (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.

Hex

1st-level enchantment


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.


Illusory Script

1st-level illusion (Ritual)

 1 minute

 10 days

 Touch

 S, M (a lead-based ink worth at least 10gp, which this 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.

Illusory Script

1st-level illusion (Ritual)

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.

Protection from Evil and Good

1st-level abjuration



1 action



Concentration, up to 10 minutes



Touch



V, S, M (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.

Protection from Evil and Good

1st-level abjuration

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.

Unseen Servant

1st-level conjuration (ritual)



1 action



1 hour



60 feet



V, S, M (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.

Unseen Servant

1st-level conjuration (ritual)

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.

Witch Bolt

1st-level evocation



1 action



Concentration, up to 1 minute



30 feet



V, S, M (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.

Witch Bolt

1st-level evocation

The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

At higher level: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st.