

TIEFLING MAGIC

THAUMATURGY

TRANSMUTATION 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.

HELLISH REBUKE

1ST-LEVEL EVOCATION
CASTING TIME: 1 REACTION, WHICH YOU TAKE IN RESPONSE TO BEING DAMAGED BY A CREATURE WITHIN 60 FEET OF YOU THAT YOU CAN SEE
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 DC 12 DEXTERITY SAVING THROW. IT TAKES 3D10 FIRE DAMAGE ON A FAILED SAVE, OR HALF AS MUCH DAMAGE ON A SUCCESSFUL ONE.

CANTRIPS

GUIDANCE

DIVINATION CANTRIP
CASTING TIME: 1 ACTION
RANGE: TOUCH
COMPONENTS: V, S
DURATION: CONCENTRATION, UP TO 1 MINUTE

YOU TOUCH ONE WILLING CREATURE. ONCE BEFORE THE SPELL ENDS, THE TARGET CAN ROLL A D4 AND ADD THE NUMBER ROLLED TO ONE ABILITY CHECK OF ITS CHOICE. IT CAN ROLL THE DIE BEFORE OR AFTER MAKING THE ABILITY CHECK. THE SPELL THEN ENDS.

SACRED FLAME

EVOCATION 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 DC 12 DEXTERITY SAVING THROW OR TAKE 1D8 RADIANT DAMAGE. THE TARGET GAINS NO BENEFIT FROM COVER FOR THIS SAVING THROW.

SPARE THE DYING

NECROMANCY 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.

DOMAIN SPELLS

CHARM PERSON

1ST-LEVEL ENCHANTMENT
CASTING TIME: 1 ACTION
RANGE: 30 FEET
COMPONENTS: V, S
DURATION: 1 HOUR

YOU ATTEMPT TO CHARM A HUMANOID YOU CAN SEE WITHIN RANGE. IT MUST MAKE A DC 12 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.

AT HIGHER LEVELS: WHEN YOU CAST THIS SPELL USING A 2ND-LEVEL SPELL SLOT, YOU CAN TARGET ONE ADDITIONAL CREATURE. THE CREATURES MUST BE WITHIN 30 FEET OF EACH OTHER WHEN YOU TARGET THEM.

DISGUISE SELF

1ST-LEVEL ILLUSION
CASTING TIME: 1 ACTION
RANGE: SELF
COMPONENTS: V, S
DURATION: 1 HOUR

YOU MAKE YOURSELF, INCLUDING YOUR CLOTHING, ARMOR, WEAPONS, AND OTHER BELONGINGS ON YOUR PERSON, LOOK DIFFERENT UNTIL THE SPELL ENDS OR UNTIL YOU USE YOUR ACTION TO DISMISS IT. YOU CAN SEEM 1 FOOT SHORTER OR TALLER AND CAN APPEAR THIN, FAT, OR IN BETWEEN. YOU CAN'T CHANGE YOUR BODY TYPE, SO YOU MUST ADOPT A FORM THAT HAS THE SAME BASIC ARRANGEMENT OF LIMBS. OTHERWISE, THE EXTENT OF THE ILLUSION IS UP TO YOU.

THE CHANGES WROUGHT BY THIS SPELL FAIL TO HOLD UP TO PHYSICAL INSPECTION. FOR EXAMPLE, IF YOU USE THIS SPELL TO ADD A HAT TO YOUR OUTFIT, OBJECTS PASS THROUGH THE HAT, AND ANYONE WHO TOUCHES IT WOULD FEEL NOTHING OR WOULD FEEL YOUR 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.

TO DISCERN THAT YOU ARE DISGUISED, A CREATURE CAN USE ITS ACTION TO INSPECT YOUR APPEARANCE AND MUST SUCCEED ON A DC 12 INTELLIGENCE (INVESTIGATION) CHECK.

MIRROR IMAGE

2ND-LEVEL ILLUSION
CASTING TIME: 1 ACTION
RANGE: SELF
COMPONENTS: V, S
DURATION: 1 MINUTE

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.

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.

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.

A DUPLICATE'S AC IS 12. IF AN ATTACK HITS A DUPLICATE, IT 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.

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.

PASS WITHOUT TRACE

2ND-LEVEL ABJURATION
CASTING TIME: 1 ACTION
RANGE: SELF
COMPONENTS: V, S, M
DURATION: CONCENTRATION, UP TO 1 HOUR

A VEIL OF SHADOWS AND SILENCE RADIATES FROM YOU, MASKING YOU AND YOUR COMPANIONS FROM DETECTION. FOR THE DURATION, EACH CREATURE YOU CHOOSE WITHIN 30 FEET OF YOU (INCLUDING YOU) HAS A +10 BONUS TO STEALTH CHECKS AND CAN'T BE TRACKED EXCEPT BY MAGICAL MEANS. A CREATURE THAT RECEIVES THIS BONUS LEAVES BEHIND NO TRACKS OR OTHER TRACES OF ITS PASSAGE.

PREPARED SPELLS

CURE WOUNDS

1ST-LEVEL EVOCATION
CASTING TIME: 1 ACTION
RANGE: TOUCH
COMPONENTS: V, S
DURATION: INSTANTANEOUS

A CREATURE YOU TOUCH REGAINS 1D8+2 HIT POINTS. (THIS SPELL HAS NO EFFECT ON UNDEAD OR CONSTRUCTS.)

AT HIGHER LEVELS: WHEN YOU CAST THIS SPELL USING A 2ND-LEVEL SPELL SLOT, THE HEALING RESTORES 2D8+2 HIT POINTS.

GUIDING BOLT

1ST-LEVEL EVOCATION
CASTING TIME: 1 ACTION
RANGE: 120 FEET
COMPONENTS: V, S
DURATION: 1 ROUND

A FLASH OF LIGHT STREAKS TOWARD A CREATURE OF YOUR CHOICE WITHIN RANGE. MAKE A RANGED SPELL ATTACK AGAINST THE TARGET. ON A HIT, THE TARGET TAKES 4D6 RADIANT DAMAGE, AND THE NEXT ATTACK ROLL MADE AGAINST THIS TARGET BEFORE THE END OF YOUR NEXT TURN HAS ADVANTAGE, DUE TO THE MYSTICAL LIGHT ILLUMINATING THE TARGET.

AT HIGHER LEVELS: WHEN YOU CAST THIS SPELL USING A 2ND-LEVEL SPELL SLOT, THE DAMAGE INCREASES TO 5D6.

HEALING WORD

1ST-LEVEL EVOCATION
CASTING TIME: 1 BONUS ACTION
RANGE: 60 FEET
COMPONENTS: V
DURATION: INSTANTANEOUS

A CREATURE OF YOUR CHOICE THAT YOU CAN SEE WITHIN RANGE REGAINS 1D4+2 HIT POINTS. (THIS SPELL HAS NO EFFECT ON UNDEAD OR CONSTRUCTS.)

AT HIGHER LEVELS: WHEN YOU CAST THIS SPELL USING A 2ND-LEVEL SPELL SLOT, YOU RESTORE INCREASES TO 2D4+2 HIT POINTS

AID

2ND-LEVEL ABJURATION
CASTING TIME: 1 ACTION
RANGE: 30 FEET
COMPONENTS: V, S, M
DURATION: 8 HOURS

YOUR SPELL BOLSTERS YOUR ALLIES WITH TOUGHNESS AND RESOLVE. CHOOSE UP TO 3 CREATURES WITHIN RANGE. EACH TARGET'S HIT POINT MAXIMUM AND CURRENT HIT POINTS INCREASE BY 5 FOR THE DURATION.

SPIRITUAL WEAPON

2ND-LEVEL EVOCATION
CASTING TIME: 1 BONUS ACTION
RANGE: 60 FEET
COMPONENTS: V, S
DURATION: 1 MINUTE

YOU CREATE A FLOATING, SPECTRAL WEAPON WITHIN RANGE THAT LASTS FOR THE DURATION OR UNTIL YOU CAST THIS SPELL AGAIN. WHEN YOU CAST THE SPELL, YOU CAN MAKE A MELEE SPELL ATTACK AGAINST A CREATURE WITHIN 5 FEET OF THE WEAPON. ON A HIT, THE TARGET TAKES 1D8+2 FORCE DAMAGE.

AS A BONUS ACTION ON YOUR TURN, YOU CAN MOVE THE WEAPON UP TO 20 FEET AND REPEAT THE ATTACK AGAINST A CREATURE WITHIN 5 FEET OF IT.

THE WEAPON CAN TAKE WHATEVER FORM YOU CHOOSE.