

## Bigby's Baby Hand

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

A ghostly toddler-sized fist momentarily appears, punching a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 bludgeoning damage and is moved 5 feet to an unoccupied space of your choice. If the damage reduces a creature to 0 hit points, the target is knocked unconscious but stable.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

## Corrupt Mind

*Divination cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You briefly and invasively stab your consciousness into the mind of a creature with at least 1 hit point remaining in range, causing extreme mental anguish. The target must succeed on a Wisdom saving throw or take 1d10 psychic damage. If this damage reduces the target to 0 hit points, you may immediately pick one of the following effects:

- The target is knocked unconscious, but does not die and is stable.
- The target is turned to stone and petrified for 1 hour. You must maintain concentration on the target's petrification for the duration, as if concentrating on a spell. When the petrification ends, the target has 0 hit points and is unconscious but stable.
- If you and the target share a language you both speak, you can probe the target's mind for answers. Ask the target one question, which it must answer "Yes," "No," or, "I don't know," honestly.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

## Justicar's Chains

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 round

You hurl a ball of life-sucking, ethereal chains at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d6 necrotic damage, and its speed is reduced by 10 feet until the start of your next turn. If the target is reduced to 0 hit points before the start of your next turn, the target is knocked unconscious but stable.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## Mind Leak

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 round

You attempt to draw a creature's mental power out through its eyes. A creature you choose within range of the spell must succeed on a Constitution saving throw or take 1d8 psychic damage, and you become invisible to the target until the start of your next turn. This invisibility ends early if you attack or cast a spell. If the damage reduces a creature to 0 hit points, the target is knocked unconscious but stable.

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

## Precise Caster

You have practiced casting your spells to get precise results and gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1.
- When you cast a spell with an area of effect, you can reduce all dimensions of the area of effect by 5 or 10 feet. For example, the *fireball* spell's 20-foot-radius sphere area of effect could become a sphere with a radius of 15 or 10 feet.
- When hit with a ranged spell attack and deal damage that reduces a creature to 0 hit points, you can choose to knock the creature out. You make this choice the instant the damage is dealt. The creature falls unconscious and is stable.